



# GLOBETROTTERS' GUIDE TO THE DARK CONTINENT

To the natives of Africa, the land is their sacred home: while it can be cruel, it also provides for their every need. To the European governments, the continent is a vast stock of natural resources and manpower waiting to be exploited. To both it is a land of mystery and superstition, with crumbling cities older than recorded time, natural wonders of amazing beauty, and living cultures whose stories predate the written word. Welcome to Africa, the Dark Continent, a land ostensibly controlled by the European nations, yet one that does not willingly bow before their economic and military might. Trouble is brewing, making an Africa an exciting and dangerous place for those in pursuit of adventure.

## 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 HUNTERS CLUB

Big game hunting for sport is a popular pastime among Europeans and native nobles keen to act like their British overlords. The club has no interest in fauna beside how hard it is to kill—the more dangerous the beast, the better. While elephants, lions, rhinoceroses, and tigers are the most commonly hunted animals, the Club has taken a keen interest in stories of prehistoric animals still roaming the Earth.

Its clubhouses in London, East Africa (Mombasa), South Africa (Cape Town), and India (Bombay) are decorated with the stuffed heads of beasts killed by members. Each year, the various Club branches vote on who bagged the most impressive beast over the last 12 months. The winner is given the title of Master Hunter of that region, and is awarded a temporary one level bonus Resource (as if he had level 2 or 4 in the League).

**Starting Skills:** Pick two from Expeditions, Firearms, Stealth, Survival

### THE RAILWAY CLUB

Founded in 1830 to promote the emerging railways, the Club initially opened its doors to railway engineers, locomotive designers, and businessmen keen on investing in the new form of transportation. In 1874, it expanded its membership to include travel enthusiasts of both genders who espoused use of the railway over other forms of transport. Members are jokingly known as “Chuffers” among the other Leagues.

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Though based in London, it has small clubhouses across the globe. Always located in major rail hubs, hospitality is open to any member. The current chairman, James Pascal, a notable businessman who holds that railways are the future of land travel, has an ambitious (if somewhat eccentric) plan: he is raising funds with the ambitious goal of building the Trans-Imperial Railway, a railway that will stretch across Europe, Africa, and Asia in an unbroken network, linking the distant parts of the British Empire together.

**Starting Skills:** Pick two from Bureaucracy, Linguistics, Pilot: Railway Engines, Science: Cartography, Science: Engineering

### ROYAL ASTRONOMICAL SOCIETY

Originally named the Astronomical Society of London, the organization received its royal charter in 1831, whereupon it changed its name to its current incarnation. Intended to promote astronomical research (astronomy was largely performed by gentlemen rather than scientists at the time), most of its current membership comprises scientists and professors, though amateurs of suitable social class are still permitted to join.

Most society members who travel overseas do so to witness astronomical events which cannot be viewed from Europe. A small number (considered eccentrics among their peers) now venture abroad to map ancient ruins and correlate their alignment with the heavens. Many of these, it seems, are closely tied to celestial patterns, revealing that mankind's early ancestors knew much of astronomy.

**Starting Skills:** Science: Astronomy and one Skill of your choice

## AFRICA GAZETTEER

This is a turbulent time in Africa, especially in the south, where Britain's territory expands years on year. With *Leagues of Adventure* spanning a decade and not intended to be a history lesson, no attempt has been made to detail the history and changing fortunes of every colony, protectorate, and territory. For the most part, exact names of regions are background flavor, and saying "British South Africa" should suffice. This section follows the pattern laid down in the core rulebook. Countries already described in *Leagues of Adventure* are not duplicated here, though there may be additional notes and places of interest.

## EGYPT

Egypt, land of the pharaohs and superpower of the ancient world, is currently known as the Khedivate of Egypt. Technically part of the Ottoman Empire, it has

been occupied by the British since 1882. Having arrived to reinstate the khedive (the hereditary Ottoman viceroy), weaken the military cabal threatening to turn him into a puppet-ruler, and ensure political and economic stability, the British have decided to stay. Their presence is not universally tolerated by the Egyptians, though.

**Ruler:** Khedives Tewfik Pasha (1879-1892), Abbas Hilmi II (1892-1914); British Consul-General Earl of Cromer (1883-1907)

## ALEXANDRIA

Located on the Mediterranean coast, Alexandria, like other cities sharing its name, owes its origins to Alexander the Great, who ordered it built in 331 B.C. to supersede the Nile port town of Naucratis as the major center of Hellenistic learning in Egypt. As a coastal port, it would also serve as a link between Alexander's home domain of Greece and the fertile fields of the Nile Valley.

Modern Alexandria is a city of contrasts. On the one hand, it is a modern port-city, a vital link in Britain's global trade network. Wealthy citizens come here to take the air, as do middle-class tourists with money to spare. As a result, modern hotels are beginning to spring up in the more respectable parts of the city. Mixed in with these are the slums found in all major cities of the world, side-by-side with the architecture and splendor of the ancient world. While many monuments have been damaged or destroyed by successive waves of invaders, enough remain as testament to the city's long and illustrious past. Those desiring to view finds excavated in the city may, from 1892, visit the Graeco-Roman Museum of Alexandria. Those expecting to find a building rivalling the British Museum are sorely disappointed, for the museum occupies a five-room apartment. In 1895, it moves into a larger building boasting 11 rooms.

### ALEXANDER'S TOMB

One of the greatest generals ever to lead an army to war, Alexander the Great died in Babylon in 323 BC. In contrast to his dying request, which was that his corpse be thrown into a river, the mighty king was placed in a gold sarcophagus and transported to Egypt, where it was entombed first at Memphis before being moved to Alexandria a century later. That Alexander's mortal remains reached the city is evident from historical records, for several Roman emperors came to the city specifically to view the corpse. One, Septimus Severus (A.D. 145-211), reputedly placed several secret books in the tomb before ordering it shut so that, "none could read the books nor see the body." However, by A.D. 400, the tomb's location had become long forgotten.

Since 1737, many Europeans have tried and failed to locate the fabled tomb. Scilitzis, a Greek interpreter serving the Russian consulate, claimed to have seen the tomb in 1850. Beneath the Nabi Danial Mosque, he claimed,

was a secret room, the interior of which he viewed through a small hole. Inside was a crystal coffin containing a corpse bedecked in a golden crown, and scattered around it were many scrolls and papyri.

A decade later, Mahmoud Bey el Falaki, an Egyptian astronomer and engineer, visited the mosque's crypt. While he made mention of finding a paved room from which extended four passages of unknown length and poor structural integrity, he made no claim to have discovered the tomb. He sought permission to explore further, but was denied. Since then, the crypt has been off-limits to all explorers.

## KOM EL SHOQAF A

Concealed beneath the modern streets is a labyrinthine catacomb complex dating from the time of the Ptolemaic pharaohs through to the Roman occupation. It is reached by means of a spiral staircase, though the entrance has been lost for centuries, and since paved over. The lowest levels are partially flooded, and many of the wooden sarcophagi and mummies placed here have rotted away to nothing. Further up, where the atmosphere remains drier, they are in a remarkable state of preservation. In the center of the complex is a large hall, the Hall of Carcalla. A Roman emperor, Carcalla was satirized by the inhabitants of Alexandria when they heard how he killed Geta, the joint emperor, in "self-defense." As punishment, Carcalla unleashed his legions on the city. Those who died, put at 20,000 in local legends, were placed in the catacombs.

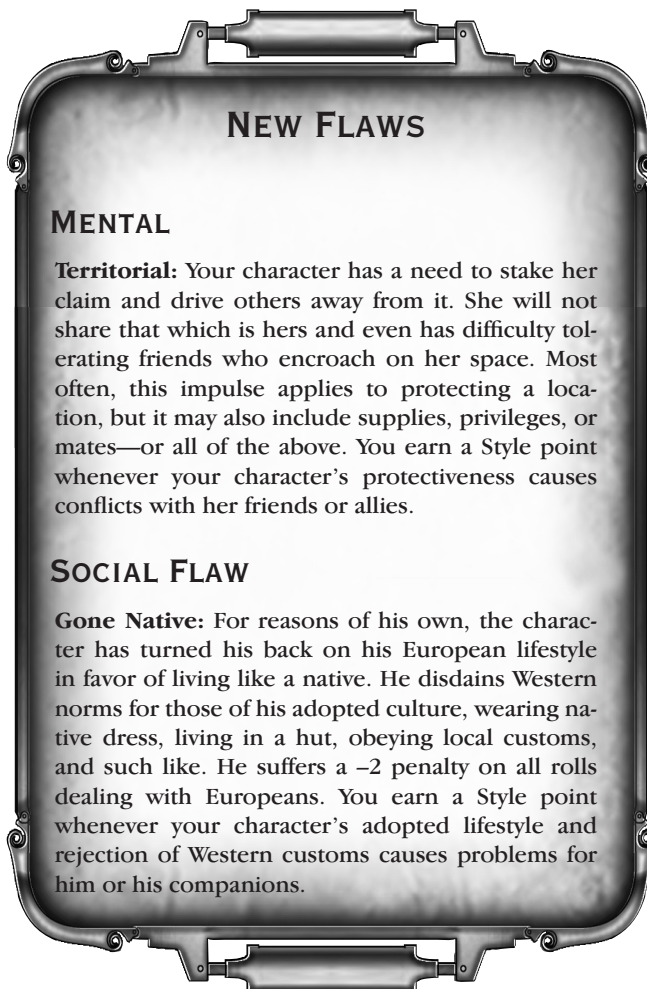
## CAIRO

The first port of call for globetrotters seeking to explore Africa, and further afield in some instances, Cairo is a bustling metropolis caught between the old and new. While the east and center is distinctly medieval in style, replete with its many mosques, bazaars, and churches, the west is more European in style. Unsurprisingly, the west is also the headquarters of the new government.

