



GLOBETROTTERS' GUIDE TO THE NEW WORLD

Named by European mariners, the New World is home to cultures whose monuments and scientific accomplishments rival anything in the Old World. Stretching from the edge of the Arctic to the boundary of the Antarctic, the Americas are realms of endless forests and jungles, towering mountains, sun-blasted deserts, myriad islands, featureless snowfields, earth mounds of unknown origin and purpose, crumbling temples, and vine-covered pyramids. In the center and south the hand of colonialism has weakened, giving birth to new countries struggling to find their identity and position in the world. In the north the Americans and Canadians push deep into the vast wildernesses, bringing with them the wonders and problems of the modern age. Welcome to the Americas!

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 MARINERS CLUB

Originally a social club for well-to-do men who enjoyed yachting, the Mariners Club has slowly expanded its membership to include women, ships officers (civilian and military), and explorers with a nautical bent. While the Club still sponsors sailing regattas and the like, much of its efforts are now focused on globetrotting. Members sail in search of lost islands, accompany nautical expeditions, engage in long-distance races, and offer their services to those who need a skilled mariner. Unlike the Society of Aquanauts, with whom they have very good relations, the Mariners Club focuses on the water's surface.

Starting Skill List: Pilot: Nautical and one other Skill of your choice

AMERICAS GAZETTEER

This section follows the pattern laid down in the core rulebook. Entries for countries already described in *Leagues of Adventure* are not duplicated here, though there may be additional notes and places of interest.

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BRAZIL

The largest country in South America, Brazil is dominated by the vastness of the Amazon rainforest and the endless waters of the mighty Amazon River. After throwing off the last vestiges of Portuguese rule, Brazil prospered as an independent kingdom until 1889, when the monarchy was abolished in favor of a republic.

Unfortunately, the republic is now entirely democratic in its early days. Electoral fraud, the pressurization of voters to support certain candidates, and the outright changing of election results by Congress, dominated by powerful land-owning oligarchs is rife. Not that everyone is entitled to vote. While Europe and the United States are slowly expanding the right to vote, Brazil imposes stricter and stricter conditions on who is eligible. At present, less than 1% of the population are entitled.

Brazil's economy is founded upon cash crops—coffee, cotton, and sugar, rather than providing food for the citizens. Despite the value of these crops, Brazil is struggling. Much of the profit ends up in the pockets of the landowners, cereals are imported, and there is little investment in modern technology. Ironically, given the verdant appearance of the Amazon, the soil holds very few nutrients. Each year the soil weakens, forcing the peasants to hand cut more and more jungle. Hunger and a poor healthcare system have lowered the average life expectancy to under 30.

In 1893, elements of the navy revolt. Brazil's navy, once the most powerful in the region, has suffered greatly over the years. As a result of the defections, the government is forced to purchase a new fleet. For weird scientists, this is a short-lived golden age as the government attempts to create a modern fleet. Despite blockading Rio de Janeiro in 1894, the rebels are finally broken with the aid of American warships.

Brazil's capital, Rio de Janeiro, sits on a strip of coastal land bordered by low, forested mountains. Its half-a-million inhabitants have access to gas street lighting, telephones, a sewerage system, tramcars, a largely free press, and the railway. The national library contains many rare volumes dating from the colonial period, and its theaters and music halls are distinctly colonial in design and entertainment.

CALÇOENE OBSERVATORY

In northeast Brazil, on a hilltop overlooking a small river, stands a stone circle. Comprising 127 granite blocks arranged in concentric circles around the hilltop like the points of a crown, the Amazon Stonehenge is an ancient observatory. Emilio Goeldi (b. 1859), a Brazilian zoologist of Swiss descent, mentioned finding standing stones during an expedition in 1889. After publishing his

findings and daring to say the blocks might have been aligned to the stars in 1890, he was promptly fired.

The only man who knows the location of the stones, Goeldi was working in the Pará Museum of Natural History and Ethnography, in the northern city of Belém, until his recent and unexplained disappearance.

LOST CITY OF Z

Lost among the many stacks of Portuguese and Spanish manuscripts in the national library is the functionally labelled Manuscript #512. Written in 1753, it describes the adventures of Portuguese treasure hunters. According to the narrator, whose name is never given, the explorers penetrated deep into the jungle, whereupon they discovered a lost city, which they named Z. They speak of a central square surrounded by huge buildings. In the center of the plaza was an enormous black column, on the top of which was a figure naked to the waist and wearing a crown of laurels. His right hand was extended, his index finger pointing to the Pole Star. In each corner of the square was a battered and broken object they described as a needle, "the imitation of those used by the Romans," though no further detail is given. Possibly the needles were pyramidion-tipped obelisks.

How the manuscript came to be in the library is not clear. Certainly the explorers may have presented it to some dignitary, but their tale ends partway through their investigation into the Lost City of Z.

PACOVAL

The island of Marajó sits at the mouth of the Amazon River. Local tradition says that long ago, a tribe of Indians came out of the jungle and settled here. Technologically advanced, at least compared to the indigenous population, they set themselves up as rulers, erecting their homes and temples on a series of artificial mounds.

They worshipped a god who demanded regular sacrifices of blood—blood that the newly oppressed natives would provide. Year by year the number of victims rose, until it is said the river ran red for an entire year. The tyrannized locals beseeched their gods to help them. One dark night, a night in which the heavens shook with the gods' fury, the waters rose, crashing over the islands and sweeping away the lords of the mounds.

ADVENTURE SEEDS

* Peasants hacking down rainforest to make way for new fields have unearthed a series of earth banks. The government has invited the Leagues to perform excavations in the hope of unearthing treasure.

* Guided by visions, the Ancient Order of Druids believes there is a circle of stones aligned to the stars

in northern Brazil. They are prepared to sponsor an expedition to locate the circle. However, it must be found by December 21, for they intend to hold simultaneous ceremonies at Stonehenge and in Brazil, the former celebrating the shortest day and the latter the longest day. If the ceremonies are not carried out, they predict a terrible doom will befall mankind!

* A Portuguese nobleman contacts the globetrotters. He claims one of his ancestors, João da Silva Guimarães, visited Brazil. A family legend says he was searching for a lost city, having acquired a map drawn by an earlier explorer. The nobleman, though, is more interested in his ancestor's fate. He desires the globetrotters to visit Rio de Janeiro and scour the national library for clues.

* Following the find of a tablet in Brazil, supposedly written by the survivors of a shipwrecked Phoenician trading expedition blown off course, the Mariners Club proposes to recreate their journey by building a galley and sailing it from the ruins of Carthage to Rio de Janeiro. Accomplished mariners and explorers with strong arms are being recruited

* Egypt claims the Nile is the longest river in the world, while Brazil claims that honor belongs to the Amazon. Globetrotters are required to settle the matter.

BRITISH HONDURAS

Great Britain has governed British Honduras since 1783, finally creating a Crown Colony in 1862. Much of the countryside was once harvested for logwood and mahogany, leaving little land for agriculture. Sadly, the market for wood is seemingly in terminal declines, and British Honduras' fortunes are waning. In a bid to revive fortunes, new plantations of bananas, coffee, cotton, and sugarcane are springing up across the country.

Power rests in the hands of a small number of Europeans, notably Scottish and German merchants and entrepreneurs, with over half the land owned by the Belize Estate and Produce Company. The general population is mixed, comprising Creole (the descendants of African slaves), Mestizos (of mixed Spanish-Indian heritage), Maya (once the indigenous people of the region), and Garifuna (the descendants of African slaves who intermarried with the natives of the Caribbean).

The north of the country is forested lowland, while the southwest rises to form the Maya Mountains. Reefs protect much of the northern coast. Situated at the mouth of the Belize River is Belize, the capital. It is a strange city, with grand colonial buildings on the waterfront slowly given way to the homes of the natives, small huts raised on stilts to prevent the frequent floods from washing them away.

Ruler: Governor Roger Tuckfield Goldsworthy (1884-1891), Sir Cornelius Alfred Moloney (1891-1897), David Wilson (1897-1904)

OXHUITZA

Concealed in the jungle of the southern uplands are the remains of a lost Mayan city. No simple town, the ruins cover an area of over 75 square miles. Wrapped in vines are two dozen forgotten temples of strange gods, the same number of tombs of ancient kings and priests, a remarkable number of engraved stelae, several ball-courts, and countless other buildings. The city was suddenly abandoned some five centuries before the Spanish arrived, and was never discovered by the invaders.

Aside from Oxhuitza, the jungles of British Honduras hide a dozen smaller cities and towns of Mayan origin.

TEMPLE OF SKULLS

Crystal skulls are nothing new to the Victorians. Small versions, little more than beads cut to resemble skulls, have been known to antiquarians since the 18th century, and life-sized ones have been in circulation since the 1880s—Eugène Boban (b. 1834), a Parisian antiquarian who worked extensively in Mexico in the 1860s, displayed three in his shop in Paris in 1881. One of these is currently owned by Tiffany & Co. (sold to the British Museum in 1891), while the others are privately owned by Alphonse Pinart (b. 1852), a young French explorer. Boban has never revealed where he acquired the skulls.

Those busy searching Mexico for more skulls are looking in the wrong country. Boban illegally crossed into Honduras, where he discovered a previously unknown pyramid temple. Although his native bearers fled screaming in terror into the jungle, Boban pressed on alone. After several days hard work, he had cleared the entrance of rubble. At the bottom of a set of worn stone steps he found his entrance blocked by a huge stone slab engraved with Aztec glyphs. Fluent in the Mesoamerican dialects, he translated the writing, promptly dismissed the curse against all who would trespass out of hand, and broke through the barrier.

