



GLOBETROTTERS' GUIDE TO THE OLD WORLD

European colonialism stretches back to the days of the Roman Republic, though its modern history begins with the voyages of the great 15th century Portuguese and Spanish navigators. Today, many of the European powers have colonies across the globe. Some, like France, Germany, and Great Britain, are on the ascent, while the superpowers of old, Portugal and Spain, are waning. Aside from occasional clashes with the Ottoman Empire, that still holds parts of southeastern Europe in its ailing grip, the continent appears to be at peace. Beneath the surface of political calm, though, the twin currents of colonial ambition and avarice are swirling and gaining strength. It may not be known to the common man, but those in positions of power sense war is coming.

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.

NEW ARGONAUTS CLUB

Interest in ancient Greece dates back many centuries. Study of the Classics is required for most courses in universities across Europe, and antiquarians have long picked over the ancient bones of its many ruins. To most, the tales of the Greek heroes are naught but myth, but there have always been learned men who believe the stories of old are based firmly on facts. These men (and women) formed the New Argonauts Club in 1795.

Though other scholars consider the New Argonauts to be eccentrics at best and lunatics at worst, Schliemann's discovery of Troy and Evan's preliminary work on Crete has given them pause for thought. Undeterred by critics, the League is continuing its work, funding expeditions across Greece and parts of the Near East.

Starting Skills: Pick two from Academics (History or Literature), Anthropology, Art (Sculpture or Writing), Expeditions, Investigation, Linguistics

Special: Club members must speak the Greek language group. As scholars, this automatically gives them knowledge of Ancient Greek.

THE STRATFORD PLAYERS

A collective of amateur and professional thespians and scholars of literature, the Stratford Players are a dramatics society dedicated to the works of William Shakespeare. While

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the thespians put on shows across the world, the scholastic members search for copies of lost plays, such as *The History of Cardenio* and *Love's Labour's Won*. Most performances are given in English, but the troupe is not beyond translating plays into other tongues in order to win over new audiences.

Starting Skills: Pick two from Academics: Literature, Art: Writing, Investigation, Linguistics, Performance

EUROPE 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.

AUSTRIA-HUNGARY

Dominating Eastern Europe, the Austro-Hungarian Empire, the second largest European nation in terms of area, is the only major power with no overseas territories. That said, it has its eyes firmly fixed on the Balkans, whose states have recently slipped the shackles of Ottoman rule, though only as a means of blocking Russian expansion in the region.

Although ruled by Franz-Joseph under the title of Emperor-King, Austro-Hungary comprises two distinct parts. The northern and western territories fall under the auspices of the Emperor of Austria, while the King of Hungary governs the remainder. Despite being one empire in name, the two regions maintain separate parliaments and prime ministers.

So ingrained is the division that citizens are either Austrian or Hungarian, with dual citizenship forbidden. Austrians are considered of higher status than Hungarians, while the various subjected natives of other lands rank below the Hungarians.

BUDAPEST

Spanning both banks of the mighty and majestic Danube, the towns of Buda and Pest have been a single city since 1873. Despite the city having been settled for millennia, the current incarnation dates from the late 17th century—Buda and Pest were destroyed almost entirely during the battle to remove the Ottomans, who had governed Hungary since 1541.

Capital of Hungary, Budapest is emerging as a city to rival Paris for its architecture and opulence. From the majestic Hungarian Royal Opera House to the domineering Buda Castle to the grand Hungarian Parliament Building (which will be finished in 1904), Budapest is a city more than capable of taking one's breath. For those

with money, the mansions that line András Avenue are the place to live.

While much of Eastern Europe remains locked in the medieval age, Budapest is modern. Electric streetlights illuminate the center, with the rest of the city becoming electrified by 1893. Work is currently under way to complete the underground railway, the Millennium Underground (only the second one in Europe), with the first train due to run between the city center and the Városliget ("city park") in 1896, in time for the Hungarian millennium celebrations.