Although the city's population is predominantly Sunni Muslims, the second largest faith is that of the Coptic Christians. Members of the Coptic Orthodox Church of Alexandria, they have been separate from the Eastern Orthodox Church since A.D. 451. By tradition, the church was founded by Saint Mark, the apostle, in Alexandria. Although the Pope has resided in Cairo since 1800, the church retains its Alexandrian name. The Coptic Pope is Pope Cyril V of Alexandria (r. 1874-1927).

## BEN EZRA SYNAGOGUE

Located in Old Cairo, the Ben Ezra Synagogue, also known as the El-Geniza Synagogue, has stood for over 1,000 years. Within its genizah, or literature storeroom, are fragments of over 200,000 manuscripts dating from



A.D. 870 to 1880. Earlier manuscripts are written in Aramaic, and later ones in Hebrew.

## KHEDIVIAL OPERA HOUSE

Globetrotters looking for a pleasant evening of cultured entertainment undoubtedly end up in the opera house at some point. Constructed in 1869, the mostly wooden structure can seat 850 patrons. It is located in central Cairo, close to Saint Mark's Coptic Orthodox Cathedral, which serves as the seat of the Coptic Pope.

## MUSEUM OF ANTIQUITIES

Founded in 1835, the museum was forced moved to a larger building in 1858 due to the growing size of its collection of artifacts. The collection remained there until 1878, when a catastrophic flood inundated the building, weakening its structure. The Osiris Club donated one of its storage facilities in Giza for the purposes of housing the artifacts until a new museum could be constructed (this opens in 1902). The collection is currently closed to the public. Scholars and other interested parties may

apply to the Department of Antiquities to view the artifacts. Naturally, the Osiris Club has standing permission for its members to view and inspect them, giving them near-exclusive access to the ancient treasures.

### PYRAMID FIELD

Officially known as Cairo Airfield, Egypt's sole permanent airship landing site. Located a few miles beyond the famous Pyramids of Giza, over which landing and departing airships fly, it is a major airship hub. Technically a civilian facility, it is nonetheless the headquarters of the British Army in Egypt, and heavily protected. As a reminder to any locals who might think British rule is tenuous, *HMAS Galabad*, one of Her Majesty's latest military airships, is permanently moored here.

### THE CITY OF THE DEAD

Papyri and inscriptions mention many cities that existed in the time of the pharaohs but are today lost, buried beneath the endless sands. Of the countless names, none stir the imagination more than the City of the Dead (known in one obscure legend as Hamunaptra).

Legends, for no hard facts are known, tell that the city was the resting place for several pharaohs of the 19th Dynasty, and a repository for Egypt's fabulous wealth. In occult circles, the city is supposedly the resting place of two potent magical texts, named the Book of the Living and the Book of the Dead. Various other stories tell that the city is concealed by magic, only becoming visible at certain times of the day (or year, in some versions), that it is buried beneath the sand, only rising when the stars are right, and that swarms of flesh-eating scarabs protect it from intruders.

No sensible scholar places any trust in the story, and most who know of its name remember the ill-fated Sommers-Fraser Expedition, which set off in search of Hamunaptra in 1889. The mutilated remains of the entire party, save for one guide who was never seen again, were discovered by nomads several months later.

### CLEOPATRA'S TOMB

Last pharaoh of Egypt and a direct descendant of Alexander the Great's general, Ptolemy, Cleopatra VII Philopator died, as every schoolboy of sound education knows, in 30 B.C. While her life and the nature of her death is well documented, what still remains a complete mystery is the location of her tomb.

One suggestion is that she lies somewhere in the region of Abusir (formerly the Roman settlement of Taposiris Magna, not to be confused with a site of the same name near Cairo), on the shore of the brackish Lake Mariout in the Nile delta. Standing on a rocky ridge is a

scaled-down replica of the famous Alexandria Pharos (or Lighthouse). Nearby stands a ruined temple dedicated to Isis, goddess of nature and magic.

### PI-RAMESSSES

The "House of Ramesses" is known to the world only through the Bible, and a single ancient Egyptian inscription dated centuries after its construction. The Book of Exodus states it was one of the cities the enslaved Israelites toiled to construct under the lash of the tyrannical Pharaoh Ramesses. While its location is never mentioned, the Bible does say the city was built to be a great storage place. While the description is vague and open to interpretation, many archaeologists have taken this to mean it was a treasury. Ramesses is well known to Egyptologists as "the Great," and his treasury would undoubtedly be stacked high with gold.

### TANIS

Known to the ancient Egyptians as Djanet, Tanis first enters Egyptian history late in the 20th Dynasty, the last line of pharaohs in what Egyptologists call the New Kingdom era. It numbers among the country's many lost cities. One story tells how Pharaoh Shishak plundered Israel, bringing back with him the fabled Ark of the Covenant (contrary to Ethiopian belief). The relic was placed in a secret chamber, its location known only to the king and his most trusted advisors. The story goes on to say that an emissary of the Israelites came before the pharaoh and demanded the Ark be returned. Thrice he asked, and twice he was rebuffed. Finally he left, but not before warning the pharaoh that doom would befall his city. Within a week, a terrible sandstorm swallowed the city, leaving its name to exist only in legend.

### TOMB OF NEFERKAPTAN

Thoth, Egyptian god of knowledge, wrote a magical tome in which were contained several potent spells. The text was placed in a series of vaults beneath the Nile and guarded by deadly serpents. Prince Neferkaptah, seeking the power the text promised, located the vault and slew the serpents. His victory was hollow, though, for Thoth was greatly angered. They struck down his wife and children, driving the prince to commit suicide. Neferkaptah was buried in the manner befitting his rank, and the Book of Thoth placed in his sarcophagus. The curse laid upon Neferkaptah has not yet ended, for his spirit is cursed to protect the book until the end of days.

Later legends say the book is still cursed. A tomb robber, by the name of Setne, located the prince's crypt

and stole the magical text, using wards to keep the angry spirit of Neferkaptah at bay. Alas, Setne became subject to a curse. Seduced and tricked by a beautiful woman into killing his family, Setne returned the text to Neferkaptah's care, and sought forgiveness from the gods.

## ADVENTURE SEEDS

\* Several Leagues have banded together to provide a prize for a grand challenge. Starting in Alexandria, the aim of the contest is to visit 16 other major cities founded or renamed by Alexander the Great. Only land transportation is permitted on a tour that will take in Turkey, Iran, Iran, Turkestan (modern Turkmenistan), Tajikistan, Afghanistan, and northwest India (modern-day Pakistan) before ending back in Egypt. In order to prove they have visited the cities, the contestants must collect an artifact dating from the Alexandrian era. As if it wasn't difficult enough, several of the cities are lost to history!

\* Although the tower at Abusir was erected during the reign of Ptolemy II (r. 285-246 B.C.), a shepherd recently unearthed a cache of coins bearing the image and name of Cleopatra. The Osiris Club is keen to get its hands on these coins, as are several other Leagues. Unfortunately, the scholar entrusted to decipher them for clues was recently murdered in Cairo and the coins stolen. A reward is offered for their safe return.

\* The Osiris Club is currently offering a reward for information leading to the apprehension of vandals who tried to break into the coffin of Pharaoh Seqenenre II before driven scared off by a guard. Nothing was stolen, and the Club is at a loss to explain the reason for the intrusion. See the sidebar "The Staff of Ra."

\* An occultist believes the *Emerald Tablet*, a text known since the 11th century and popular among medieval alchemists, is not only a translation of a fragment of the Book of Thoth, but reveals the secret of the location of Neferkaptah's tomb. Believing he has cracked the secret, he seeks globetrotters to accompany him on an expedition to explore the tomb.

## BRITISH AFRICA

The greatest superpower on the planet, it is little surprise Great Britain is also the largest colonial power in Africa. Much of its territory is based in the south, east, and northeast of the continent, though its influence is far reaching.

## BRITISH GOLD COAST

After dissolving the African Company of merchant, the British assumed direct control of the Gold Coast region of West Africa in 1867. Five years later, they expanded the territory further by purchasing the Dutch Gold Coast.

## THE STAFF OF RA

Known through inscriptions as Seqenenre Tao II, the pharaoh's name means, "He Who Strikes like Ra." His other name, Tao, simply translates as "Great," and is used in a manner similar to Alexander the Great.

A ruler of the native 17th Dynasty, he came to power around 1560 BC, and ruled for just a few short years. Discovered in the Deir el-Bahri cache in 1881 and unwrapped in 1886, the royal mummy showed clear and dramatic evidence of a violent death. According to the historical texts, the pharaoh died in battle against the Hyksos, invaders who ruled northern Egypt under Pharaoh Apophis. Apophis was viewed by the Egyptians as the earthly incarnation of Apep.

According to one legend, Seqenenre Tao was given a relic known as the Staff of Ra to carry into battle by the high priest of Ra. The staff was carried by the high priest, and used each morning in rituals to drive away Apep, so ensuring the sun would rise. It was topped with a gemstone, from which rays of light could be commanded to appear and incinerate foes. Seqenenre chose instead to lock it away in a vault he had constructed shortly after taking the throne. Some say he had a vision in his youth, in which he foresaw a greater need for the Staff to be wielded in the future. In deliberately choosing not to take it on campaign, he all but guaranteed his own death. A little known legend claims that he told the priest the secret of its location would "die within him"—a strange wording that has perplexed scholars who know the legend.

Most Egyptologists have interpreted "vault" to mean "tomb." Since nothing resembling a staff was found with his mummy, they see the story as just another fanciful myth. The word "vault" was used quite deliberately, for the pharaoh had a secret resting place built to hold the staff—a vault protected by deadly traps.

The cult of Apep would dearly love to find the Staff, for in the wrong hands it could be used as a weapon to foil their great and diabolical plan.