Inside he found a circular room with a circular stone table in the center. Positioned on pedestals around the table were 13 crystal skulls. Though similar size, each was subtly different. Taking six, the most he could carry alone, Boban departed. He sold three of the skulls to fellow antiquarians, and kept three for himself. Forced back home by circumstances beyond his control, Boban has never returned to the Temple of Skulls.

ADVENTURE SEEDS

* Eugène Boban is a worried man. Word has reached him that the three antiquarians to whom he sold crystal skulls have recently died in mysterious circumstances. Since then, the antiquarian has been suffering queer dreams. Now believing the curse might be real, he seeks help in locating the three missing skulls, retrieving the

one from Tiffany and Co., and returning the ones in his possession to the temple.

* A scrap of Mayan text has recently come to light during an excavation in Mexico. It speaks of a great and powerful city in what is now British Honduras, giving rough directions in terms of geological features. It finishes with a warning—the city was abandoned when the Lord of Disease laid his hand upon it.

* The governor of British Honduras has sent a plea to the Leagues. A ship carrying a valuable archaeological treasure (Gamemaster's choice) has vanished in apparently good weather. He desires an investigation to determine whether it has sunk, or whether pirates are responsible. If the latter proves true, he wants the artifact returned and delivered to the British Museum.

CANADA

Following wars with the French and Americans, Canada fell under British rule in the early 19th century. In 1867, the Dominion of Canada was born. As of 1889, Canada is divided into provinces (semi-autonomous) and territories (answerable to the federal government). British Columbia, Manitoba, Ontario, Quebec, New Brunswick, and Nova Scotia are provinces, while the North-West Territories and the District of Keewatin are territories. The Yukon is part of the North-West Territories until 1898. Until the 20th century, Newfoundland and Labrador are separate British colonies (the Dominion of Newfoundland), and not part of Canada.

In 1872, the Dominion Lands Act opened the prairies to settlement. A year later, the North-West Mounted Police were formed to ensure British control over the newly settled area and prevent American incursions. By 1887, the Canadian Pacific Railway linked both sides of the Dominion, providing a vital link between the Atlantic and Pacific ports.

While Canada has a prime minister, it also has a Governor General appointed by the British Crown. Each territory has a Lieutenant Governor.

Ruler: Governors General Lord Stanley of Preston (1888-1893), The Earl of Aberdeen (1893-1898), The Earl of Minto (1898-1904)

FORT CHIMO

In the far northeast of Canada, at the mouth of the Hudson Strait, lies Ungava Bay. On the waters edge stands Fort Chimo, a sparsely populated fur-trading outpost operated by the Hudson's Bay Company. The native Eskimos of the nearby community (Kuujuaq) say that further inland are stone walls and piles of stone that "look like men." Local legends speak of the structures being erected long ago by a race of giants who spoke a strange tongue and lived in mud houses.

KINGDOM OF SAGUENAY

In 1536, French explorer Jacques Cartier, was exploring the west coast of Canada. After making friends with the local Indians, they told him of the Kingdom of Saguenay. A land rich with gold and silver, which the blond-haired natives dug from the ground, it lay much further to the north, and had not been visited in living memory. While Cartier never searched for the fabled kingdom, it was the focus of several later French expeditions. All returned without having found any evidence of its existence. Though it lay nowhere near the fabled kingdom, Cartier named the river he was exploring when he first heard the tale Saguenay.

The Indian chief who told Cartier the legend, Donacona, returned to France with the explorer. Kept at the expense of the king, he regaled the French court with stories of his land and of Saguenay. He died in 1539.

L'ANSE AUX MEADOWS

The Sagas of the Greenlanders and Eric the Red describe expeditions to a mysterious land, Vinland, which lay somewhere west of Greenland. That they might be referring to the Americas is, in the eyes of most scholars, sheer nonsense. Thus, the tales are labeled works of fiction rather than true historical records.

On the very tip of Newfoundland, though, is a site that proves Columbus was not the first European to spy the land, and that the Vikings even had a colony. On the surface there is little to see—a few grassy lumps and bumps. These are the remains of Viking longhouses. The colony was short-lived, the settlers soon coming into conflict with a race of people they refer to only as Skraelings.

LAKES

Canada has a lot of lakes. Some are more akin to inland seas, but most are considerably smaller. Over 20 of them share one unusual trait—they are home to lake monsters. Descriptions vary immensely, and while serpentine forms are the most common, others are said to be humanoid or part-man part-fish. Some exist in the legends of the native Indians, while others have made an appearance only since the arrival of Europeans.

VANCOUVER

Globetrotters looking to explore Western Canada are likely to begin their adventures in Vancouver. Quickly rebuilt after fire swept through the city in 1886, it is a tiny settlement, with just 13,000 inhabitants. During

the years of the Klondike Gold Rush (see below), the city booms, doubling its population. Thanks to the gold rush, the merchants of Vancouver become very adept at equipping expeditions.

After 1898, the sleep of those who enjoy quiet evenings and early nights is disturbed by the 9 O'Clock Gun, which fires from Brockton Point (site of a lighthouse) at 9 p.m. without fail. Originally firing earlier to mark the end of the fisherman's working day, its boom now allows mariners to set their watches and ship chronometers to the correct time.

YUKON

Part of the Northwest Territories until 1898, Yukon was sparsely populated by Europeans at the start of the 1890s. Rumors of gold began circulating in 1885. Coincidentally, the Americans conducted a military expedition to explore the region that same year, panicking the Canadian government into sending a rival expedition.

The discovery of gold had started an influx of prospectors and desperate souls. A growing numbers of American settlers, and an increase in alcohol related problems, led to the North-West Mounted Police being dispatched to investigate in 1894. Two years later, a larger gold deposit was unearthed along a tributary of the Klondike River, sparking the Klondike Gold Rush. Between 1897 and 1898, an estimated 40,000 souls flooded into the region. In an attempt to better control life in the region, the Canadian government split Yukon from the Northwest Territories, creating the Yukon Territory.

Prospectors looking to strike it rich need to be hardy folk. An arctic environment, summers are short and cool, while winters are long and bitterly cold.

ADVENTURE SEEDS

* Before his death, Donnacona finally gave cryptic directions to Saguenay. No Frenchman could decipher them, and the manuscript recording them was lost during the French Revolution. However, it has recently come up for auction in Paris.

* Something is preying on prospectors. Word reaches the European newspaper of the grisly discovery of half-eaten remains. While many experts place the blame at the teeth of hungry wolves or mountain lions, others are not so sure, for Indian legends tell of the *wendigo*, a flesh-eating spirit that haunts the region.

* The 9 O'Clock Gun has been stolen! Vancouver's town council is offering a reward for its safe return.

* The Yukon's reputation for being a licentious drinking-den reaches the newspapers in the form of a cartoon depicting a drunken prospector staring at a bottle of booze while a hairy elephant passes by. Investigation reveals several sightings of such beasts have been reported in recent weeks.

* Axel Lidenbrock contacts the globetrotters and

arranges to meet with them. The famous explorer has recently returned from Iceland, where he discovered a 17th century map showing the coast of Vinland. Of more interest is a mark that seems to indicate the existence of a Viking colony.

* The Challenger Club is offering a reward for photographs of Canada's many lake monsters. In order to prevent the rewarding of duplicate monsters, a league table is proposed—whoever captures the most images wins the prize.

THE CARIBBEAN

Sited between Florida and the coast of northern South America are widespread clusters of islands. Once the destination for untold numbers of African slaves, the source of fabulous wealth for the European nations, and the haunt of bloodthirsty pirates, France, Great Britain, and Spain still exert considerable influence over the region. Great Britain's interests lie in the north and east, the latter islands having scattered French governance. Spain still owns Cuba (until 1898), while Haiti and the Dominican Republic are now independent nations.

BIMINI

Submerged beneath the warm waters off the coast of North Bimini, an island in the Bahamas, is a road, a number of walls formed of large blocks of stone, and other linear features. Though they lie in three fathoms of water, the blocks have straight sides and neat angles, a clear sign of human hands.

Whether they are the remains of Atlantis or a previously unknown pre-Biblical Flood Caribbean society will only be revealed when the features are subjected to a thorough underwater investigation.

CUBA

The people of Cuba have endured centuries of ruthless Spanish oppression. In 1895, pent up anger boils over in a short-lived but brutal war. Seeking the end of Spanish sovereignty, the people are stirred to take up arms by José Martí, an exiled dissident. Vastly outnumbered by some 200,000 Spanish troops, the rebels conduct acts of sabotage and guerilla raids for several months. In a bid to deprive the rebels of support among rural communities, the military governor imprisons the population in fortified towns. Disease and starvation claim hundreds of thousands of innocent lives, prompting protests from Europe and the United States.

In 1898, the American warship *Maine* pulls into Havana and offers protection to American citizens living

on the island. Three weeks later, the *Maine* explodes. An enquiry leads to one conclusion—a Spanish mine detonated the magazine. America swiftly declares war on Spain. Fierce battles are fought on land and sea in the Caribbean and Pacific before ending with the Treaty of Paris that same year. Spain is forced to hand over Cuba (among other territories), though full Cuban independence is not yet earned. Until 1902, Cuba is governed by the United States.