CSEJTE CASTLE

The crumbling castle was once home to Countess Elizabeth Báthory de Ecsed (1560-1614). Later, it served as her prison and tomb. Educated, erudite, vain, and likely insane, the countess was accused of mutilating and murdering young girls. According to witness statements, the many victims were covered in bite marks, and many were completely drained of blood. Stories began to circulate Bathory was a vampire, or somehow used the blood to retain her youthful appearance. Although she was arrested, Bathory was never charged or convicted of any offense. The authorities, though, took no chances—the countess was walled inside a suite of rooms in the castle, and remained there until her death.

What became of her remains is a mystery. One story says her corpse was taken to her home in Ecsed and placed in the family crypt. Another says she was interred in the walls of the castle, an iron stake rammed through her chest to prevent her rising as one of the undead.

POPOVO POLJE

Northwest of Dubrovnik, a coastal city located in Croatia, part of the Austro-Hungarian Empire, stands the necropolis of Popovo Polje. The mausolea that dot the area are widely believed to mark the graves of Bogomils, an heretical sect who held that the material world was the construct of Satan, a son of God (known in their creed as Satanail). The tombs are unusual for their markings—people celebrating, dancing stags and horses, suns, moons, spirals, swastikas, and the alchemical sign for Venus (the modern symbol for females).

TRANSYLVANIA

While Moldavia and Wallachia have joined to become the Kingdom of Romania, Transylvania remains part of the Austro-Hungarian Empire.

Although they constitute the majority of the population, Romanians do not enjoy the same legal rights or

freedoms as their Hungarian overlords. In 1892, key Romanian officials wrote to the Emperor, in his role as King of Hungary, demanding equal rights. The Emperor's response was to have the authors arrested and sentenced to lengthy spells in jail.

CASTLE DRACULA

The figure of Dracula presents something of a dilemma for Leagues who dabble in and investigate occult matters. On the one hand, Vlad III Dracula is a recognized historical figure, a cruel and bloodthirsty tyrant better known as Vlad the Impaler, who defended his homeland against the invading Turks in the 15th century. On the other hand, they know all too well that the antagonist of Bram Stoker's *Dracula*, a tale few readers realize is an account of an actual incident, was a vampire.

Not even Jonathan Harker, who had the misfortune of being Dracula's guest, has been able to shed light on whether these persons are one and the same, or whether the vampiric count adopted a pseudonym to disguise his true identity. The potted history Dracula spoke to his guest mentions he is a scion of the "Dracula line," though this may simply have been to keep Harker in the dark about his true origins.

Equally unknown is the exact location of Dracula's castle. The solicitor swears blind it lies along the Borgo Pass, but no ruins even vaguely matching his account exist there. Two other castles, Bran and Poenari, do have historical ties to Vlad III, but they do not match the description and are located many miles from the pass.

Some have begun to wonder whether Harker's memory was altered by the count to conceal his true home, or if his traumatic experience had caused him to create false memories. A few sympathetic souls believe Harker's account is accurate, but that the count has employed some occult means of concealing the fortress.

CIOARA

The central Romanian village of Cioara is nothing special. A settlement of just a few hundred souls, records indicate it was founded to house settlers in the 14th century by order of the King of Hungary. A recent archaeological find has put Cioara firmly on the Leagues' map of interesting places.

A hunter catching rabbits lost his small dog in a warren. Forced to scrape away the earth, he discovered three clay tablets amid a jumble of human bones. What makes the tablets special is that they have pictograms on one side. While they bear some relation to ancient Sumerian, they appear to be a previously unknown script.

ADVENTURE SEEDS

* Emperor Franz-Joseph is hiring globetrotters of good renown and character. A person or persons unknown has broken into St. Stephen's Basilica and stolen

the mummified hand of Saint Stephen I, the first King of Hungary, a venerated relic.

* Anarchists have delayed work on the Millennium Underground with acts of sabotage and destruction. If construction isn't completed on schedule, the government faces a huge public backlash and a massive loss of honor. Fearing their own organizations have been infiltrated, the Hungarians have been forced to look to the Leagues for help in ending the disruption.

* Not everyone believes the story of the Bogomil gravestones. There are scholars who hold that the site is a vast map, and that whoever can unlock the secret contained in the stones will discover the route to a great treasure. Whether this treasure is material or spiritual, or even supernatural, is open to debate.