The Ashanti, whose lands lay further inland, had long been trading partners with the Dutch, and the British purchase now left them without a direct trading link to the sea. Following an Ashanti invasion in 1873, the British launched a campaign to quell the tribes once and for all (the Third Anglo-Ashanti War, 1873-1874). With their capital burned, the Ashanti were forced to capitulate and agree to Britain's harsh terms: the Ashanti were to renounce all claims to the southern lands of the Gold Coast, and keep the trade road to Kumasi, their capital, open. Despite losing influence over neighboring tribes, the Ashanti continued as an independent empire. Britain's true interests, though, lay not in protecting the

Gold Coast ports, but in the lands north of the Ashanti Empire (the so-called Northern Territories), which were rich in gold. Desperate to keep the French and Germans from capturing the territory first, the British invaded under a false pretext (non-payment of taxes), so initiating the Fourth Anglo-Ashanti War (1895-1896).

Weakened after the last war, the Ashanti and unwilling to see their capital burn again, the Ashanti put up only token resistance. The British declared the region a protectorate in 1896, and exiled the Asantehene, the head of the nation.

**Ruler:** Governors William Brandford Griffith (1885-1895), William Edward Maxwell (1895-1897), Frederick Mitchell Hodgson (1897-1900)

## CAPE COLONY

Exchanged between the Dutch and British several times, the Cape Colony, which lies at the southern tip of Africa, has been in British hands since 1814. Although Cape Town (on the southwest coast) is the capital, Port Elizabeth (south coast) is the major hub for those whose business ventures or expedition goals lie inland. Following the discovery of diamonds at Kimberley (in neighboring Bechuanaland) in 1866 and the annexation of the surrounding territory Kimberley in 1877, Port Elizabeth became the start of a rail network stretching deep into southern Africa.

**Ruler:** British Governors Henry Brougham Loch (1889-1895), Hercules Robinson (1895-1897), Alfred Milnet (1897-1901); Prime Minister Cecil Rhodes (1890-1896), John Sprigg (1896-1898), William Schreiner (1898-1900)

## EAST AFRICA PROTECTORATE

First colonized by the Portuguese in the 16th century as part of their eastern trading empire, Portugal had lost interest in the land later known as Kenya within a century. By the time Europeans again cast their eyes to the nation, it was ruled from Zanzibar. In 1888, the British East Africa Company secured a 50-year lease over a 150-mile stretch of the coast snaking up from German East Africa. By 1890, the British sphere of influence, defined by treaty at the 1885 Berlin Conference, extended across what is now Kenya and much of neighboring Uganda as well. The treaty did not suit the natives, however, for as usual they were not consulted. In 1890, Chief Waiyaki Wa Hinga, who had signed a treaty with the BEAC but felt aggrieved at his treatment, rose up and burned down a British fort. In 1892, he was kidnapped by British agents and executed for his crime. Before his capture, the chief and his warriors became infamous for employing magic

against the Europeans. Indeed, witchcraft would remain a thorn in the British side until the next century, when aggressive attempts are made to stamp it out.

In 1894, the British government took over the lease from the failing BEAC, and hurriedly expanded west into the interior, naming the territory the East Africa Protectorate under governance of the Foreign Office, and beginning a railway that would stretch from the capital, Mombassa, to Lake Victoria (started 1895, finished 1901). Expansion was followed by a wave of Indian immigrants in 1896. Typical of colonials, the British placed the Indians below themselves, but higher than the native black population. In 1899, the central highlands are ravaged by famine and plague.

**Ruler:** BEAC Administrators George Sutherland Mackenzie (1889-1890), Francis Walter de Winton (1890-1891), Lloyd Williams Matthews (1891-1892), Sir Gerald Herbert Portal (1892-1893), Commissioner Arthur Henry Hardinge (1895-1900)

## MOUNT KENYA

Named Mount Kenia ("God's resting place" in the local Kamba language) in 1849 by Dr. Johann Ludwig Krapf, a German missionary, Mount Kenya is the second-highest mountain in Africa. The mountain is a stratovolcano comprising multiple peaks, the highest rising over 17,000 feet above sea level. Despite Krapf's description of the towering mountain, its existence was disputed until 1883, when Scottish geologist and explorer Joseph Thomson attempted the first ascent. Subsequent expeditions in 1887, 1892, 1893, 1894, and 1896 all made significant attempts, but none reached above 15,500 feet.

In one of the high valleys, as yet unseen by Europeans, is the shattered remains of a colonnaded temple. Weathered inscriptions in a tongue distantly related to ancient Egyptian tell of a cave that leads into the underworld, wherein dwell ancient gods and horrible demons.

## RHODESIA

The birth of Rhodesia is a bloody and violent one. Until the mid-1800s, the European powers had little interest in the rule of King Lobengula of the Ndebele peoples or Mthwakazi (modern Zimbabwe), the land he ruled. Lying north of the South African republic and east of British Bechuanaland, it seemed an economically useless territory. That changed overnight with the discovery of gold in Mashonaland, a northern satellite province of Mthwakazi inhabited by the Shona people.

In 1888, the greasy palm of Cecil Rhodes, a British mining magnate and politician, exchanged gold and firearms for mining concessions. Like most who exploited the natives for their own gain, Rhodes' dealings with the king were less than honest.

Armed with the treaty, Rhodes promptly founded the British South Africa Company, and set about establish-

ing his claim in true colonial fashion. In 1890, a large column of settlers protected by well-armed members of the company's private mounted police force (the British South Africa Police) moved into Mashonaland. A year later, ignoring King Lobengula, who tried to have the treaty cancelled, the British government declared Matabeleland and Mashonaland protectorates under the control of Rhodes' company.

Looking to expand the territory and increase the presence of white settlers, Rhodes used a raid by the Ndebele against the Shona as a pretext to crush the monarchy. The First Matabele War (1893-1894) pitted 100,000 natives against 700 BSAP soldiers. Seemingly overwhelming numbers proved no use against artillery and machine guns. Despite a few setbacks for the British, the war ended with the death of the king and the establishment of white rule in what had now become known as Matabeleland. It was an act of aggression that would come back to haunt the British with a vengeance a few years later.

In 1896, preparations for supporting an uprising against the Boers left the protectorate virtually defenseless. Sensing an opportunity for revenge, the Ndebele rose up, sparking the Second Matabele War (1896-1897). Great Britain won the day, though at the cost of the lives of 2,000 settlers and extensive damage to property. The territories of Matabeleland and Mashonaland became provinces of the newly founded Rhodesia.

**Ruler:** Administrators Archibald Colquhoun (1891-1894), Dr Leander Starr Jameson (1894-1896), Earl Grey (1896-1898); Administrator of Mashonaland and Senior Administrator of Rhodesia William Milton (1898-1901) and Administrator of Matabeleland Arthur Lawley (1898-1901)

## ADVENTURE SEEDS

\* An eccentric, some might say mad, businessman has agreed to marry his daughter to a Maasai chieftain in return for a sizeable tract of land. He seeks globetrotters to escort the girl, who of course is totally against the notion, from London to the East Africa Protectorate. The girl will take every opportunity to escape her guardians, and is also the target of Prussian agents seeking to kidnap her. Should she fail to arrive safely in time for the wedding, the chieftain will declare the British honorless dogs, and rise up in rebellion.

\* The Alpine Club is launching an expedition to reach not only the highest point of Mount Kenya, but to place flags on all three of the tallest peaks on the same expedition. Unfortunately, the natives who live on the lower slopes are aggressive toward interlopers, fearing the god on the mountains will send "crashing white stuff" (avalanches) to punish them.

\* The Travelers Club is sponsoring two expeditions to circumnavigate the globe by traveling only along the Equator. Both expeditions are to begin in the East Africa Protectorate, with one heading west and one heading east. Detailed navigational records must be kept in order to prove the expedition a success.

\* While in the East Africa Protectorate, the globetrotters spot smoke rising from over the horizon. Investigation reveals a burning native village. The sole survivor, a young girl, reports the settlement was attacked by a fire-breathing dragon. The guilty party is in fact a German military unit sent to destabilize the area in preparation for an invasion. The dragon is actually a steam tripod (see *Globetrotters' Guide to Unusual Places*) equipped with a flamethrower.

\* Work on the new railway through the East Africa Protectorate has ground to a halt due to a spate of vicious lion attacks. The lions are being controlled by a witch doctor, who resents the railway running through his tribe's ancestral hunting grounds.

\* While Rhodes' ventures in Rhodesia brings new wealth to the British Empire, it also raises questions among certain members of Parliament.

\* The Second Matabele War is not fought with just bullets. The Ndebele leader, Mlimo, orders his witch doctors to call forth spirits to empower his army and weaken the British. More disturbingly, he plans to awaken the corpse of King Lobengula as host to a powerful demon. Disturbance in the aetheric medium caused by the powerful rituals alerts the Ghost Club, which hastily arranges an expedition to put an end to the supernatural threat and slay the demon.

## CITY OF MONKEYS

Only fools dismiss things they have not personally witnessed out of hand, for the world is a mysterious place. One such tale that leaves most globetrotters chortling is that of the City of Monkeys.

Central and Eastern African tribes have long spoken of a city wherein baboons act like men and men are like beasts. Its location varies, but most stories agree it stands on the slopes of a smoking mountain surrounded by thick jungle. The natives fear the place, and never venture near it or fear of angering the denizens.

An outpost of ancient Egypt, the city, once called Khemmenu, was built in the Egyptian style. A cult center of Thoth, the deity of knowledge, invention, and magic, the inhabitants kept a great number of baboons, at first treating them as sacred beasts. As the human population declined, the baboons were put to work as slaves.

Over the millennia, the baboons took on more humanlike physical, mental, and social traits, while the isolated human population dwindled, became inbred, and finally descended into bestiality. Eventually, the two species reversed roles.

The baboons live, dress, and act like men, even speaking a crude language related to ancient Egyptian (characters who speak Ancient Egyptian have a -2 penalty to Charisma rolls due to the different grammar and more bestial tone). Lording over them from a grand palace is a divine pharaoh who always takes the name Jubbah (a variant of Djehuty, the Egyptian name for Thoth). The

pharaoh has an army to keep order and raid neighboring human lands for captives. The soldiers carry bronze weapons of antique Egyptian design.

Humans are seen as unintelligent creatures, fit only to wait on their monkey masters. Incapable of speech aside from grunts, they live in poor conditions, and toil under the crack of the lash. New captives have their tongues cut out, for in the perverted lore of baboons, humans stole the power of speech from their ancestors.