Ruler: Spanish Governors José Chinchilla (1890), Camilo de Polavieja (1890-1892), Alejandro Rodríguez Arias (1892-1893), Emilio Calleja (1893-1895), Arsenio Martínez Campos (1895-1896), Duke Valeriano Weyler (1897-1897), Marquis Ramón Blanco y Erenas (1897-1898), Adolfo Jiménez Castellanos (1898-1899); American Governors John Ruller Brooke (1899), Leonard Wood (1899-1902)

HISPANIOLA

The second largest island in the Caribbean, Hispaniola was, until recently, divided between the French west and Spanish east. A major producer of sugar cane until the recent slum, it has seen many bloody revolts and wars.

HAITI

Haiti won its freedom from France in the early years of the 18th century, and promptly made the foreign invaders pay for centuries of oppression in seas of blood. France, with the aid of Great Britain and the United States, imposed a trade embargo that crippled the fledgling nation's economy. Finally bowing to the extortion, Haiti agreed to pay the astronomical sum of 90 million gold francs, a debt it is still paying.

After enduring decades of political instability, Haiti is slowly finding its feet. Sugar and rum form the backbone of its economy, and the government has begun introducing many social reforms in a bid to stave off the chaos that haunted its recent past. The same cannot be said of the Dominican Republic, which dominates the eastern half of the island.

THE DOMINICAN REPUBLIC

Despite having earned its independence from Spain in 1844, the Dominican Republic rapidly descended into total chaos. Governments formed and fell with alarming regularity, politics were wracked by factionalism, and the economy was in a dire state. A mere 17 years after winning freedom, the small nation returned to the status of a Spanish colony, against the will of the people. Two years of bloody struggle ensued, forcing Spain to relinquish its short-lived return to power. Anarchy returned, lasting until just a decade ago. Peace was not to last long.

While President Heureaux was initially popular with the people, he ran up huge debts in order to modern-

ize the sugar industry, fund a lavish style, and create a totalitarian police state. In 1899 he is assassinated, and the country once again enters a turbulent period.

The next president is overthrown after two months in office, replaced with a council that lasts just a single day before it in turn is replaced with a military committee. After five days, a new president, this one of the Provisional Government Junta, is placed in charge. That reign lasts just over two months, after which a new permanent president is elected by popular vote.

Ruler (Haiti): Presidents Florvil Hyppolite (1889-1896), Tirésias Simon Sam (1896-1902)

Ruler (Dominican Republic): Ulises Heureaux (1889-1899), Juan Wanceslao Figuereo (1899), Council of Secretaries of State (1899), People's Revolutionary Governing Junta (1899), Horacio Vásquez (1899), Juan Isidro Jimenes Pereyra (1899-1902)

JAMAICA

Great Britain's principle Caribbean holding, Jamaica has turned its back on sugar and slavery in favor of bananas and freedom. Now a Crown Colony, the natives are enjoying greater freedoms, with much of the lower end of the bureaucracy and police made up of the descendants of slaves. The island's legislative council is entirely made up of non-white citizens.

The island's climate is ideally suited to botany, and the British have opened a number of public botanical gardens. These are locked in friendly but fierce competition to find, import, and cultivate new species of plants imported from across the globe.

Ruler: Governors Sir Henry Arthur Blake (1880-1898), Sir Augustus William Lawson Hemming, (1898-1904)

ADVENTURE SEEDS

* A Cuban exile contacts the Leagues. His father, an antiquarian known in Europe, has been detained in one of the concentration camps. He asks for help in securing his freedom. Unfortunately, foreigners are not especially welcome in Cuba at the moment, and the guerillas are likely to see any outsiders as Spanish agents.

* The sinking of the *Maine* is neither an accident, as the Spanish claim, nor the result of Spanish aggression, as the Americans claim—Doktor Carnage has a new submersible fitted with a powerful underwater cannon! Unless it is located and destroyed, many more sailors could lose their lives, and many more wars started.

COLOMBIA

Free of Spanish control since 1819, Colombia's road has not been a straight one. Initially the Republic of Gran Colombia, and encompassing Colombia, Ecuador, and

Venezuela, internal political strife saw it lose control of the latter territories within a decade. Between 1863 and 1888 it was the United States of Colombia. Since then it has been the Republic of Colombia. Politically, the nation is split between the Conservatives and Liberals. Despite free elections, the country is frequently wracked by civil unrest and violence along party lines. As the century ends, the Thousand Days War (1899-1902) engulfs the country in a bitter and costly conflict.

East of the mighty peaks that dominate western Colombia there is savannah and jungle, the latter being part of the Amazon. Ironically, these flatlands house only a tiny portion of the population, yet account for half the total land area. The country is geologically active, with over a dozen active volcanoes, and prone to earthquakes.

Ruler: Presidents Carlos Holguín Mallarino (1888-1892), Antonio Basilio Cuervo Urisarri (1893), Miguel Antonio Caro Tobar (1893-1896), Guillermo Quintero Calderón (1896), Miguel Antonio Caro Tobar (1896-1898), Manuel Antonio Sanclemente (1898-1900)

SAN AGUSTÍN

Deep in a remote swamp forest stand hundreds of stone statues. The largest edifices are monsters, with enlarged eyes and canines, and seemingly caught in the process of eating babies. Smaller statues that appear to be warriors flank each of the larger statues. Strangely, each of these has a squat, ugly figure with facial features similar to the main statue perched on its shoulders. While the statues are indicative of an advanced culture, there is no trace of a city in the surrounding area.

Not far away are a series of interlinked pools, marked out by smooth stones on the bed of a small stream. The stones are decorated with images of frogs and bizarre frog-men, and are unlike any others found in South America. Undoubtedly this was once a place of worship.

The site is difficult to reach. The local Indians, a strange tribe with bulbous eyes and dry, almost scaly skin, fiercely guard it from interlopers.

The main statues represent a species of Gill Man living in the dank swamp. For untold generations, the Indians have not only worshipped these strange creatures as living gods, but have successfully and peacefully interbred with them. Initially only their chieftains carried the bloodline, but today most Indians have at least some taint. For most, the taint is minor, and never fully develops. Others, however, begin a startling transformation that sees them “become one with the gods.”

ADVENTURE SEEDS

* The only way to cross between the Atlantic and Pacific without setting foot on land is via the southern tip of South America. Believing this is hampering global trade, and keen to prevent Mexico growing too rich, a wealthy and notably eccentric American businessman is

offering a rich reward to anyone who surveys a route for a canal cutting through Central America.

COSTA RICA

Another former Spanish holding, Costa Rica won its independence in 1821. While many other “new nations” are struggling, Costa Rica is enjoying a boom thanks to its banana and coffee exports. While its formative years were wracked with political corruption and civil unrest, prosperity has brought with it a new era of stability.

Ruler: Presidents José Rodríguez Zeledón (1890-1894), Rafael Yglesias Castro (1894-1902; two terms)

COCOS ISLAND

During Peru’s struggle for independence from Spain, the Viceroy of Lima feared the city’s treasury would be captured and its contents looted. Although he believed Spain would quell the uprising, Lima was imperiled. He took the precaution of having the haul transported to Mexico for temporary safekeeping. No mere stash of coins, the bulk of the treasury was a statue of the Virgin Mary cast in solid gold and studded with precious stones. Unfortunately, the crew of the ship chosen to carry the treasure, the *Mary Dear* under the command of Captain William Thompson, decided the statue and other valuables (valued at between £2 and £15 million) would be better suited to providing them with a comfortable life.

After murdering the guards and priests sent to watch over the treasure, they buried the chests on Cocos Island, some 350 miles west of Costa Rica, intending to wait a few years before dividing the spoils. The Peruvians quickly learned the treasure failed to arrive. The vessel was captured and its crew, save for the captain and first mate, were hanged as common pirates. In return for their lives, Thompson and the mate promised to reveal the location of the stolen treasury. Evading the guards, the pair escaped, never to be seen again.

August Gissler (b. 1857), a German adventurer, renowned among the Leagues as nothing more than a common treasure-hunter and tomb-robber, somehow acquired two maps, each reputedly showing the location of the treasure. Beginning in 1889, he conducts a series of excavations on the island. These last until 1908, when he finally gives up the hunt. Although he never found the treasure (his total haul is six gold coins), he was awarded the title Governor of Cocos Island in 1897 (the first and only time the title is used), and granted permission to found a colony.

A related tale says that Thompson never actually made it to Cocos Island, having been robbed by the notorious pirate Benito “Bloody Sword” Bonito. At the request of the Peruvian government, a British warship hounded Bonito across the southern Pacific, eventually losing him off

the coast of Victoria, Australia. After stalking the waters for several weeks, the British finally boarded Bonito's empty ship as it tried to break for freedom, conducted a swift trial, and hanged the entire crew. The legend of Bonito's Treasure is well known in Australia, though it has never been found. Most versions of the tale agree the treasure was concealed in a cave, the entrance to which he sealed using gunpowder.

Gissler is not worried by the story of Bonito, nor does he believe he is digging in the wrong place. One of his maps is actually the pirate's treasure map, which indicates he concealed his personal fortune on Cocos Island. As far as Gissler is concerned, that two pirates chose the same island has led to a merging of two entirely separate stories that took place within a few years of each other.

LAS BOLAS

Deep in the jungle of Costa Rica, an ancient culture invested a great deal of time shaping and polishing huge stone spheres. Some are made of relatively soft limestone and sandstone, but the majority are basalt, a hard igneous rock. The culture responsible for manufacturing them is long gone, but local Indians, descendants of later traces tell of an elder race creating potions that soften rocks, enabling them to shape them with their bare hands as if they were wet clay. A related myth says gold objects were placed in the spheres to safeguard them against thieves. According to the Indians, the creators were known to their forefathers as the Dilquis, a name that means "great waters."