* The Romanian government has released photographs of the Cioara tablets to the Leagues, along with a reward for whoever can decipher the script. As the globetrotters begin their work, it soon becomes clear the characters form a written map, but to where?

BULGARIA

Freed from centuries of Ottoman rule in 1878, Bulgaria is a dishevelled country. Its natural resources have been exploited, its industry is negligible, its agricultural land is undeveloped, and its coffers are empty. Unlike elsewhere in Europe, the land is predominantly in the hands of individual farmers, creating a patchwork quilt with little drive to expand their output.

Ottoman grip has not been fully relinquished, for the young nation is technically under their sovereignty. True control, however, now lies in the hands of Prince Ferdinand, a relative of the late Russian Tsar. He was the choice of Austro-Hungary but, despite their blood link, his election was disputed by his distant kin. As of 1895, relations slowly begin to improve.

Elected by Bulgarians chosen by the major European powers, the prince is extremely popular in his country, and he is a keen botanist and philatelist.

All is not well, though. When the European powers drew up the country's borders a sizeable portion of native Bulgarians ended up in Macedonia, which remains under Ottoman control. Serbia and Greece also claimed the territory, the former because of the high Slavic population, the latter from historical precedent. Violence has so far been avoided, but the entire region is a hotbed of anarchists, revolutionaries, and subversives.

Ruler: Prince Ferdinand (1887-1908, then as King of Bulgaria until 1918)

VARNA

The Black Sea port of Varna has been of strategic importance since the time of the Greeks. Though it suffered

extensive damage shortly after the Crimean War, the port has emerged as a major supplier of wheat and a key trade hub. Although not the capital, such is Varna's importance it is home to a dozen foreign consulates. Never fully exploited by the Ottomans, and hastily rebuilt after the fire, Varna is a cramped city of narrow lanes bordered by tightly packed wooden buildings.

Unbeknownst to the current inhabitants, within the city limits lies an ancient necropolis. Concealed in the ground are hundreds of skeletons, many buried with exquisite gold objects. As well as jewelry, among the dead are gold maces. Given the softness of the precious metal, these were likely ceremonial rather than tools of war. Although the culture obviously understood metallurgy, other grave goods are typically Stone Age—flint blades, shells, and colored beads. Did the ancient people actually manufacture the gold relics, or were they gifts or trade items from a more advanced culture?

ADVENTURE SEEDS

* A worker digging a drainage ditch in Varna has unearthed a small number of gold objects alongside flint tools. The Midas Society plans on investigating in the hope of discovering clues that might lead them to the fabled "Midas machine."

* A spate of gruesome murders in Varna has gone largely unreported in the Western newspapers. Several Leagues concerned with the supernatural have learned that the victims were found drained of blood. Knowing that Dracula boarded the *Demeter* at Varna, the Leagues are worried another vampire might be about to make its way to central Europe.

FINLAND

Formerly part of Sweden, the Grand Principality of Finland has been part of the Russian Empire since 1809. After consolidating their hold over the territory, the Russians, convinced of the Finns' loyalty to the Tsar, began to allow increased independence. Most notably this has resulted in Finnish, previously suppressed by the Swedes, to rise as the national language, and allowing limited autonomy by means of the Diet of Finland, a legislative assembly made up predominantly of nobles, but with clerical, burgher, and peasant members. Throughout its existence, the Russian Tsar, under his title of Grand Prince, rules the Grand Principality of Finland.

In 1899, the policy toward Finland changes, and the Russians make attempts to rein in the powers of the Diet and transfer key ministries to Russian control. The Diet declares the move illegal, sparking increased tensions.

Finland has maintained its own army since 1878, though one limited to 5600 men. Only Finnish citizens may enlist, and for some there is little choice. Every year, a lottery is held, with the unlucky winners serving from one to three years in one of the 32 reserve companies,

depending on their level of education (the better one's education, the shorter the term of conscription). Even those who escape the lottery must perform military service for one month over a period of three years.

Gouged by glaciers in eons past, Finland boasts in excess of 180,000 lakes and almost as many islands. Save for a few hills, Finland is largely flat, and very heavily forested. Not surprisingly, timber exports account for a sizeable portion of the country's economic output.