The baboons have forgotten the origins of the city. Over the centuries, human art has been erased and replaced to show the monkeys as masters and humans as the inferior species. However, the erasure is far from complete. Located on the outskirts of the city, in the jungle, are the crumbling remains of statues depicting human kings, while in a hidden necropolis in the nearby hills are the tombs of human priests of old. The walls of the crypts clearly depict the true origins of the city.

### ADVENTURE SEEDS

\* A globetrotter inherits, purchases, or otherwise acquires a collection of antique coins. Among them is a thin gold coin stamped with the head of a monkey wearing a pharaonic headdress and writing in an unknown tongue. Could this be proof the City of Monkeys is real?

## CONGO FREE STATE

Occupying a large portion of Central Africa, the Congo Free State is not ruled by a colonial government, nor is it a free land. Long ignored because of its thick rainforest, dank swamps, disease, and stubborn natives, it became the private holding of King Leopold II of Belgium in 1885. Ruling in the king's name is a governor and a cabinet of Belgian bureaucrats, all of whom are directly appointed by and answerable solely to Leopold.

Unable to finance the running of an entire country from his own treasury, Leopold promptly decreed that any land not settled or cultivated belonged to the state (i.e., Leopold). Part of the land was turned into the Free Trade Zone, and the region parceled up and leased by other European powers for 10- or 15-year periods. The rest became Leopold's private domain. Between 1892-1894, the Belgian's warred against slavers supported by Zanzibar. The war was not driven by charity or kindness toward the plight of the slaves, but by base economics as slavers were depriving the king of manpower.

Life in the Congo Free State is harsh, and not just because of the natural environment. Colonial administrators are paid a pittance, with much of their salary only being awarded upon retirement, and then only if their superiors deem their work satisfactory. The natives are set unrealistic quotas for rubber and ivory, and may only sell their produce to the State, which naturally keeps the prices it pays very low.

Ensuring quotas are met is the brutal Force Publique.

Led by white Belgian officers backed up by black soldiers, the Force Publique uses force, torture, and rape as weapons against the people. Villages that fail to comply with orders or show signs of resistance are burned, and death awaits those who fail to meet their quota.

In order to prevent soldiers wasting expensive bullets hunting game, the officers demand that for every round expended, a soldier produce a human right hand as "proof" a peasant had been executed for failing to meet his quota. This grisly and inhuman practise has led to a surge of violence between villages, for hands have become a ghastly form of currency, used to pay off part of the settlement's produce quota.

Missionaries are tolerated in the country, but only on the grounds they keep silent about Leopold's barbaric injustice. Those who speak out are met with an expensive public relations campaign aimed at discrediting them.

The total death toll under Belgian rule is impossible to calculate due to a lack of records, but estimates place it between 5 and 20 million.

**Ruler:** Governors Camille Janssen (1886-1891), Henri-Ernest Gondry (1891), Théophile Wahis (1892-1908)

### ADVENTURE SEEDS

\* The Assassination Bureau is looking to place one or more members in an expedition heading for the Congo Free State. An ivory trader and mentalist, known only as Kurtz, has gone insane. Dominating several local tribes, he sends his warriors on bloody rampages into neighboring regions to gather ivory, for which he has an insatiable lust. The Bureau has sanctioned his death.

\* Word has filtered back from the Congo River basin about a creature known in the local tongue as mokélé-mbèmbé ("one who stops the flow of rivers"). The only European report dates from 1776, and describes how the expedition found enormous footprints. From native descriptions, the creature appears to be a sauropod. Naturally, several Leagues are keen to photograph and study the beast, while others are priming their rifles for a grand safari.

## ETHIOPIA

The largest truly free country in Africa, Ethiopia has a long history. Though currently enjoying a period of peace, it will be thrown into conflict with the Kingdom of Italy before the century ends.

### CHABBÉ

On the open savannah of southern Ethiopia is a deep, narrow gorge. Local legends claim it was once a cave, but God brought down the roof after the site was defiled by pale-skinned invaders. Exactly when this occurred is not record, but it is certainly many generations ago. The



walls are covered with carvings of animals. Artistically, the style is quite unlike anything else in Ethiopia.

Unusually, they are all female, and none possess heads, though they have horns protruding from their necks. Above each pair of horns, pointing directly at the beasts, is an elongated triangle. The animals are arranged in a procession, leading from the end of the gorge toward where the ancient cave mouth once stood. At the back of the gorge, from where the animals appear to emerge, is the start of an extensive cave system. Unfortunately, the entrance is choked with rubble, and would require major excavation before it could be explored.

## SOF OMAR CAVE

Though unknown to Europeans (until 1894, historically), the Sof Omar Cave is well known locally. It is named after a Muslim holy man, who supposedly dwelt here with his daughter, but features in the animistic practices of the local Oromo people.

The cave stretches for over 9 miles in total, and has over 40 entrances. One of the four easily accessible entrances is located close to Sof Omar village. A shrine combining animistic and Muslim elements stands outside the entrance. Exploration is extremely difficult, thanks in no small part to a river that courses through the cave. Deep within is a chamber supported by what appear to be natural pillars, formed where stalagmites and stalactites have merged over the millennia. Stonework is still visible in places beneath the crust, upon which are words written in an unknown language.

## LAND OF PUNT

A trading partner of ancient Egypt, Punt was rich in gold, ivory, ebony, aromatic resins, laves, and wild animals. Though several inscriptions make mention of the mysterious land, the most detailed record is found in the mortuary temple of Queen Hatshepsut, which lies in Middle Egypt, opposite the town of Luxor.

Translated between 1894 and 1899 by Édouard Naville and Howard Carter, Egyptologists and members of the Osiris Club, they provide a graphic history of the expedition and the riches it returned. Most notable are the images of baboons, giraffes, and leopards, animals that are found in East Africa.

The inscriptions refer to Punt as *Ta netjeru*, or “Land of the Gods/Ancestors,” though it does not embellish the name or provide clues to its origin. Could it be that the Egyptians originated in distant Punt and migrated north, or is it possible their gods, who might have been the remnants of a more ancient and advanced culture, first settled here?

## TIYA

In the southern central highlands of Ethiopia are 36 standing stones arranged in a straight line. Averaging 16 feet high, and flat like paving slabs, they are inscribed

## AFRICAN WITCHCRAFT

To the native peoples of Africa, witch doctors diagnose and cure sickness believed to be caused by witches, whereas the Europeans believed they are healers who practice witchcraft. Although witchcraft is found the length and breadth of Africa, Leagues of Adventure simplifies practitioners into three basic categories based on those of Southern Africa. Whether or not a witch doctor actually knows “true” magic is up to the Gamemaster, based on his style of campaign. Herb lore, knowledge of poisons and medicines, basic first aid, wisdom, experience, and old age can all be used to simulate magical arts in the eyes of the uninitiated and superstitious.

The *sangoma* is a diviner, skilled at predicting the future and detecting illnesses. Such practitioners are usually female. Animism and Natural Magic are the preferred magical traditions.

The *inyanga* is a healer first and foremost, but also provides charms to help people through life. Traditionally, this is a male role. Like a *sangoma*, they are typically practitioners of the Animism or Natural Magic traditions.

The *thakathi*, a near-exclusively female occupation, is a practitioner of Black Magic, an expert in curses and causing harm to others. They are blamed for bad weather, illness, sudden deaths, crop failures—in fact, most everything that can go wrong in life.

## NEW RITUAL

### HEALING

#### Rank 2

This ritual heals injuries, instantly knitting wounds and erasing trauma. The caster must lay hands on the wounded person to heal her. Make a Magic roll; each success heals one lethal or two nonlethal wounds.

Healing	Modifier
Each additional healing attempt	-2
Injury more than one hour old	-2
Medicine roll has already been made	-2

with strange marks and swords or daggers. The latter point down when found singularly, but toward each other when found in pairs (or multiples of two).

The locals claim the stones were erected by Muslim invaders as tethers for their mounts, but they never look into one's eyes when recounting such tales. Despite the oft-repeated tale, the site is known as the Graveyard of Giants in the local language.

### ADVENTURE SEEDS

\* The Osiris Club believes Punt lies somewhere in the Horn of Africa, and is sponsoring an expedition to search for ruins. The Sumeria Club is sponsoring a rival expedition to the western coast of southern Arabia in the hope of furthering its research into the ancient progenitors.

\* The discovery of ancient coins in the region of Tiya has the Leagues excited. Square rather than round, they are inscribed in Phoenician with the phrase "Issued in the Temple of Transparent Walls." Such a phrase has never been discovered before, and to what it might refer is a mystery the Leagues want solved.

\* While rooting through a library, a globetrotter discovers a long-forgotten translation of a diary. Supposedly written by Sof Omar, it tells of his descent into a cave system in Ethiopia, wherein he found columns inscribed in the "language of angels."

## FRENCH AFRICA

The French have had interests in West Africa since the 17th century. Over the centuries, they have extended their grip to include much of northern, western, and central Africa. From 1895, the lands of Côte d'Ivoire, French Dahomey, French Guinea, French Sudan (Mali), Niger, and Senegal are known as French West Africa. In the decades following, Mauritania and Upper Volta are added to the colony.

### ALGERIA

Governed by France since 1830, Algeria has undergone much unrest since colonial occupation. The French have removed traditional leaders, confiscated land, and stripped away the old educational system, replacing it with a French one. Further tensions have arisen over the awarding of French citizenry to the country's Jewish population. A similar offer to the dominant Muslim population required them to renounce Islamic religious law, whereas the Jews were allowed to retain theirs. As a result, few Muslims have taken up the offer. Following a rebellion in 1871, the French have exerted tighter controls on the Muslims. In modern Algeria, insolence is a crime, and suspects can be jailed for a period of up to five years without trial.

Algiers, the capital, is the headquarters of the French Foreign Legion. Since 1831, the Legion has fought across the world. During the era of *Leagues of Adventure*, it campaigns in Africa three times, taking part in the Second Franco-Dahomean War (1892-1894), the Second Madagascar Expedition (1894-1895), and the Mandingo War (1898).