ECUADOR

Ecuador's early post-colonial history was one written in blood. As part of the newly liberated Republic of Gran Colombia, its troops fought against the Spanish, who still ruled Peru. No sooner had Peru been freed, then the two nations warred over where the border lay. The ravages of war convinced Ecuador's citizens to seek full independence, a status granted them in 1830.

Penniless following the bitter wars, the next decade and a half were spent in strife, with numerous attempted coups and popular uprisings. In 1859, the country was on the brink of total collapse, its southern territories occupied by Peruvian troops who had taken advantage of the discourse. This invasion by foreign powers was enough to pull the people together in a common cause. Despite suffering under a cruel dictator for a generation, Ecuador's economy blossomed, alleviating many of its earlier problems. As the people enjoyed greater wealth and freedom, so the political vote turned away from the staunch conservatives toward the liberals.

The liberals gain power in 1895, bringing with them reforms in education, the implementation of freedom of

speech and civil marriages, and the separation of church and state. For now, the civil unrest has been quelled.

Ruler: Presidents Antonio Flores Jijón (1888-1892), Luis Cordero Crespo (1892-1895), Eloy Alfaro (1896-1901)

THE CAVES OF GOLD

On the eastern slopes of the Andes lies an extensive network of artificial tunnels. After passing through the entrance, an obviously unnatural rectangular opening, explorers must descend three vertical shafts, each of over 200 feet, to reach the tunnels proper.

Although of varying width, the tunnels twist and turn at perfect right angles. The walls and ceilings are smooth, finished to an almost polished sheen. Likely the floor follows the same level of workmanship, though it is largely concealed beneath a deep layer of bat guano. The walls are free from decoration, save for an occasional engraving that shows a spined dinosaur or dragon.

Within the labyrinth are a number of chambers. One appears to be a royal or priestly crypt, its skeletal occupants neatly laid out on stone biers. A taste of things to come, the bones are coated in a thin veneer of pure gold. Further in, there is a chamber whose walls are covered in myriad niches. Within each one is a small, gold statuette depicting an animal. Strangely, among the many species are elephants, lions, camels, bison, and wolves; creatures unknown in South America. The placement of the statuettes follows no discernible pattern, giving the impression of a miniature zoo arranged to suit unknown aesthetic tastes.

Elsewhere there is a library with stone shelves neatly stacked with wafer-thin sheets of a silvery-gray, unknown metal. Flexible yet tough, each sheet is covered in writing in an unknown alphabet. Each letter is identical in size and style, giving the impression they have been printed or stamped rather than painstakingly inscribed by the hand of men. Resting on a pedestal in the center of this chamber is a rectangular sheet of gold, its surface divided into 56 squares. Within each square is a unique symbol. The symbols bear a superficial similarity to ancient Sumerian, which is hardly surprising given that the Atlanteans created the tunnels. Following the destruction of their homeland, a handful of survivors settled in the Andes, choosing the site precisely because it was high above the sea.

Deep in the complex are chambers stacked with gold bars, discs, and panels. Many of these are decorated with stylized snakes, suns, and moons. For reasons known only to their makers, these all have eyes, and smiles that can only be said to be enigmatic. One of the plates shows a pyramid. Such structures are far from uncommon in the Americas, but this particular example has straight sides rather than steps, a stonework pattern, and a sun placed above the apex. Bar a few minor details, it has an uncanny resemblance to the pyramid on the American

\$1 bill, as well as strong similarities with the monument of ancient Egypt. All told, the treasure within the caves is enough to fund a small nation for generations.

Of course, the builders, though long gone, were not foolish enough to leave such unimaginable wealth unprotected. The rewards of exploring the tunnels are high, but so are the risks.

CAVES OF THE ANCESTORS

On the eastern slopes of the Andes, at a height of over 20,000 feet is a large cave mouth. Deep within is a huge natural chamber, from which branch six tunnels. A large stone slab, whose edges are sealed with clay, blocks each tunnel entrance.

According to one legend, the Spanish Conquistador Francisco Pizarro visited the region while chasing down stories on Inca gold smuggled out of the country before the Spanish arrived. He had his men unseal one of the doors. In his journal he writes of arrow straight tunnels that sloped down for 60 miles, passing through the mountains and out under the Pacific. After an exhausting journey, he reached another door. This one he describes as being marked with a peculiar image that put fear into the hearts of his men, though he does not elaborate on its design. He also notes a sound like the breathing of some immense creature. Even the lure of fabulous Inca treasure could not stir Pizarro's heart, and his final entries on the mysterious tunnels merely states that he returned to the surface, having refused to awaken "the sleeper that lies beyond," and resealed the door.

What may lay behind the other five doors is anyone's guess, and Pizarro left no clue as to which door his men had opened.

LOST PYRAMID OF PUÑAY

The Indians of central Ecuador are used to treasure-hunters, as were their distant forefathers. With a smile and a shrug, they tell those seeking gold to go to Puñay, a place they say is either a temple or pyramid, is shaped like a macaw, and is full of gold. No Indian will serve as a guide, for the place remains intensely spiritual to them. Some explorers suspect the directions they receive are intended to send them on a wild goose chase, for at the end of an exhausting walk all they find is a grassy hill. Still, the presence of many pits dug into its sides leads some to believe the Indians have long looted the site, and claims of it being sacred merely smoke and mirrors. Others are not so sure, and hold that Puñay exists; just elsewhere in Ecuador.

ADVENTURE SEEDS

* Recently returned from South America, a friend of

the globetrotters calls them together at his house. There he tells them of the legend of the Cave of Ancestors, adding that he believes the breathing sounds were the noise of breakers crashing against the shore, perhaps on an uncharted island where the Incas hid their gold. He asks his friends to help fund an expedition to discover the truth. The next morning, he is found dead, his face frozen in an expression of utter terror.

* While exploring Ecuador, the globetrotters unwittingly become embroiled in a plot against the president. The plotters are paying their supporters in gold—gold that bears glyphs which are unmistakably Incan.

THE GUIANAS

Colonial power is not entirely dead in mainland South America. On the continent's northeast coast, there are small territories in the hands of the British, Dutch, and French. Together, they are the Guianas.

BRITISH GUIANA

Captured from the Dutch, the colony has recently turned away from sugarcane production in favor of rice, coupled with forestry and mining (small quantities of gold and diamond). Small-scale industry is present, but it caters mainly to the colony's needs rather than for export. The Booker Group runs much of the economy; so much so the colony is often referred to as Booker's Guiana. The colony had the first railway in South America, built in 1848 to link the main settlements.

The colony is locked in a land dispute with its western neighbor, Venezuela, over territory claimed by the British in 1840. Never enough of an argument to lead to war, it nevertheless brought the United States in to act as an arbitrator. In 1899, 94% of the territory was awarded to Great Britain, though it would be another decade before the borders were finalized and the dispute resolved.

Ruler: Governors Viscount Gormanston (1888-1893), Sir Charles Cameron Lees (1893-1895), Charles Cavendish Boyle, (acting; 1895-1896), Sir Augustus William Lawson Hemming (1896-1898), Sir Walter Joseph Suddall (1898-1901)

DUTCH GUIANA

The abolition of slavery has led to sweeping changes in Dutch Guiana. Many smaller plantations have gone bankrupt, and larger ones have merged in order to make them more efficient. Following a treaty with Great Britain, Indian workers are entering the country as indentured servants, along with Javanese from the Netherland's colonies in the East Indies.

Ruler: Governors-General Maurits Adriaan de Savornin Lohman (1889-1891), Titus Anthony Jacob van Asch van Wijck (1891-1896), Warmolt Tonckens (1896-1902)

FRENCH GUIANA

Despite its first colonial attempt failing due to the ravages of disease, French persistence paid off, and the land was settled in the mid-18th century.

In France, Guiana is infamous, thanks to the Devil's Island penal colony that lies off the coast. The shark-infested waters surrounding the island are also subject to strong currents, and reefs and shoals prevent boats from landing. Instead, there is a cable car running from the neighboring Royal Island. Initially a leper colony, its primary modern usage is to house political prisoners and habitual criminals. Inmates are subjected to a brutal, dehumanizing regime. If forced labor doesn't kill them, starvation or disease probably will. Even after release, prisoners are not at liberty to return to France. Convicts must remain in the territory for a period equal to their incarceration, while those sentenced for periods of over eight years are condemned to spend the rest of their lives in French Guiana.

France seemingly has a lot of troublemakers. Aside from the infamous prison, there are penal facilities on two other islands, and three on the mainland.

Ruler: Governors Anne Léodor Philotée Metellus Gerville-Réache (1888-1891), Louis Albert Grodet (1891-1893), Camille Charvein (1893-1895), Henri Félix de Lamothé (1895-1896), Henri Charles Victor Amédée Roberdeau (1896-1899), Louis Mouttet (1899), Émile Joseph Merwart (1899-1903)

ADVENTURE SEEDS

* Framed for a crime they didn't commit, the globe-trotters are sent to Devil's Island. The only way to prove their innocence and bring the true culprit to justice is to launch a daring escape.

* The globe-trotters are invited to delve into the mystery of strange bangs and airborne lights, not to mention a spate of disappearances, reported in the jungles of one of the Guianas. Their investigation leads them to a ruined temple, inside which a madman is building (and testing) rockets capable of carrying a powerful warhead.