Ruler: Grand Princes Alexander III (1881-1894), Nicholas II (1894-1917)

ADVENTURE SEEDS

* In Finnish mythology, the land of Pohjola, which lay somewhere to the north of Finland, was ruled by a powerful witch. Among her possessions was the Sampo, a magical mill that churned out gold. The story ends with the Sampo being destroyed.

After completing a minor task for a Scandinavian patron, the globetrotters are rewarded with a Viking map. On it is an island far into the Arctic Ocean, its location marked with a mill wheel. Could Pohjola and the Sampo be based on truth? Someone thinks it is, for the expedition is hotly pursued by the Midas Society, who desire the witch's wealth (and preferably the mill) for themselves.

FRANCE

Following the capture of Napoleon III in 1870, the Second French Empire collapsed. In its stead rose the Third French Republic. French politics is currently divided between the Republicans, the Monarchists (who desire a constitutional monarchy reinstated), and the Authoritarians (who desire an autocratic leader).

Tensions between the State and Catholic Church are running high. Such is the antipathy, the Republicans have entered a pact with Masonic lodges to spy on army officers deemed to be devout Catholics and prevent them from attaining promotions.

CARNAC

The immense megalithic landscape of Carnac comprises multiple rows of menhirs (standing stones), tumuli (burial mounds), dolmens (stone tomb), and stone circles and rectangles.

Scholastic interest in the site dates back to the late 18th century, and over the last century hypotheses have included druidic cults, grave markers, the playing stones of giants, the remains of buildings washed away in the Biblical Flood, a treasure map, and star maps. The latest theory, put forward by H. de Cleuziou in 1887, argues they align to the sunsets on the solstices—a supposition as good as any other. In legend, they are either the

remains of a Roman army petrified by Merlin or pagan warriors transformed into stone by Pope Cornelius.

There are around 3000 stones in total, though less than a quarter are actually upright. When the monuments were erected is currently being debated. Many scholars are proposing dates that go back far into man's early history, while a small few look to mighty Atlantis.

CHARTRES CATHEDRAL

A splendid Medieval High Gothic cathedral, the Cathedral of Our Lady of Chartres, to give it its full name, is an architectural masterpiece. Although the current structure was constructed in the 13th century, it is in a remarkable state of preservation, having shrugged off the effects of time and several fires. Its three transepts are bedecked in religious carvings representing both the Old and New Testaments.

On the floor of the nave, laid out in white stone, is a spiral labyrinth. One should not think of it as a maze designed to confuse and amuse. There is but a single route, which encompasses every spiral and loop. Some scholars posit that during the Middle Ages, walking the labyrinth took one on a spiritual pilgrimage to Jerusalem, thus saving one from having to undertake the long and arduous journey. However, there is no evidence to support this or any other theory.

Historical accounts show that a cathedral has stood on the site since the 9th century. One local legend, though, claims the earliest religious building was not Christian, but a druidic temple whose worship centered around a "virgin who will give birth." Few scholars take this story seriously, but among the Leagues there is much speculation that the crypts contain clues to the origins and practices of this mysterious sect.

True or not, the cathedral does house a sacred relic of the Virgin Mary—the *Sancta Camisa*, the tunic worn by Mary as she gave birth to Jesus. It is kept in the treasury, and never brought out on public display due to its fragility. According to legend Charlemagne, the Holy Roman Emperor, acquired it, after a crusade to the Holy Land in the late 9th century.

CHÂTEAU DE MONTSÉGUR

When the first castle was built here is unknown. In 1204, Raymond de Péreille, the lord of Montségur, elected to rebuild the ruined castle that stood on the flat peak of a 4000 feet high mountain. Shortly after its completion it became the center for the Cathar faith (an heretical sect with many similarities to the Bogomils). During the Albigensian Crusade, the castle was besieged for nine months, finally capitulating in 1244.

Legends tell that during the final days of the siege, a daring group of Cathars scaled down the mountain car-

FOREIGN MEDALS

This section details notable medals and chivalric awards given by countries other than Great Britain.

FRANCE

- * *Médaille Militaire*: Awarded to non-commissioned or enlisted soldiers for acts of bravery in action against an enemy force.
- * *National Order of Agricultural Merit* Commander, Officer, or Knight.
- * *Palm Académique*: Awarded to any person who contributes to French education and culture.