**Ruler:** Governor-Generals Louis Tirman (1881-1891), Jules Cambon (1891-1897), Auguste Loze (1897), Louis Lépine (1897-1898), Edouard Lafferrière, (1898-1900)

### ABALESSA

The Tuareg nomads claim they are descended from Tin Hinan, a Berber princess. Traditionally, her burial place is near the small village of Abalessa, in southern Algeria. The princess does indeed lie here, beneath an innocuous large mound.

Within a small hive of stone chambers surrounded by fourteen smaller cells are her mortal remains and her grave goods—seven golden bracelets on her right arm, and seven silver ones on her left arm. Clay pots and bowls filled with the residue of ritual offerings lie at her feet. These are of little financial value, but they are culturally significant—their decoration indicates they were fired in the time of the pharaohs.

### TASILI N AJJER

In the northeast of the Sahara lies the "Plateau of Rivers" (in the Berber language), a vast mountainous region. Save for thin strips of vegetation along the many rain-cut valleys and the very occasional scattered forest of cypress and myrtle, the highland region is barren and arid. Only a handful of expeditions have ever visited the area, but what they found amazed them. In a region totally unsuitable for supporting human life they discovered burial mounds, drystone wall enclosures, and fragments of pottery. More astounding, and the reason several Leagues maintain a healthy interest, are the thousands of petroglyphs.

Undoubtedly ancient, they show antelopes, buffaloes, elephants, giraffes, and lions, among others. Many are shown as part of hunting scenes, clear evidence the animals were present when the petroglyphs were created. Of course, the Sahara is a desert, and thus has never been capable of supporting the types of animals depicted. Stranger still are the paintings of animals completely unknown to biologists, save through fossil records.

Leagues with an interest in history are divided on the origins of the petroglyphs. Some argue the paintings and inscriptions belong to an unknown culture that dwells in a hidden valley. Evidence for this comes from the fact the glyphs have survived largely intact in a region renowned for scouring winds. Others argue the markings are far older, and were made by African slaves brought to a Roman city erected in the region. That city is likely long abandoned, but it has yet to be discovered, and is therefore still a worthy objective for an expedition.

## MALI

At the start of the 1890s, Mali (in central West Africa) was a divided land, ruled by small empires. In 1892, the French imposed direct colonial rule on Mali. Not everything went entirely to plan, though.

Unwilling to be ruled by Europeans, and angered at France's seizure of their lands in Côte d'Ivoire, the Wasoulou Empire, which also controlled southwest Mali, went to war. France suffered a bloody nose in the Second Mandingo War (1894-1895), but consolidated her holdings and emerged victorious in the Third Mandingo War (1898). Until the early years of the next decade, the French are forced to fight to a number of small guerilla conflicts against the natives. Between 1890 and 1892 the area is known as the French Sudan Territory. From 1892 to 1899 it exists as a separate colony, French Sudan.

**Ruler:** Commandant-Superior Louis Archinard (1890-1891), Pierre Maire Gustave Hubert (1892-1893), Louis Albert Grodet (1893-1895), Governor (as part of French West Africa) Louis Edgard de Trentinian (1895-1898), Marie Michel Alexandre René Audéoud (acting; 1898-1899), Delegate (of separate colony) William Merlaud-Ponty (1899-1902)

## ARLI

The historians of old wrote accounts of the Garamantes, whose lands lay in what is now northeast Mali and southeast Algeria. Uniquely among the denizens of the Sahara, they rode in two-wheeled chariots. In northern Mali are rock paintings showing these vehicles, alongside which are inscriptions in the ancient Phoenician alphabet. Unfortunately, the language is not one known to archaeologists. Any globetrotters seeking to unlock their meaning must first labor to decode them.

No mention is made in the ancient records of where the Garamantes originated. Their arrival (around 1200 B.C.) coincided with the mysterious Sea People, maritime raiders who appeared out of nowhere to plague the eastern Mediterranean.

## ADVENTURE SEEDS

\* An Algerian businessman hires the globetrotters to excavate at Abalessa. He demands they do so under the French flag, so as to show people the expedition has official approval. The patron is actually a rebel sympathizer, and hopes "French" desecration of the site will spur the Tuareg nomads to rise up against the French.

## GERMAN AFRICA

Germany may be a later player to the game of colonial expansion, but it is determined to grab as much territory as it can. As well as small holdings in Asia (see *Globetrot-*

*ters' Guide to the Far East*), it has sizeable domains on the coasts of Africa. All the German protectorates and colonies are suffixed by "German."

Security of Germany's African colonies is provided by the Schutztruppe ("Protection force"). Officers and non-commissioned officers are German volunteers, with indigenous natives making up the rank-and-file. Independent from the Imperial army and navy, though subject to military law and discipline, they have their own headquarters in Berlin.

## EAST AFRICA

The colony known as German East Africa began in 1885, when the German government sanctioned the "Society for German Colonization" to establish a protectorate. The Sultan of Zanzibar protested, claiming he also owned the mainland, but his objections ended when five German warships entered the harbor and trained their guns on his palace. In 1890, the British and German governments signed the Heligoland-Zanzibar Treaty, which returned islands captured by the British in the Napoleonic Wars back to Germany and drew up the borders of German East Africa. In 1891, German East Africa changed from a protectorate to a colony.

While the Germans have brought education, economic growth, and the railway, their administration is not universally accepted. Between 1891 and 1894 the colonials are forced to fight the Hehe tribe, led by Chief Mkwawa, who resented German expansion into their ancestral lands. The king escaped the assault on his capital and led a guerilla war until 1898, when, facing capture, he committed suicide.

**Ruler:** Imperial Commissioner Hermann Wissmann (1888-1891), Governors Julius Freiherr von Soden (1891-1893), Friedrich Radbod Freiherr von Schele (1893-1895), Hermann Wissmann (1895-1896), Eduard von Liebert (1896-1901)

## CAVE OF SKULLS

Hidden behind a waterfall in the hinterland jungle lies a cave system. None know of its existence, for the local natives (renowned for their black skin but frequent occurrences of red and blonde hair) are especially fierce and hostile, though the cave is part of the legends of neighboring peoples. Within, atop stone biers, lie the skulls of 20 men. Placed around them are the rusting remains of chain hauberks and long swords. The only epitaph is a Latin inscription on the wall, which proclaims this the final resting place of Gerard de Ridefort and his knights.

Behind a secret panel lies another cave, this one boasting a king's ransom in gold and silver coins dating from the 12th century, along with several holy relics. The treasure is not there for the taking, for the cave is seeded with many deadly traps.

A grand master of the Knights Templars, de Ridefort escaped Jerusalem with several holy relics shortly before it fell to Saladin in 1187. Stealing the money of King Henry II of France from the city of Tyre, the grand master and his knights tried to flee the Holy Land for Europe, their intent being to finance a crusade to liberate Jerusalem. Forced south by Saladin's army, they battled their way to the coast of Arabia, where they boarded a ship for Ethiopia, where they hoped to raise a new army.

Driven south by a terrible storm, they were eventually shipwrecked on the coast of East Africa. Sick and starving, the survivors moved inland in search of salvation. After being nursed back to health by the local natives, the knights, having no knowledge of shipbuilding, chose to stay and found a new Christian kingdom. The treasure was placed in the cave behind the waterfall, which the locals had long used as a place of worship. Mere mortals, the knights eventually succumbed to mortal temptations. As the knights died of old age, so their skulls and armor was placed in the cave, to be honored by their descendants.

## SOUTH-WEST AFRICA

Though first explored by the Portuguese in the 15th century, the first Europeans to settle Namibia (named after the Namib Desert) were German and Swedish colonists who stopped here on their journey from South Africa to Angola. In an effort to thwart British expansion, the German government declared the land a protectorate in 1884. The South West Africa Company was founded to exploit the region.

The British, however, had already surveyed the coast, and found only the deep harbor of Walvis Bay worth possessing. This they annexed in 1878, prematurely stymieing German plans and ensuring their ships had a safe harbor before attempting to round the Cape of Good Hope. Naturally, this rather upset the Germans, who found themselves lacking a decent harbor.

In 1886, the Germans passed a legal act creating one set of laws for Europeans, and a different set for natives. As one might expect, this led to increased tensions. The British presence in Walvis Bay added to the mix, and the country soon became a tangled web of alliances and vendettas. As the 1890s dawned, the South West Africa Company ran into serious financial troubles, despite the copper and diamond reserves the country boasted. Germany declared it a colony, and sent additional troops to protect new interests.

Seeking to strengthen their grip on the country, the Germans launched a surprise attack against a local tribe in 1892. Though most of the women and children were slaughtered in their beds, King Hendrik Witbooi and the majority of his warriors escaped the massacre. For the next two years he and his men waged a guerilla war against the Germans, ending it in 1894 only after agreeing to a conditional surrender. As the new century dawns,

Germany's harsh rule leads to further open rebellion. A shadow of things to come in Europe in later years is cast over the territory as the Germans begin a campaign of genocide, the construction of concentration camps, and barbaric medical experiments.

Virtually the entire country is desert. The largest region, the Namib Desert, snakes along the coast for over 1000 miles and inland for many hundreds of miles. Made up of gravel plains and monstrous dunes, it is a hyper-arid region of little use to man or beast. Inland lies the Central Plateau, home to much of the population and what little agricultural land the country boasts. Bordering Angola, which lies to the north, is the Bushveld. For much of the year it is an arid, sandy wasteland, but come the rainy season it transforms into a shallow lake covering over 2000 square miles.

**Ruler:** Imperial Commissioners Louis Nels (acting; 1890-1891), Curt von François (1891-1893), Administrators Curt von François (1893-1894), Theodor von Leutwein (1894-1898; governor 1898-1905)

## THE WHITE LADY

Rising from the gravel place near the coast is Mount Brandberg, an 8,500 foot mountain known to the local Herero people as Omukuruvaro ("Mountain of the Gods"). Near, the base of the mountain, in a deep, narrow ravine, is a rock painting known to the Herero as The White Lady. The artistic style of the painting is similar to the murals and carving of ancient Egypt.