MEXICO

Largest of the Mesoamerican countries, Mexico was colonized by the Olmecs, Maya, Toltec, and Aztecs (among others) before falling to the Spanish. Today it is an independent nation enjoying economic growth, political stability, and infrastructure investment. Sadly, despite improvements in healthcare, communications, and education, only the rich are benefitting. Foreign investment, vital for growth, has left much of the new infrastructure in the hands of other nations.

While the country seems stable to outsiders, that stability was not won fairly. Having seized power on a wave of popular support and the help of popular uprisings,

President Diaz promptly set in place the machinery that would rig votes, intimidate voters, and assassinate political rivals. Running on a campaign of "no re-election," Diaz was true to his word when his term ended, handing over power to a carefully picked successor.

After four years of total misrule, Diaz was cheered back into office, his previous pledge having been long forgotten along with fact he had appointed his incompetent successor. Just to make sure he stayed in power, he altered the constitution to remove all bars against re-election. A shrewd politician, Diaz offered opposition politicians a simple choice—accept the crumbs of power he so-generously offered them, or suffer the consequences. Despite his title, Diaz is a dictator, having swept aside many federal powers, silenced the media, and gained control over the courts.

AZTLÁN

Birthplace of the Aztec, Aztlán is a subterranean realm comprising seven caves, each of which was inhabited by a different tribe. Although described as a paradise, it was an Eden ruled by tyrants known as the Azteca Chicomoztoca. Oppressed and tyrannized, the Aztecs fled to the surface world, leaving paradise behind but in doing so earning their freedom. The last tribe to leave the realm, they were forced to make their home on the shores of a mosquito-infested lake, the other tribes having settled the best land already.

Ironically, the tribe called themselves "Mexica," their priests forbidding them to use the name Aztec, lest it remind them of all they had suffered and lost. That antiquarians use Aztec to describe the culture is down to Alexander von Humboldt, who branded them Aztecs to avoid confusing them with the later Mexicans.

The location of Aztlán is something of an enigma. Aztec legend says they settled near to their former home, a claim testified to in one of their codices. The picture shows an Aztec canoeing away from an island on a lake toward what appears to be a city. Antiquarians and scholars down the ages have espoused many theories.

Friar Diego Durán claimed to have found the site in the 16th century, shortly after the Spanish conquest of Mexico. Unfortunately for those desiring to following his footsteps he failed to provide an accurate map or even a description of the route. Later, a Jesuit priest, Francisco Javier Clavijero, argued it lay north of the Colorado River (so sparking Spanish interest in North America). More recent theories have extended the search to Wisconsin, as well as parts of Mexico. Ignatius Donnelly, who brought Atlantis to the public attention in 1888, naturally insisted Aztlán was the fabled sunken realm.

It might equally be that the paradise was not in a lake, but out to sea. If that is true, then the Island of Terror (see *Leagues of Adventure*) is a possible candidate, for its inhabitants and architecture are distinctly Mesoamerican, and it was once the starting place of a mass exodus.

CALIXTLAHUACA

An Aztec city built on the remains of an older Toltec site, Calixtlahuaca shares features common to all Mesoamerican sites. Save, that is, for a stone head. Its facial features, beard, and hair are all reminiscent of the marble statues that bedeck Rome. Stylistically, it matches late 2nd and early 3rd century Roman sculpture, the age of the Severan emperors.

PYRAMID OF JADE

Among the artifacts once owned by Dr. John Dee, Elizabethan England's foremost astrologer, occultist, and mathematician, was a hand-mirror. Constructed from a large sheet of obsidian and polished to a high sheen, it was brought to Europe in the late 1520s. Although Dee always claimed his mirror was of Aztec origin, it, and its twin, were created by the Maya. It is currently housed in the British Museum, along with Dee's other occult paraphernalia.

Deep within the jungle of the Yucatan stands a temple, as yet undiscovered by Europeans and long forgotten by the Indians. At its core, in a chamber carved from solid jade, is a duplicate of Dee's mirror.

Most occultists who know the work of Dee believe the mirror was used by a scryer to contact angels (Dee lacked the ability himself). Only a handful of Leagues have deduced its true power may be far more potent, and dangerous in the wrong hands. Shortly after Dee acquired it, England suddenly emerged onto the world's stage as a superpower. That the tiny island nation remains the leading global power is, they believe, down to its possession of the obsidian artifact. Were someone to take possession of the second mirror, another superpower could soon emerge to challenge the British. Worse, in some eyes, Britain acquiring the second mirror could lead to its total domination of the world.

PYRAMID OF VINES

In the depths of the Yucatan stands a pyramid temple dedicated to a deity unknown to antiquarians. The structure is unusual in that it is surrounded by 50 yards of utterly barren earth. Closer inspection reveals the ground has been regularly burned and salted. The upper layers of the structure are covered in thick vines, from which grow blood red flowers.

The vines are both alive and animate. Slow moving, and possessed of a cunning but dull intellect, they attack only those asleep or unconscious, sliding into their chosen prey's nose and mouth to suffocate him. They then wrap around the body, consuming the flesh and blood. A worse fate may await those with open wounds, for the

vines crawl inside the cut. A small sliver then breaks off and grows. Eventually the host will die, his flesh erupting in a spray of blood and seeds.

The local Indians, whose ancestors abandoned the temple in ages past, scorch and salt the earth to prevent the vines from spreading. Aware of what would happen if the vines ever escaped, they show no mercy to those who would trespass on the temple. Infected or not, an arrow awaits anyone who has touched the temple and tries to cross the barren strip of land.

TEHUANTEPEC

The bustling port of Tehuantepec lies on the southwest coast. It is joined to the Atlantic coast by a railway line, which crosses the shortest span between the two mighty oceans. As such, Tehuantepec is a strategic trading center. Such is the amount of trade passing through the region that 50 trains a day bearing passengers and freight run across the line.

The Americans, who tried to seize the town during the Mexican-American War (1846-1848), have long sought control over the town and railway, though all military and political attempts have been rebuffed. Even American investment is forbidden, lest it open a back door to a hostile takeover.

ADVENTURE SEEDS

* While exploring Roman ruins in Europe or North Africa, the globetrotters unearth a scroll. It mentions that members of the Praetorian Guard, expelled from Rome by Emperor Septimius Severus (193 AD), visited the city where the scroll was found during preparations to sail west; to a land beyond the Pillars of Hercules (the Straits of Gibraltar). Here, the scroll continues, they intended to found a new and greater Rome. Their map was, the author asserts, copied from one of great antiquity housed in the Library of Alexandria.

* Friar Durán apparently did leave a map. Though of unproven authenticity, a crude map bearing his name and that of Aztlán appears for auction in Madrid. It may not be entirely accurate, but it could be the vital clue to discovering the true location of Aztlán.

* The globetrotters and their bearers accidentally stumble onto the Pyramid of Vines. Trapped by hostile Indians (who greatly outnumber them and keep a very alert vigil day and night), they are stuck between death by arrow and slow death by bloodsucking vine. One by one the bearers are killed, leaving the heroes with a stark choice—stay on the structure and surely die, or make a break and hope to reach safety before they are turned into pin cushions.

* The sole purpose of the Ghost Club expedition of 1892 is to find the second obsidian mirror. Unfortunately, they returned empty-handed. Had they failed to locate the pyramid, or had someone beaten them to the prize?

PARAGUAY

Sandwiched between Argentina and Brazil, Paraguay is a broken nation. Driven by a madman, the country waged war against both its larger and more prosperous neighbors simultaneously, a move that proved catastrophic both to its citizens and its economy. Even today, some 30 years after Paraguay capitulated, the country's psyche is heavily scarred. In order to pay its debts, the government is forced to sell off huge tracts of land to foreign investors. What little remains is largely purchased very cheaply by Paraguay's political elite. By the end of the 19th century, less than 100 people own half the country. Unfortunately, the peasants who had farmed the previously unwanted land for generations were ordered to move out, leading to a mass migration.

Ruler: Patricio Escobar (1886-1890), Juan Gualberto González (1890-1894), Juan Bautista Egusquiza (1894-1898), Emilio Aceval (1898-1902)

ADVENTURE SEEDS

* While perusing a collection of historical magazines, a globetrotter comes across an article in *The Zoologist*, dated July 1868. It describes the sighting of a gigantic bird in Paraguay, and provides a startling description: "Its immense wings were clothed with something resembling the thick and stout bristles of a boar, while on its body, elongated like that of a serpent, we could only see brilliant scales which clashed together with metallic sound as the strange animal turned its body in its flight." The article details where the sighting took place, and also mentions the "bird" was flying northwest to southeast in a straight line.

PERU

Home of the Incas, Peru shook off the Spanish in 1824, though it endured repeated attempts to reverse the process until 1874, when Spain finally relented and acknowledged the country's independence.

A belligerent nation, many of the previous decades have been spent locked in conflict with its neighbors. Faced with a hefty rebuilding bill, and almost driven to bankruptcy in 1877 by the construction of a railway through the Andes, Peru was in no condition to fight another war. Sadly, fate had other ideas.

Dragged into the War of the Pacific (1879-1883) against Chile, it suffered catastrophic losses of citizens and territory. Lima, the capital, was sacked, and its library, which contained many rare books, was looted. The city was almost stripped bare, and thousands of wagons were needed to haul the booty to Chile. As a result of the peace treaty, Peru was forced to cede one of its southern

provinces to Chile, and to allow its enemy to govern two further provinces for a period of ten years, after which the citizens would vote to determine whether they remained in Peru or became a part of Chile. That decade passed in 1893, but the two sides cannot agree terms, leaving Chile in charge of the region.