GERMANY

Different German states had their own medals and chivalric order. This entry concentrates on Prussia.

- * *Blue Max*: Formerly the "Pour le Mérite." Highest military award for officers. A civilian version exists for services to the humanities, natural science, and fine arts.
- * *Military Merit Cross*: Highest military honor for non-commissioned officers and enlisted soldiers.
- * *House Order of Hohenzollern* Grand Commander, Commander, Knight, Member.

RUSSIAN EMPIRE

- * *Gold Sword for Bravery*: Awarded to military personnel and civilians for bravery while serving the Russian Empire.
- * *Order of St. Andrew the Apostle the First-Called*: Highest order of chivalry, awarded for outstanding civilian or military service. It has only a single class.
- * *Order of St. George* First Class, Second Class, Third Class, Fourth Class
- * *Order of St. Vladimir* First Class, Second Class, Third Class, Fourth Class

rying with them a treasure. The nature of this treasure is open to debate, with candidates running from coins to esoteric scriptures to the Holy Grail. In some stories the Cathars slipped away into the night, never to be seen again. In others, they entered a network of caves running

through the mountain by means of a secret passage. It was in the labyrinth of tunnels they secured their secret treasure to ensure it never fell into Catholic hands.

Some scholars have associated the fortification with the story of *Parzifal*, a Grail romance written at roughly the same time the castle was being rebuilt. The name of the Grail castle was Montsalvat, which has the same meaning as Montségur—"safe mountain."

FOREST OF FONTAINEBLEU

Forty or so miles southeast of Paris stands the ancient and tangled woodland known as the Forest of Fontainebleu. Since time immemorial it has been the haunt of robbers, fugitives from the law, and other fringe members of society.

There are strange carvings in the many caves that dot the landscape. Often placed in virtually inaccessible areas, such as high on the walls or in recesses barely wide enough to squeeze an arm into, they have a child-like quality. Human figures are shown with rectangular bodies, neckless heads, and sunken eyes. Some have their arms outstretched; others have them by their side. What makes them strange is that each figure has just three fingers. Accompanying the figures are other symbols—crosses, circles, spirals, lattices, hourglass-like shapes, and indented circles. Are the figures and symbols merely the work of uneducated and bored bandits and fugitives, or is there a hidden message in them?

LE MAS-D'AZIL

In 1889, French archaeologist Edouard Piette (b. 1827) explored the cave of Mas-d'Azil. In addition to bones belonging to mammoths and woolly rhinoceroses, he also discovered a cache of several thousand painted stones. Among the abstract decorations he recognized symbols that closely related to ancient Cypriot, Greek, and Phoenician letters. That early explorers or traders might have deposited these, perhaps as offerings to their gods, were discounted by where they were found—buried beneath the prehistoric bones.

Piette has named the culture and unknown language Azilian, and has dated it to around 12,000 BC—an epoch before Atlantis supposedly sank beneath the waves. Could the stones be the writing of the Atlanteans, the characters later adopted by Mediterranean cultures?

LEBOUS

The ruins of Lebus stand on the southern coast of France, not far from the town of Montpellier. All that remains of the site today are foundation stones, but they

tell a very interesting story. Surrounding the promontory on the landward side were seven stone towers joined by fortified walls. Further back was an enclosure, in which the inhabitants lived in wooden houses. Not an ounce of cement was used to construct the mighty fortifications.

Local legends tell that the site was built by men "from across the sea," refugees from a great city that had fallen to ruin. The few academics who have visited the ruins suggest the strangers might have been refugees from Troy though, in all honesty, they could name a dozen or more cities matching the vague description.

PROVINS

Located in the Champagne region of France, Provins is best known to tourists for its medieval city walls and fortifications, and the beautiful roses cultivated here (epicureans may wish to sample the rose petal jam, rose honey, and rose candy produced locally).

What few outsiders realize is that beneath the town is a maze of corridors leading to chambers with arched roofs supported by columns. The upper layers are Medieval, and are well known to the local populace. It is widely hypothesized the subterranean chambers were excavated to store provisions in the event of a siege, and evidence of soot on the ceilings indicates that people perhaps lived here for extended periods at some point in time.