It depicts a procession led by a group of women. Armed with bows and wearing gauntlets around their wrists, it is evident to the casual observer these are warriors. Dominating the procession is the White Lady, so named because she has white skin. While many of her followers have black skin, others are noted for their paler complexion and red hair. Who the image depicts is open to much interpretation. The three main contenders are the Queen of Sheba, La of Ophir, and Hiya of Kôr. All three have reason to be depicted, and all three have arguments against it being them. Of course, the image may refer to a city ruled by women as yet unknown to European globetrotters, or reference to a Mediterranean expedition that reached the country in antiquity.

## WEST AFRICA

The German West African Company was founded in 1885 with the purpose of exploiting the colony of Kamerun (modern Cameroon). Seeking to modernize the country, the Germans embark on constructing railways and hospitals. Unfortunately, the natives were less than keen to help their colonial rulers, leading to the introduction of forced labor.

Often called "Africa in miniature," German West Africa has coast, desert, mountains, rainforest, and savanna in an area a little larger than modern California.

**Ruler:** Governors Eugen von Zimmerer (acting; 1889-1890), Markus Graf Pfeil (1890), Jesko von Puttkamer (acting; 1890), Bruno von Schuckmann (acting; 1891-1892), Eugen von Zimmerer (1892-1893), Leist (acting; 1893-1894), Eugen von Zimmerer (1894), Jesko von Puttkamer (acting; 1894-1895), von Lucke (acting; 1895), Jesko von Puttkamer (acting; 1895), Theodor Seitz (1895-1897), Jesko von Puttkamer (1897-1898), Jesko von Puttkamer (1898-1900)

## ADVENTURE SEEDS

\* After visiting a site in German South-West Africa, Paul Schliemann, a German archaeologist, secured extensive funding to search for Atlantis. Regular updates placed him in Tibet and then London. His last telegram said he was returning to Africa based on clues he had discovered in a Mayan Codex in the British Museum, but that was over a month ago. His sponsors are concerned. Not only is a communique now long overdue, but it transpires he is not a relative of the famous Heinrich Schliemann, discoverer of Troy, as he claimed. The Leagues are hiring globetrotters to track him down and unearth the truth about his identity and expedition.

\* The Christmas Society recently gathered funds to construct a hospital for the natives of German South-West Africa. No word has been heard in months, and the League is concerned. To that end, it sponsors an expedition to check on the hospital. The globetrotters discover the village empty and the hospital burned to the ground. Are the Germans to blame, or is another faction looking to implicate them?

\* Germany has long admired, and been frustrated by, the power of Britain's navy. The "Two-Power Standard," made official in 1889 by Parliament with the Naval Defense Act, required the British Royal Navy to maintain a strength equal to both the next two naval powers combined. The Act designated France and Russia as those powers. Unable to construct a new fleet in her native harbors without attracting British spies and spurring the British into increasing their fleet, the German government has ordered a secret fleet to be constructed in German East Africa. Once complete, it will be able to threaten British interests in the Indian Ocean.

The British government has noticed a sizeable increase in industrial activity, however, and plans on investigating. Unwilling to send spies just yet, it instead opts to hire gullible globetrotters to see what the Germans are doing with all the raw materials and labor.

\* A globetrotter receives a parcel from an old school friend now working as a railway engineer in German East Africa. Among the various curios is a silver coin bearing the name Henry II and dated 1183. That night, the globetrotter's home is burgled (whether or not the coin is stolen depends on whether the coin was hidden away). The culprits are goons working for an unscrupulous German archaeologist. He learned of the coin's existence from the engineer (who had no reason to hide it) shortly after it was mailed back to the globetrotter.

The engineer could say very little (he found it months ago, and has forgotten where), but was incarcerated in a German prison camp to help jog his memory.



The natives of central West Africa speak of the city of Kôr only with great reluctance, and always in hushed whispers under the gaze of the sun. They say it is the domain of the Amahagger tribes, a fierce and savage people who worship a living goddess known as Hiya, which in their crude tongue means "She-who-must-be-obeyed."

Once a magnificent city, Kôr exists now only as a ruin. Old before the land of Egypt was born, its crumbling remains stand atop a dormant volcano. Cut into the sides of the mountain is a network of catacombs, the necropolis of Kôr's former rulers. From within rules Hiya, a white-skinned woman of such terrible beautiful that men are utterly powerless before her, skilled in the magical arts, and never aging or succumbing to disease.

Born 2000 years ago in the land of Egypt, the woman known today as Hiya was once named Ayesha. A priestess of Isis sworn to celibacy, she made the mistake of falling in love with Kallikrates, a Greek mercenary. Benevolent and wise, the goddess gave Ayesha chance to redeem herself by travelling to Kôr, from where she would found a Golden Age for mankind, bringing paradise to Earth.

Within the catacombs the pair discovered the Flame of Life, a pillar of fire that grants eternal youth to whoever stands with it. Ignoring the dire warnings from its guardian that mortals should not seek what only the gods may possess, Ayesha stepped into the flame, emerging moments later with her youth restored and her beauty magnified. Indeed, such was her beauty, majestic and terrible at once, that Kallikrates died the moment he cast his gaze upon her. With immortality came a curse, for as with the fabled realm of Xanadu, the possessor of eternal life can never travel beyond the boundaries of Kôr.

As the apple tempted Eve to stray from the path, so the Flame of Life was a test for Ayesha, whose vanity was legendary and whose lost youth pained her. Isis withdrew her support for her priestess, denying mankind the opportunity to live in an earthly paradise.

Veiled to prevent her unholy perfection striking down others, Ayesha patiently waits for her lover of old to be reborn into a new body, and for him to find her again. Then she will lead him into the flame, allowing them to be together for eternity.

Kôr is not entirely unknown to scholars. However, its legend of an eternal queen and a pillar of flame has led some to question whether Kôr is actually another name for Ophir. The two cities are quite separate, though both owe their origins to the ancient Atlanteans.

## ADVENTURE SEEDS

\* One of the globetrotters is bequeathed an old trunk

in a distant relative's will. Among the bric-a-brac is a shard of pottery inscribed in an obscure ancient tongue. Deciphered, it gives instructions for finding the city of Kôr. Should the party decide to go on expedition, it transpires that one of their number appears to Ayesha to be Kallikrates reincarnated. Through seduction, she intends to ensure he remains by her side forever this time.

## LAND OF SHEBA

Home of the unnamed queen of Biblical fame, the location of Sheba is a mystery. Some scholars argue her kingdom lay in southern Arabia, while Ethiopian tradition is clear it lay somewhere in the vicinity of that country. Ancient records lend support to the latter claim, for the historian Josephus, writing in the 1st century A.D., called her "Queen of Egypt and Ethiopia."

Regardless of where it lay, Sheba was a rich nation. Not only was it a land of incense, precious spices, and rare wood, but on her return from Jerusalem, the queen brought with her over four tons of gold. At the center of the city stood a magnificent temple to the sun god, the state religion of Sheba. Every inch was covered in beaten gold, which shone like the sun from dawn to dusk. Here priestesses, their skin covered in gold paint, would dance and sing to ensure the sun's passage through the sky. At night, the priestesses would wail and mourn the loss of the sun. Though rich, and thus ripe for plundering, Sheba was never attacked. Legends hold the cult of the sun protected the city with curved mirrors of such polished perfection they would capture and magnify the sun's rays, focusing them into a deadly beam that caused wood to ignite and flesh to melt. A fire that burned in the heart of the temple provided similar light at night. Known as the "Eternal Flame," legend claimed Sheba would never fall so long as the fire burned.

## MADAGASCAR

The fourth largest island in the world, Madagascar lies off the southeast coast of Africa. Although Great Britain had an active interest in the nation since the early 1800s, the British acknowledged France's claim to it as a protectorate in 1890 (France had been ceded a northern port in 1883 following the Franco-Hova War). Unfortunately, the Madagascan government did not, allowed no say in the matter.

Somewhat slow to act, the French eventually bombarded two of the island's major harbors in late 1894 and early 1895 in an attempt to force the natives to capitulate. With their demands not met, France initiated a land war. In 1895, a military column dragging heavy artillery marched inland toward the capital, Antananarivo. Following extensive shelling of the royal palace, Queen Ranavalona III officially surrendered to France and ac-

cepted exile. In 1896, the monarchy was abolished and French colonial rule instigated.

French governance has been just and beneficial. Slavery, still in existence until the occupation, was outlawed, the capital was modernized with new street layouts and public squares, education was spread throughout the island, and construction of a railway network linked the capital to the main ports.

Madagascar is a biologist's dream. Separated from the mainland for millions of years, nine in ten of its species are found nowhere else on Earth. Unfortunately, this makes it a veritable buffet for the Epicurean Society. Its isolation also means that species believed long extinct are alive and well, though only in small numbers.

The central region is dominated by a plateau, and is home to the majority of the population. To the west, the descent to the coast is more gradual. To the east, the ground falls away in a steep escarpment, below which lies rainforest. Along the escarpment is a chain of natural lakes, running parallel to the coast for several hundred miles. Following their hostile takeover, the French begin linking these with artificial canals.

**Rulers:** Resident-Generals Lacoste (acting; 1890-1892), Paul Augustin Jean Larrouy (1892-1894), Charles Le Myre de Vilers (1894-1895), Hippolyte Laroche (1895-1896), Military Governor Joseph Galliéni (1896-1897; Governor-General 1897-1905)

## SOUTH AFRICAN REPUBLIC

Created in 1856, the South African Republic was primarily inhabited by Dutch colonists. British interests in the neighboring Transvaal brought the small state into conflict with the global superpower. Britain's reluctance to fight a war so far from home led to a truce, under the terms of which the Boers would have self-rule, though under British supervision. Within three years, full independence had been awarded. Non-Boer European settlers (so called *uitlanders*, or outlanders) began to arrive in 1888, lured by the discovery of gold in 1887 and the promise of quick riches.