Shattered economically and militarily, Peru endured another period of rebuilding. Throughout the 1890s, the government is overthrown by the military several times, causing political chaos, hampering its growth, and making the region very dangerous for globetrotters. Only in 1899 is any semblance of normality returned, whereupon the president undertakes a series of sweeping reforms across every aspect of Peruvian society.

SACSAHUAMAN

Once the political capital of the Inca Empire, Sacsahuaman has the appearance of being constructed by giants. Standing high in the Andes, the walls supporting the terraces are made up of huge limestone blocks, some weighing as much as 200 tons. The Incas made no claim to have constructed the monumental walls, admitting openly to the Spanish that they merely inherited them after the previous inhabitants had left.

VALLEY OF THE PYRAMIDS

In the arid uplands of northwest Peru is the Lambayeque Valley, a little-visited place. The native Indians rarely venture here, for they claim it is the home of bad spirits. Near the mouth of the valley are dozens of low hills, jumbles of rocks, loose earth, and dust that appear completely natural. They are, in fact, all that remains of mud brick pyramids. Strangely, there is another city, slightly larger but otherwise identical in its state of decay, a little further into the valley, and then a third lost city deeper still along the arid territory. Inspection of the remaining bricks, entire courses of which are visible to those who know what they're looking at, reveal that each site was subject to intense burning.

While the Indians do not mention any of the sites by name in their legends, they do tell of Naymlap. He came from across the sea, his huge entourage reaching Peru by means of balsawood rafts. He carried before him a strange idol of green stone, which he installed in his magnificent palace.

A powerful yet benevolent ruler, Naymlap was much beloved by his people, for his reign brought prosperity, health, and peace. So much so, in fact, that when he died the priests secretly sealed him into the room housing his treasured idol, lest the people lose heart in the man they had come to believe was immortal (he had lived for many generations). Naymlap's followers, who believed he had disappeared into thin air, abandoned the city and

spread out into the surrounding lands in order that they might find him, vowing never to return to the city until their task was completed.

VILCABAMBA

Harassed by the murderous and gold-hungry Spaniards, the last heir to the Inca throne, Tupac Amaru, fled into the mountains, to the secret capital of the empire, Vilcabamba. According to Spanish missionaries, the city housed the University of Idolatry, where sorcerers and soothsayers, so-called "masters of abomination," performed secret rites before a huge gold disc representing the sun. History records that the Spanish stormed the city in 1572, but found only a burning ruin.

Not only did the Spanish fail to record the location of the city, the Indians have also long held that the city the Spanish raided was not the real Vilcabamba. According to their legends, the city remained hidden, its location so secret that only its inhabitants knew where it lay, and that the knowledge died with the last of the priests.

ADVENTURE SEEDS

* A French scholar believes that Sacsahuaman takes its name from a Viking chieftain, Saxa, who not only reached the Americas centuries before Columbus, but whose descendants went on to become the lords of the Incas. He is seeking help to prove his crackpot theory.

* A medium conducting a séance the globetrotters are attending suddenly begins speaking an unknown tongue. Someone present speaks enough of the Mesoamerican languages to understand the words "city of magic" and "hidden treasure." When she recovers, the medium denies ever speaking those words.

* A journal written by early 18th century eccentric and veterinarian Doctor Doolittle describes a two-headed "gazelle-unicorn cross" he apparently encountered in Africa. However, an accompanying sketch shows the creature as having the features of a llama. Did the Doctor find one of the strange creatures in Peru but later erroneously transfer it to Africa in his journals?

UNITED STATES OF AMERICA

America is a nation of many divides. The gulf between the rich industrialists and poor factory workers and farmers is growing wider. While the city dwellers have access to the wonders of modern life, those in distant rural communities live much as their ancestors did, relying on hard work to make ends meet. Desperate migrants flock to America in search of a new life, huddling together in communities forged by common language and culture.

CONFEDERATE GOLD

Following the American Civil War, the Treasurer of the Confederacy, George Trenholm, was arrested and charged with the embezzlement of millions of dollars that had inexplicably vanished. Although briefly imprisoned, he was never sent to trial. He died in 1876, still denying he had ever stolen so much as a single penny.

What became of the missing millions, the so-called Confederate Gold, has been a source of mystery for the last few decades. Claims it was buried to be used again in a second uprising or to deny it to the victorious North are commonplace, but other stories say it was smuggled to Mexico, sent overseas in an ironclad, or even taken to a secret underwater location by means of a submersible.

MASSACHUSETTS

The state of Massachusetts is at the heart of America's industrial revolution, having transformed its economy from agriculture to industry. What attracts the Leagues here is not the sights and comforts of Boston, but sites linked to Pre-Columbian America.

DIGHTON ROCK

More open to strange ideas, who discovered America is a contentious point among the Leagues, with several rival and plausible theories in circulation at any given time. In the middle of the Taunton River, near the town of Berkley, was a huge boulder that might have ended the arguments once and for all. The rock was first mentioned in 1680, when it was observed to be visible at low tide. Inscribed on one side were a series of petroglyphs that proved impossible to decipher. Over the centuries the native Indians, Chinese, Phoenicians, Portuguese, and Vikings have been put forward as possible candidates.

Though a curiosity at the time, the site of the boulder has since been lost. Some say it never existed, others that it was washed away in a flood, sank into the thick mud, or was taken away or destroyed by later settlers.

FALL RIVER

The Skeleton in Armor, a poem by Henry Wadsworth Longfellow, describes in some detail remains unearthed in Fall River, not far from Dighton Rock, in 1832. Lying across its chest was a triangular metal breastplate, and placed beside it were bronze arrowheads. By the accounts of the day, flesh still clung to the bones.

At the time, antiquarians argued over whether it was Indian, Mesoamerican, Phoenician, Carthaginian, or Egyptian. Unfortunately, detailed analysis became impossible after 1843, when the museum in which it was being stored burned down. Where there is one burial, however, there are usually more.

WESTFORD

In the heart of Westford, not far from the town center, is a tree, at the foot of which is a weathered stone slab. Punch carved into the surface are faint traces of a figure—a man with a sword and shield, armaments unknown to the Indians, and long out of date by the time European colonists arrived.

The slab is a grave marker. Beneath it lie the mortal remains of Sir James Gunn, a Scottish nobleman and descendant of the Knights Templar, who visited the distant shores in 1398 with his lord, Henry Sinclair, Earl of Orkney (whose grandson built Rosslyn Chapel). While discovering his rotting bones and rusted armor would be a major find, guaranteed to set the heart racing more is the inscription on his shield—"The Templar treasure is hidden by God's grace." Beneath it are a series of mysterious symbols, clues to the location of the treasure.

LOS LUNAS STONE

In 1880, a young boy discovered a stone bearing strange markings on the side of Hidden Mountain, near the village of Los Lunas, New Mexico. Despite the importance of his discovery, the youth never revealed its existence to anyone. The stone, which weighs over 80 tons, has been worked so one surface is smooth. The writing is an early form of Hebrew, and details the Ten Commandments, albeit in an abridged form. The letters YHWH, the typical Semitic spelling of Yahweh (i.e., God), are present four times.

During the 17th and 18th centuries, several explorers commented that at least some of the American Indians spoke a language similar to Hebrew in sound, and were possibly the descendants of the missing Tribes of Israel. The Book of Mormon supports this theory, stating that the tribe of Joseph was the first people to settle America.

LOST MINES

Discovery of gold in California and more recently the Yukon has stirred up memories of lost mines. While the tales all end with a rich seam being forgotten, how the location of the mine came to be lost varies.

In some instances the prospector was a recluse, who died before ever revealing the source of his fabulous wealth. Others were simply lost by the frailty of the human memory, the prospector unable to find his mine after returning to civilization to stake a claim. Some prospectors were killed by hostile Indians, succumbed to disease or starvation, or died in accidents. Landslides or floods concealed other mines. In parts of America under Spanish rule, the locations of many mines were lost after the Jesuits, who legend says controlled them, were expelled in 1767.

SALEM

On the forested outskirts of Salem, New Hampshire (not to be confused with its more infamous namesake in Massachusetts) stands a series of stones and low walls. While some of the stones may be modern field boundaries, others are partially buried beneath trees of unquestionably ancient growth. To some, the layout mimics Phoenician architecture. Others point out similarities to the ruins of Mesoamerica, while two rival folk legends place the site's origin in the hands of Druids, who settled here after fleeing the Roman invasion of Britain, or Irish monks, who ventured across the Atlantic to spread the Gospels in the 12th century. Multiple theories may be true, for various stones have markings resembling the Ogham and Phoenician scripts.

TARRYTOWN

Founded by the Dutch in the 17th century, Tarrytown, on the east banks of the Hudson River, is today a popular retreat for wealthy New Yorkers. It is most famous, along with the nearby village of Sleepy Hollow (more accurately North Tarrytown), as being the setting of Washington Irving's 1820 story, *The Legend of Sleepy Hollow*. As an aside, Washington Irving is buried in Sleepy Hollow's cemetery. What most inhabitants, tourists, and avid readers do not know is that the story is based on truth. While perusing a friend's library, Irving stumbled across a series of letters between one Ichabod Crane and an unknown person in England. Crane refers only to his friend by "Sir," and no envelopes providing an address were found among the papers. Irving's host could do little to shed light on the information, saying only that his father was a great collector, and acquired many lots of assorted letters and books at auction.

In the story, which is loosely based on the one-sided contents of the correspondence, Crane mysteriously disappears. This ending is backed up by the letters, which abruptly end with the ominous line, "I shall endeavor to confront the Headless Horseman this very night." The last letter is dated October 31st, 1790.

ADVENTURE SEEDS

* The globetrotters are invited to the Scottish Highlands by Sir Walter Gunn, whose is known to them through a mutual friend. While staying in his castle, one of the globetrotters accidentally knocks a shield from the wall. Inscribed on the back is Latin text. It tells how the lord's distant ancestor sailed on a perilous voyage to the west with the Earl of Orkney to conceal a great treasure.

* Headless corpses have begun appearing in western New York State. An eyewitness claimed to have seen a headless horseman riding through the mist, though he later retracted his statement.

* Forced to attend a friend's display of rubbings out of politeness, the globetrotters are surprised to see a faded image of strange petroglyphs. After consulting his meticulous records, the friend can only reveal that it was apparently made in the 18th century near Berkley, Massachusetts by a monk.

VILLAINOUS LEAGUES

Below is a new villainous League whose dastardly goals the globetrotters may be forced to confront during expeditions to the Americas.

THE CULT OF BLOOD

The Spanish may have driven the last of the ancient Mesoamericans from their homes, stolen their treasures, spilled their blood, and imposed a new religion upon them, but they did not stamp out the old ways completely. While many Indians converted to Christianity, a few isolated tribes held strong to the blood-drenched faith of their ancestors.

Mexican independence from Spain has done nothing to alleviate the hardships endured by the peasants, and the Indians have suffered worse than others. Discontentment breeds resentment, and that feeling has been carefully stoked by priests of the old ways.

Among the various cults is the Cult of Blood, a fanatical sect that worships Mictlantecuhtli, the skeletal Aztec god of death. Their perverted creed believes that the war between the Aztecs and Spaniards mirrored a celestial war. Like their mortal followers, the Aztec gods were defeated but not destroyed. Instead, they retreated to Mictlan, the lowest level of the underworld, and entered a deep sleep, silently awaiting the time of their eventual rebirth. By providing Mictlantecuhtli with blood sacrifices, the cult holds that the god will awaken his slumbering peers and unlock the gates to his domain, so releasing the other gods back into the heavens.

The cult regularly kidnaps and sacrifices people of non-Indian descent. Given the bloodlines of Mexico are largely mixed to the point where such distinction cannot be discerned, they target anyone who represents the state, or who does not follow their crimson creed.

Their sacrificial practises are particularly gruesome. Victims are flayed alive before the baying crowd consumes their flesh.. The priests wear the tattered skin as a cloaks, eyeballs are threaded to make necklaces, and bones shaped into jewelry.

CARLA DE ANAYA

The so-called "Mayan Princess" and the darling of

Mexican high society, Carla de Anaya is actually the descendant of Aztec priests. Born a peasant, she attracted the attention of an influential and wealthy landowner. Their extravagant wedding was major news in Mexico, as was the untimely death of her husband exactly one year later.

Raised steeped in the ancient lore of her ancestors, Carla was chosen to be the "vessel of Huitzilopochtli," the supreme god of the Aztecs, fated by seers to ascend to the heavens when the gates of Mictlan finally opened. Witty and urbane, her beautiful features conceal a heart as black as pitch. Manipulative and remorseless, she is a powerful magician, a priestess of the cult with the blood of countless innocents on her hands.

A modern Lady Macbeth, her current goal is to work her way further up Mexican society (by fair means or foul) until she reaches a position where she can manipulate the President. Once Mexico is hers to command, the enormous bloodshed she intends to invoke upon the unbelievers will ensure the gods awaken.

Patron 2

Archetype: *Occultist*; **Motivation:** *Power*; **Style:** 2

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

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

Skills: Academics: Occult 5, Con 8, Empathy 5, Linguistics 5, Magic 9, Melee 5, Performance 6

Talents: Magical Aptitude (Old Ways)

Resources: Contacts 1 (Mexico's social elite), Rank 1 (Cult of Blood; +2 Social bonus)

Rituals: Channel Dead, Fear, Harm, Raise Dead, Summon Horror

Flaws: Megalomania (+1 Style point whenever she takes a major step toward realizing her destiny or has her plans foiled because she was gloating over her victims)

Weapons: Punch 0N, Obsidian dagger 6L

TYPICAL CULTIST

Fanatical murderers and followers of the old ways, cultists live only to protect the cult, secure suitable sacrifices, and bathe in their blood. Their loyalty and sacrifice will be rewarded once the old gods return to power, or so they are led to believe by the priests. Most lack the intelligence to question their eventual fate, which is exactly why they were chosen.

Follower 1

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

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

Skills: Athletics 5, Brawl 5, Melee 5, Stealth 6

Talents: None

Resources: Rank 1 (Cult of Blood; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 5N, Obsidian dagger 6L

DINOSAUR HUNTER

Archetype: *Scientist*

Motivation: *Hope*

Style: 3

Health: 5

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Animal Handling	2	3	5	(2+)
Athletics	3	2	5	(2+)
Empathy	3	2	5	(2+)
Expeditions	3	1	4	(2)
Intimidation	2	2	4	(2)
Linguistics	3	2	5	(2+)
Science: Biology	3	3	6	(3)
Survival	3	2	5	(2+)

Talents

Animal Affinity (+1 Charisma when dealing with Animals)

Resources

Follower 0 (Gamekeeper)
Rank 1 (The Challenger Club; +2 Social bonus)
Status 0 (Renowned scientist; +1 Social bonus)

Flaw

Impulsive (+1 Style point whenever her impulsiveness gets her or her companions into serious trouble)

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

“I’M NOT SURE WHAT SPECIES IT IS, BUT THE FACT IT IS CHEWING ON ONE OF THE BEARERS STRONGLY IMPLIES IT IS A CARNIVORE.”

CHARACTER BACKGROUND

My interest in animals began in my childhood, when my parents took me to the newly opened British Museum (Natural History). There I learned of Darwin’s theory that animals evolve over time, and there it was I cast my eyes upon the bones and imprints of flora and fauna long gone from this world. Needless to say, my parents were pleased I had found something to interest me, and actively supported my decision to go to university and study biology, though my fixation with dinosaurs caused more than a little concern both with my parents and my tutor, who considered the notion absurd.

Though only a student at the time, I was, thanks to my tutor having the necessary reputation to receive an invite, fortunate enough to attend Professor Challenger’s lecture. You must remember it from the newspaper, for it was there he attested to have discovered live dinosaurs! I at once volunteered to accompany him on his proposed expedition, but my lack of field experience, and the fact I am a woman, saw my letters met with a firm rebuttal and a strongly worded implication that I should devote my time to raising children! Fortunately, there are men of a more open mind, and my request to be considered for membership of the recently opened Challenger Club, a society that, thankfully, is not patronized by its name-sake, met with considerably more success. My studies were soon finished, and I could at last devote my spare time—I am fortunate enough to now work at the British Museum (Natural History) as a junior curator—to exploration and proving that dinosaurs had defied the passage of eons.

I have travelled to darkest Africa and the virgin jungles of Central and South America in search of my quarry, though I profess to have returned with no empirical evidence. I am not disheartened, though. Far from it, in fact! If such creatures were commonplace, they would be in zoological gardens for all to see. Indeed, at this very moment we are preparing an expedition to the Antarctic, for word has reached us of sightings of prehistoric beasts living in vast caverns.

ROLEPLAYING

A dedicated scientist, you are devoted to discovering, recording, and studying dinosaurs, which you believe still walk the Earth. You wave aside derisory comments that you chase the dreams of a madwoman, and despite never having yet seen a living dinosaur you have not given up hope. You are eager by nature, keen to jump into action, and often forgetting to look before you leap.

JADED ACTOR

Archetype: *Artist*

Motivation: *Wisdom*

Style: 3

Health: 4

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

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

Skill	Base	Levels	Rating	Average
Academics: Literature	3	2	5	(2+)
Con	3	2	5	(2+)
Diplomacy	3	2	5	(2+)
Empathy	3	3	8*	(4)
Intimidation	3	1	4	(2)
Melee	3	2	5	(2+)
Performance	3	3	6	(3)
Ride	2	2	4	(2)

Talents
*Skill Aptitude (+2 Empathy rating)

Resources
Follower 0 (Antiquarian)
Rank 0 (The Eccentric Club; +1 Social bonus)
Wealth 1 (&5 per month)

Flaw
Blasé (−2 penalty on any repetitive task; +1 Style point whenever his indifference causes harm)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Sword, Cane	2L	0	7L	(3+)L

“BETTER TO HAVE LOVED AND LOST? EASY WORDS TO RECITE, BUT HAVE YOU TRULY EXPERIENCED SUCH EMOTIONS?”

CHARACTER BACKGROUND

Yes, I have read the reviews in the morning newspaper. Again the columns are filled with unadulterated praise for my performance, and again they proclaim me a fine actor. But tell me, sir, what makes an actor?

How can I be expected to play Macbeth to his fullest unless I have known what it is to crave power, or to take another's life? Fear not, sir, I do not mean to murder you where you stand! I merely state that without experience one can only feign emotions. That is no longer good enough for me.

Any fool can recite lines and move as a director demands. I want to breathe life into my characters, to make the audience believe I have endured ultimate tragedy and heartbreak, love and elation. I no longer crave to act out roles—I crave to immerse myself in situations otherwise beyond my understanding, for only then can I project what my characters are truly feeling and enduring. The same is true of sights. I have never walked the streets of Verona where dwelled those two fine gentlemen, nor seen the forum where Caesar met his untimely end. The very air of these places breathes history, and my head must be full of its heady mix.