The Cape Colony, under British rule, grew concerned. Not only was there the threat the Republic would grow powerful enough to challenge British interests, but the size of the lode threatened London's position as the heart of the global gold trade. Unwilling to engage in another costly war, British interests in the Cape Colony began making plans with the uitlanders. The agreement was simple—if the uitlanders initiated a coup, the Cape Colony would support them, in return for prospecting rights. In 1895, without formal approval and tired of waiting for the promised insurrection to begin, Leander Starr Jameson led a military column into the Republic. His plan was to kick-start the revolution, but, after a mere three days, his force was surrounded and forced to sur-

render. The tensions created by the raid will contribute to the Second Boer War (1899-1902).

**Ruler:** State President Stephanus Johannes Paulus Kruger (1883-1900)

## ADVENTURE SEEDS

\* The Boer government recently displayed a primitive skull discovered in a limestone cavern. From photographs, which clearly show thick brow ridges, wide, high cheek bones, and a small cranial cavity, scientists have deduced the creature is neither man nor beast, but some sort of hybrid species displaying properties of both. The Republic government plans to auction the skull.

## VILLAINOUS LEAGUE: THE SAOU

While not truly villainous in its purpose, the Saou nevertheless has goals that will place it in direct opposition to globetrotters.

## THE SAOU

For thousands of years, the Saou have watched over the tombs and temples of Egypt. The pharaohs may no longer rule, but their memory and power is not forgotten. Tomb-raiding is not a recent practice: since the earliest days, the final resting places of the living gods were subject to robbery and desecration. To the royals, the well-being of their corpses and treasure was very important, for whatever happened to their corpse and wealth in the world of the living would be reflected in the world of the dead.

To thwart the practice, the first pharaoh created the Saou. After the Roman conquest of Egypt and the death of the last great pharaoh, Cleopatra VII, the Saou ceased to exist, at least officially. Time is no limit to duty, however, and the protectors adopted guises that allowed them to blend in with the general population. When the first outsiders began to take an interest in Egypt's past and started digging in search of treasures, the Saou reacted as they had done in the distant past—with violence. Branded as common brigands, they were quickly hunted down. Again the organization adapted: if they could not beat the foreigners, they would join them, in a manner of speaking. By the time the English Egyptologist Flinders Petrie revolutionized the field of archaeology in 1880 by introducing systematic excavation and recording, the Saou had infiltrated both the upper and lower echelons of the Egyptian archaeological community. Some held posts as Egyptologists, librarians, and museum curators, while other posed as common diggers.

Through careful manipulation, and the occasional act

of sabotage, they have steered expeditions away from intact tombs toward those already robbed in antiquity. On a more scholastic note, they have aided in the conservation of mummies and treasures, though as yet they have been unable to stop artifacts from leaving the country for overseas museums and private collections.

## BUTRUS IBN-ZAFIR AL-SAQR

A member of the Saou and an acknowledged expert on Egypt's long history, Butrus works for the Department of Antiquities. A mild-mannered and amiable chap, he serves a few steps below the director. He is personally responsible for setting the boundaries of archaeological sites and issuing excavation permits, and he takes a very active role in his work, preferring to deal with foreigners in person. Through polite questioning and suggestions, he steers Egyptologists away from intact tomb towards barren areas of the desert.

### Patron 2

**Archetype:** *Government Official*; **Motivation:** *Preservation*; **Style:** 2

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

**Secondary Attributes:** Size 0, Move 4, Perception 7, Initiative 6, Defense 5, Stun 3, Health 6

**Skills:** Academics 7, Anthropology 6, Bureaucracy 7, Con 6, Diplomacy 6, Empathy 6, Expeditions 5, Investigation 6, Linguistics 6, Streetwise 5

**Talents:** Well-Educated (Academics is a general Skill)

**Resources:** Status 1 (Department of Antiquities; +2 Social bonus), Rank 2 (Saou; +2 Social bonus)

**Flaws:** Loyalty (+1 Style point whenever his unswerving loyalty causes trouble)

**Weapons:** Punch 0N

## TYPICAL MEMBER

While there are Saou families still willing to take up weapons to drive away expeditions from undisturbed tombs, most now work as diggers. Through threats and bribes they convince their fellow laborers to dig slowly and in the wrong area if their superiors feel archaeologists are too close to the mark. If required, they will destroy maps, steal artifacts, and sabotage equipment.

More violent Saou swap Athletics for Firearms 3 and carry a scimitar (7L) and a muzzleloader rifle (6L).

### 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 4, Intimidation 4, Linguistics 4, Melee 4, Stealth 4

**Talents:** None

**Resources:** Rank 1 (Saou; +2 Social bonus)

**Flaws:** Loyalty (+1 Style point whenever his unswerving loyalty causes trouble)

**Weapons:** Shovel 7N or Pickaxe 7L

# ADVENTUROUS NOVELIST

Archetype: *Artist*Motivation: *Fame*

Style: 3

Health: 4

## Primary

Body: 2

Charisma: 3

Dexterity: 3

Intelligence: 3

Strength: 2

Willpower: 2

## Secondary Attributes

Size: 0

Initiative: 5

Move: 5

Defense: 5

Perception: 5

Stun: 2

Skill	Base	Levels	Rating	Average
Acrobatics	3	2	5	(2+)
Art: Writing	3	3	6	(3)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Firearms	3	2	5	(2+)
Linguistics	3	2	5	(2+)
Ride	3	2	5	(2+)
Survival	3	2	5	(2+)

## Talents

Natural Leader (May recruit a temporary Ally)

## Resources

Fame 0 (Adventure story novelist; +1 bonus)

Follower 0 (Secretary)

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

## Flaw

Danger Magnet (+1 Style point whenever she ends up in danger through no fault of his own)

Weapons	Rating	Size	Attack	Average
Punch	4N	0	4N	(2)N
Light revolver	2L	0	7L	(3+)L

“THIS WILL MAKE A FANTASTIC STORY, ASSUMING WE LIVE LONG ENOUGH FOR ME TO TELL THE TALE.”

## CHARACTER BACKGROUND

Oh yes, Mr. Verne writes very good action and exploration stories, and what I have seen of Mr. Wells' work is equally exciting, but my novels have something they don't: a strong heroine at the heart of each story. That's what attracts readers of both sexes to my work. You see, women dream of being the plucky Miss Braveheart, while men fantasize about marrying her. Father always encouraged me to read as a child, though I profess he would rather I perused the classics than the penny dreadfuls and fantastical stories of Verne. My governess was French, and it was she who introduced me to the latter. By the time I went to university to study languages I was already writing my own long works of fiction. Though hardly masterpieces, they sold well enough among my peers to encourage me to pen further works. After completing my studies I travelled abroad, working as a secretary to support myself while pondering what future road I would travel. Father wanted me to find a good husband, naturally, but men had little interest in a free-willed girl with only a modest income. It was in Cairo that Miss Braveheart was born. Quite by accident I became embroiled in a plot to steal treasures from the Museum of Antiquities. I needn't bore you with the details, not if you have read *The Cult of Cairo*. Ah, your politely blank look tells me either you haven't read that tale, or that you have failed to grasp the connection. After the affair ended I wrote it up as a piece of fiction, changing the names where appropriate. I submitted it to a literary agent on the off chance it might make a decent penny dreadful. Needless to say, I was quite surprised when he offered to publish it as a full novel. It seems the globetrotting endeavors so frequently reported in the newspapers are not enough to sate peoples' appetites for adventure stories.

It occurred to me that rather than seeking inspiration in the deeds of others or using my imagination to create perilous places and serious situations, I should write up more of my own adventures. Of course, that meant having more adventures. That's right, all my novels are based on actual occurrences, and Miss Braveheart is none other than myself. Now, if you'll excuse me, I need to think of a way to escape the cannibals holding us prisoner.

## ROLEPLAYING

Everyone knows your name as an author, not as a heroine, but that's alright by you: so long as they know your name, that's all that matters. In order to tell a good action story, you need to experience dangerous situations. Fortunately, getting into trouble is something you're rather good at.



# ARCHAEOLOGIST

Archetype: *Explorer* Motivation: *Preservation*  
 Style: 3 Health: 4

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

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

Skill	Base	Levels	Rating	Average
Academics: History	3	4	7	(3+)
Anthropology	3	3	6	(3)
Athletics	3	2	5	(2+)
Firearms	3	1	4	(2)
Linguistics	3	2	5	(2+)
Melee	3	2	5	(2+)
Streetwise	2	2	4	(2)
Survival	3	1	4	(2)

**Talents**  
 Jack of All Trades (Ignores the untrained Skill penalty when using any general Skill)

**Resources**  
 Contacts 0 (Transport; +1 bonus)  
 Follower 0 (Expedition Planner)  
 Rank 1 (Society of Antiquarians; +2 Social bonus)

**Flaw**  
 Phobia: Spiders (–2 penalty on all rolls until your character is able to get away; +1 Style point whenever his fear gets the better of him)

Weapons	Rating	Size	Attack	Average
Heavy revolver	3L	0	7L	(3+)L
Whip	1N	0	6N	(3)N

“THE HIEROGLYPHS SAY THIS TEMPLE IS SACRED TO A...SPIDER GOD! SPIDERS, WHY DID IT HAVE TO BE SPIDERS?”

## CHARACTER BACKGROUND

History runs in my blood. My grandfather was an antiquarian, as was my mother. I was not only raised on tales of the ancient world, but spent much of my youth around the ancient ruins of various foreign countries, accompanying my mother (Father had died of fever not long after my birth) on her lifelong quest to locate the Ark of the Covenant.

My application to university met with little resistance from my mother, whose quest had become an obsession. We had not spoken properly in many years, and had I said I wanted to become an actor she might now have batted an eyelid. Naturally, I chose to study history as my major, with anthropology and ancient languages as minors. To be honest, I already knew more than my professors, and I frequently skipped classes to converse with the curators at the nearby museum. My absence did nothing to prevent me doing well in my exams, and my grades were enough to secure me an appointment at the museum as a junior curator.

Though still young, my previous field experience secured me a place on an expedition to Mexico searching for a lost temple. During our excavation a portion of the floor collapsed, dropping me into a small cell. To my horror, a giant horde of spiders of all sizes emerged from the walls. It is amazing how quickly a man can climb when beset by such venomous horrors! The memory still haunts me to this day. Anyway, we found the heart of the temple and retrieved a fabulous golden idol. We already had visions of our triumphant return to civilization, but it was not to be. We were betrayed by the natives bearers, hirelings as it turned out of a Prussian archaeologist of a somewhat less than savory reputation. That we escaped with our lives is something of a miracle. Since then I have led many expeditions to the distant corners of the globe. Sometimes I have returned artifacts to the museum, other times I have had them stolen from under my nose by my nemesis. Yes, we are both archaeologists, but we are not cut of the same cloth. Anyway, must dash now! Word has reached me my mother has disappeared in Jerusalem, and I have an airship to catch.

## ROLEPLAYING

You could make a fortune selling historical artifacts to private collectors, but you believe history belongs in museums, where everyone can enjoy it. Your adventures outside the museum never seem to go smoothly—trouble seems to follow you like a shadow.

## MAN OF MERCY

Archetype: *Physician*

Motivation: *Charity*

Style: 3

Health: 5

### Primary

Body: 3

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 2

### Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 5

Perception: 5

Stun: 3

Skill	Base	Levels	Rating	Average
Anthropology	3	1	4	(2)
Bureaucracy	3	2	5	(2+)
Craft: Pharmacology	3	3	6	(3)
Diplomacy	3	1	4	(2)
Empathy	3	2	5	(2+)
Expeditions	3	1	4	(2)
Linguistics	3	1	4	(2)
Medicine	3	4	7	(3+)
Survival	3	2	5	(2+)

### Talents

Disease Resistance (+2 bonus to Body rolls related to disease and illness)

Herb Lore (Always considered to have supplies when making Medicine roll)

### Resources

Follower 0 (Translator)

Rank 0 (The Christmas Society; +1 Social bonus)

### Flaw

Gone Native (+1 Style point whenever his adopted lifestyle and rejection of Western customs causes problems for him or his companions)

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

“YES, I AM THE ONE THEY CALL ‘THE GHOST DOCTOR.’ COME INTO MY HUT AND I’LL TREAT YOUR INJURIES.”

### CHARACTER BACKGROUND

I first went to Africa shortly after completing my medical degree. I had taken an interest in tropical diseases, and was keen to study them in their native environment, as well as study how the natives produced cures. Young and idealistic, I had expected to see how colonialism had improved the lives of the locals, but instead was greeted by appalling sights. Dear Lord, we claim to be the masters of these people, but we treat cattle better! I at once forsook any plans to return home and open my own practice. After spending several months treating injuries and illnesses my funds ran low. Forced to return home, I immediately began attempting to raise funds for my work. Alas, my attempts to explain the plight of our colonial subjects fell upon deaf ears. I fell into a deep despair, for my heart called me back to Africa, yet my purse would not get me to Dover. Just when all seemed lost, the Christmas Society invited me to present my case before a full gathering. They had heard of my mission from a member, and sought more information. Whether it was my passion or my cause that won them over I cannot say, but the Society offered me membership and agreed to supply funds to keep me in Africa for another year. Since returning I have built a small hospital. It is not particularly large or well-stocked, but the local witch doctor taught me much about herb lore, and local remedies suffice when medicines run low. The Christmas Society is kept abreast of my work through correspondence and photographs, and they continue to send sufficient monies to keep the hospital running. To be honest, the thought of returning to England holds no appeal to me these days, as I no longer consider it my home. The natives have adopted me as one of their own, and despite what you may read in the newspapers, they are far more civilized than the majority of Europeans. Despite my love of my new people and the respect they accord me, I cannot remain among them for much longer. There is much suffering and misery in the world, not just here in Africa, and my tribe is now well provided for. I have written to the Society, asking them to find another doctor to replace me here, as I feel it is my duty to provide whatever care is within my power to those in need, wherever in the world that need is greatest. I shall miss Africa, but it shall always be my home, and I will return.

### ROLEPLAYING

You are a man of great kindness. You are pragmatic enough to know you can't cure every ill, but that won't stop you trying your best. You disdain all form of violence, regardless of motive.

# SURVIVAL EXPERT

Archetype: *Adventurer*

Motivation: *Hope*

Style: 3

Health: 6

## Primary

Body: 3

Charisma: 2

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 3

## Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 5

Perception: 6

Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	2	3	5	(2+)
Expeditions	3	3	6	(3)
Firearms	2	2	4	(2)
Linguistics	3	2	5	(2+)
Melee	2	2	4	(2)
Survival	3	5	8	(4)

## Talents

Famine Hardy (Suffers less fatigue from starvation and thirst)

## Resources

Artifact 1 (Portable Pharmacopeia Engine; see *Globetrotters' Guide to Weird Science*)

Follower 0 (Mule)

Rank 0 (The Survivors Club; +1 Social bonus)

## Flaw

One Eye (-2 penalty on any ranged attack rolls; +1 Style point whenever he critically misjudges distance or is blindsided by someone)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	6L	(3)L
Machete	2L	0	6L	(3)L

“THE NATIVES CALL IT ‘THE MOUNTAIN THAT EATS MEN.’ I SUGGEST WE RESPECT THE NAME AND PROCEED AT A LEISURELY PACE.”

## CHARACTER BACKGROUND

Ha! If I had a shilling for every time I've been asked how I lost my eye I'd be a wealthy man! You've heard of the McAlister Expedition, I take it? Well, I was the sole survivor of that ill-fated venture. If you recall, the plan was to drive across the Sahara in one of those new-fangled automobiles. Laird McAlister was a friend of my late father, so I won't make any claims my position in the four-man team was truly earned.

Anyway, we were in the middle of nowhere when the accident happened. I still don't know what caused it, but we toppled into a gorge. The driver was killed instantly, the mechanic badly injured, and the automobile wrecked. The laird and I were thrown clear, and escaped with only bruises. We gathered what little supplies we could salvage, constructed a stretcher, and began walking in what we hoped was the right direction. Within a day we knew the mechanic had no chance. His wound smelled like rotting meat, and he had a raging fever. Discussing whether or not to leave a man behind is not a pleasant conversation, but he was draining our water at a tremendous rate. Fortunately, he also knew his fate, and saved us the decision by asking for a pistol and a few moments alone. Despite our best efforts to conserve it, the water ran out the next day. McAlister lasted three days. He kept his sense of humor to the end, and invited me to carve him up. Don't look shocked—I politely declined. Two days later I collapsed, near to death. I awoke briefly some time later to discover a vulture standing over me, my eyeball in its ugly beak. I had just enough strength to break its scrawny neck and drink its blood. Foul taste, but it earned me a few more hours of life. Next thing I knew I awoke in a French mission. The doctors told me nomads had found me and brought me to the mission.

Despite the ordeal I endured, I still head into the wilderness as often as possible. You see, I know how bad things can get, and I'll try my damndest to make sure that fate doesn't befall others. Now, take a mouthful of water and then seal your canteen—we've twenty miles of barren desert to cover before the next oasis.

## ROLEPLAYING

While you always believe things will turn out for the best, you're not a man to leave things to chance. Proper planning and respect for the environment are key to survival. You don't adventure for glory or fame—you adventure solely to ensure those seeking such things actually live to tell their tales.

## SAMPLE HENCHMEN

### BULLYING COLONIAL OFFICER

#### 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:** Bureaucracy 5, Intimidation 4

**Talents/Resources:** None

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

**Weapons:** Punch 0N

### EGYPTOLOGIST

#### Follower 0

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

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

**Skills:** Academics: History 4 (*Egyptian* 5), Anthropology 4, Investigation 4, Linguistics 4 (*Deciphering* 5)

**Talents/Resources:** None

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

**Weapons:** Punch 0N

### EX-FOREIGN LEGIONNAIRE

#### 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:** Firearms 4, Melee 3, Survival 3

**Talents/Resources:** None

**Flaws:** Overconfident (+1 Style point whenever he is forced to ask for help or he gets in over his head)

**Weapons:** Punch 0N, Rifle 7L

### PROSPECTOR

#### Follower 0

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

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

**Skills:** Bureaucracy 4, Demolitions 4, Expeditions 4, Science: Geology 4, Survival 4

**Talents:** None

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

**Flaws:** Envious (+1 Style point whenever his envy causes trouble for him or his companions)

**Weapons:** Punch 0N

### RAILWAY ENGINEER

#### 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:** Bureaucracy 4, Science: Engineering 5

**Talents/Resources:** None

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

**Weapons:** Punch 0N

### TRIBAL HUNTER

#### 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:** Melee 4, Stealth 3, Survival 4

**Talents/Resources:** None

**Flaws:** Primitive (+1 Style point whenever his primitive nature hampers him or causes trouble)

**Weapons:** Punch 0N, Spear 7L

### WITCH DOCTOR (SEE GOTHIC HORROR)

#### Follower 1

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

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

**Skills:** Academics: Religion 4, Craft: Pharmacology 4, Empathy 4, Magic: Animism 6, Medicine 5, Performance 4

**Talents:** Magical Aptitude (Rituals: Empower, Healing, Spirit Sense)

**Resources:** None

**Flaws:** Superstitious (+1 Style point whenever his eccentricities cause him trouble)

**Weapons:** Punch 0N

### WITCH DOCTOR (MUNDANE)

#### Follower 1

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

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

**Skills:** Academics: Religion 5, Craft: Pharmacology 5, Empathy 5, Medicine 5, Performance 4

**Talents:** Herb Lore (Always considered to have supplies when making Medicine rolls)

**Resources:** None

**Flaws:** Superstitious (+1 Style point whenever one of his eccentricities cause him trouble or his beliefs turns out to be true)

**Weapons:** Punch 0N