Thus, for now, I have abandoned the stage and the world of make-believe. I am sure the world of entertainment will miss me, but it is for the long-term benefit of my craft that I undertake this step.

Already I have met a maharaja in India whose father was secretly murdered by a jealous rival. What better tutor have I for Hamlet than such a man? He has not read the play; he has lived it! Why, just the other week I met a man, a foreigner at that, of such charitable heart that he had given away his fortune, only to have his fair-weather friends turn their backs on him when he announced he was penniless and debtors were at his door. There is my Titus Andronicus, sir; there, in the world of flesh and blood, not make-up and rehearsals!

I profess no plan to my travels. The world is a vast stage, and I shall walk as my heart takes me. And now, sir, I bid you adieu as I take my final curtain call and exit stage right into a world of adventure and emotion.

ROLEPLAYING

You have played hundreds of roles on the stage and earned widespread recognition, but you feel you lack real world experience. You need something more to drive you than mere words—you want practical knowledge and understanding that you can bring to your characters in order to make them as real as possible.

MUSEUM CURATOR

Archetype: *Guardian*Motivation: *Preservation*

Style: 3

Health: 5

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Academics: History	3	2	5	(2+)
Academics: Law	3	1	4	(2)
Anthropology	3	2	5	(2+)
Bureaucracy	3	2	5	(2+)
Empathy	3	3	6	(3)
Hobby: Numismatics	3	3	6	(3)
Investigation	3	2	5	(2+)
Linguistics	3	2	5	(2+)

Talents

Well-Connected (Can boost his Contacts Resource as if it were a Talent)

Resources

Contacts 0 (Museum curators; +1 bonus)
Follower 0 (Accountant)
Rank 0 (The Numismatic Society; +1 Social bonus)
Rank 0 (Society of Antiquarians; +1 Social bonus)

Flaw

Timid (+1 Style point whenever his anxiety causes him to miss an opportunity)

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

“YES, YES, THE MUSEUM WILL BUY THE PIECES. ASSUMING THEY’RE GENUINE AND YOURS TO SELL, OF COURSE.”

CHARACTER BACKGROUND

My father was a diplomat. Every few years we would be moved to a new country. Home-schooled by my mother, an amateur antiquarian, I spent much of my formative years learning about new cultures and gazing at ruined castles and palaces. Though I had a passing phase where I desired to follow in father’s footsteps, my love of the past led me to study history at university.

On graduating I worked on a couple of excavations, labeling and cataloguing finds rather than digging in the dirt. I soon developed a keen interest in numismatics—coins can tell you a great deal about a culture, you know, and they make excellent dating reference for material found alongside them. Having written a book on Roman Imperial coins, I briefly enjoyed a spell on the lecture circuit, followed by several semesters teaching at a respected university. While I know my coins, I am not too proud to say that I much preferred their company to that of students, and marking papers wasn’t really my cup of tea. Seeking a new career, I secured a place as curator of coins at a small museum.

While some might find the work boring, dating and cataloguing coins was my ideal occupation. Part of my duties involved procuring new material for the collection. While there are many trustworthy archaeologists, there are just as many rogues trying to palm off forgeries or coins illegally smuggled out of a country. While I was keen to make the collection world-class, I would never stoop to criminal behavior. Since then I have gone on to become senior curator of the whole collection, but numismatics remains my area of special interest.

Unfortunately, for me at least, my knowledge of numismatics coupled with the recent rise in globetrotting has brought me to the attention of countless explorers. I don’t mind those who come to consult me on coins or to sell artifacts, but now the museum has started insisting I actually accompany them on their travels! Really, I’m not cut out for that sort of thing—I get flustered when my cook decides to serve me something new for breakfast!

ROLEPLAYING

You believe that ancient artifacts, no matter how mundane, should be put on public display where everyone can enjoy them and learn from them. A shrewd judge of character, you have learned to tell when someone is trying to palm off a stolen object or a forgery. Slow to adapt to new situations, and lacking in social skills, you much prefer life in your museum, where life runs to a set routine and everything has its rightful place.

RETIRED COLONEL

Archetype: *Military Officer*

Motivation: *Duty*

Style: 3

Health: 5

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Bureaucracy	3	2	5	(2+)
Connoisseur	3	1	4	(2)
Expeditions	3	2	5	(2+)
Firearms	3	2	5	(2+)
Gambling	3	2	5	(2+)
Intimidation	2	4	6	(3)
Linguistics	3	1	4	(2)
Ride	3	1	4	(2)
Sports	3	2	5	(2+)

Talents

Fearsome (May attempt to scare his opponents)

Resources

Follower 0 (Personal chef)

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

Status 1 (Retired army colonel; +2 Social bonus)

Flaw

Boring (+1 Style point whenever his boring persona causes him or his allies trouble)

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

“THIS REMINDS ME OF THE SUDAN. I RECALL IT WAS A HOT DAY. ALWAYS WAS IN THE SUDAN, YOU KNOW? ANYWAY, WE HAD...”

CHARACTER BACKGROUND

I might have gained a few pounds over the years, but mark my words, I was a fierce soldier once, and young. I joined up as a young lieutenant during the Crimean War, eager to serve my country. Being as we are of Scots descent, father, a politician, arranged for me to be assigned to the Scots Guards, a fine regiment with a proud history. By God, I was a hard commander, but I was fair, and my men respected me for that. “Old Growler” they called me, you know? I loved my boys like they were my own sons, not that I’d trust any of them with me in the dark, mind you—thieves and blackguards the blessed lot of them. Let me tell you, son, there’s nothing like a charge by the Scots Guard to put the fear of God into you!

By the time we were fighting in Egypt I was a young captain, my promotion earned in the blood of men, good and bad. Don’t let anyone tell you the battlefield is a place of glory! No, no, it’s a place of blood and guts, a symphony of gunfire and screams as only Satan himself could appreciate. Three years later, I led my fine boys into Sudan wearing the insignia of a major.

Shortly after that campaign I was transferred to India to help whip the native regiments into shape. Seems a general had seen me in action and decided Old Growler was the man for the job. Keen as mustard they were, but bloody useless at drill and tactics. Where was I? Oh yes, it was while serving in India that I was first introduced to curry. Dashed fine stuff! Some of those curries would put hairs on a nun’s chest, but they bred us tough in those days. Once the lads were up to snuff I was given a promotion to colonel and sent home. Put out to graze, as they say, what? I’d been away for many years, and my palate had adjusted to local flavors. By God, the food in London tasted like ash! Well, there was only one thing for it—I had my old chef shipped over from India. It was he who put me onto the Curry Club. Seems one of his relatives was a chef there. Anyway, retirement suits me fine. Lets me play a spot of cricket every now and then, and I’ve plenty of time to travel in search of new types of curry. I say, you’ve gone quite red! Would you care for some water with your phal?

ROLEPLAYING

You may have retired from the army, but you’re still a soldier at heart, and ready to serve if your country calls you. There are times on expedition when things can get pretty rough, but luckily you have plenty of old war stories to keep everyone’s morale up, and you’re more than willing to share them.

SAMPLE HENCHMEN

ASTROLOGER

Follower 0

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

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

Skills: Empathy 4, Hobby: Astrology 5

Talents/Resources: None

Flaws: Superstitious (+1 Style point whenever one of his beliefs turns out to be true)

Weapons: Punch 0N

DIPLOMATIC ATTACHÉ

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 4 (*Government* 5), Diplomacy 4 (*Etiquette* 5)

Talents/Resources: None

Flaws: Intolerant (+1 Style point whenever his intolerance causes trouble)

Weapons: Punch 0N

DRESSMAKER OR TAILOR

Follower 0

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

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

Skills: Craft: Dressmaking or Tailoring 5, Empathy 4

Talents/Resources: None

Flaws: Clumsy (-2 penalty to any roll where grace and coordination are a factor; +1 Style point whenever she suffers harm or causes damage due to her bungling)

Weapons: Punch 0N

MANIPULATIVE SERVANT

Follower 0

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

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

Skills: Con 4 (*Fast Talk* 5), Empathy 4 (*Emotions* 5)

Talents/Resources: None

Flaws: Lazy (+1 Style point whenever he convinces someone else to carry out a task he was supposed to perform)

Weapons: Punch 0N

MESSENGER

Follower 0

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

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

Skills: Athletics 4 (*Running* 5), Riding 4 (*Galloping* 5)

Talents/Resources: None

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

Weapons: Punch 0N

PERSONAL CHEF

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: Craft: Cooking 4, Melee 4

Talents/Resources: None

Flaws: Short Temper (+1 Style point whenever his short temper causes trouble)

Weapons: Punch 0N, Cleaver 6L

STUDENT OF PROBABILITY

Follower 0

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

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

Skills: Academics: Mathematics 4 (*Probabilities* 5), Gambling 4 (*Dice Games* 5)

Talents/Resources: None

Flaws: Condescending (+1 Style point whenever he proves someone else wrong or establishes his own superiority)

Weapons: Punch 0N

WEIRD PHARMACIST

Follower 1

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

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

Skills: Craft: Pharmacology 6, Investigation 4, Science: Chemistry 6

Talents: Weird Science (Can create weird science artifacts)

Resources: None

Flaws: Merciful (+1 Style point whenever she shows compassion to an enemy or refuses to retaliate when wronged)

Weapons: Punch 0N