Deeper down is an older network of passages and rooms. These are considerably older, and cruder in workmanship. The chambers are also much larger, averaging close to 200 yards. Carved into the walls are stylized sun discs and concentric circles, along with fish and skulls.

YS

Long ago, so it is said, a great city was built below sea level in the waters of the Bay of Douarnenez (western Brittany). A mighty embankment breached by a single gate kept the Atlantic Ocean back. King Gradlon held the sole key. Each day he would unlock the gate at low tide to allow the island's river to empty into the ocean before securing the barrier as the tide rose.

The king had but one child, a daughter whose tastes ran to the perverse. A black widow, she would engage in orgies, only to kill her lovers as the dawn broke. Tempted by the Devil (or possibly an agent of a jealous rival city), she stole the key from her father. In the midst of a terrible storm the gate was opened, allowing a monstrous wave to flood fair Ys and condemn it to a watery grave. Only the king, a virtuous man, survives the cataclysm.

On a calm night, when the moon is veiled by cloud, fisherman claim bells can be heard in the bay, a ghostly tolling warning off Ys' impending doom. A popular local legend says that Ys will one day emerge from the sea, but

only when Paris is drowned beneath the River Seine. A heavily altered version of the tale of Ys exists as *Le roi d'Ys*, an opera which debuts in 1888.

ADVENTURE SEEDS

* A scholar studying the stonework of Chartres, after recent renovation work to clear away centuries of grime, has discovered a scene that appears to show the Ark of the Covenant being taken from Jerusalem by the Queen of Sheba. He is seeking funding and companions to follow up the clues and track the legendary relic.

* Local legends name a side chamber in the cave of Mas-d'Azil as the *Hall of the Temple*. Edouard Piette has recently uncovered documents that reveal Cardinal Richelieu ordered the roof destroyed with gunpowder in 1625. This has aroused the scholar's curiosity; for what reason could the man of God have for blowing up a cave? Currently busy with other projects, Piette seeks reliable scholars and adventurers to investigate further.

* An academic and friend of the globetrotters contacts them regarding a curious find. While rummaging in the British Museum basement, he came upon a pair of conjoined stone fingers with a peg at the base. Written upon the fingers in old French was a single word—Montségur. Believing he has stumbled across a clue that may lead to the legendary treasure of the Cathars, he asks his friends to investigate further. Rather absent-minded in his dotage, he neglects to inform them he has also contacted other potential helpers—parties who will stop at nothing to acquire the fingers.

* Workmen in Provins have accidentally broken into the deeper layer of subterranean chambers. The city elders seek trustworthy explorers to delve into the darkness, map the extent of the passages, and determine who constructed them.

* While undertaking renovation work of his church, Bérenger Saunière, priest of the sleepy Pyrennes village of Rennes-le-Château, discovers parchments hidden inside a pillar. Unable to decipher the texts, he is forced to ask for help. Through a network of friends and contacts, he eventually becomes acquainted with the globetrotters. The parchments, which are encoded and date from the Visigothic period (4th century AD), point to a great treasure hidden somewhere in the landscape surrounding the village. Unfortunately, elements within the Catholic Church have caught wind of the find and are determined to thwart any expedition.

* The Society of Aquanauts proposes an expedition to search the seabed for traces of lost Ys. Accomplished divers, historians, weird scientists, and engineers are being hired to help with the underwater exploration.

* Lying on the ground in western Brittany, shattered in four pieces, is a colossal standing stone. Intact and erect, it would have reached a height of over 65 feet and weighed 280 tons. The Society of Antiquarians is offering a reward to any globetrotters who can quarry, transport, and erect a similar stone on the site using no modern tools or machines.

GERMANY

Germany is at war with Great Britain. This is not a war of blood and bullets, but of becoming Europe's leading industrial nation. Now united, the former German states are pooling their resources, leading to a boom in output and an increase in national pride.

Fearing itself becoming trapped between its old enemy France and the might of Imperial Russia, Germany forged an alliance with Russia and Austro-Hungary. That union collapsed in 1887. Within the military, elements are pushing for war against Germany's eastern neighbors. While the government has rejected this plea, it has not been able to prevent a secret cabal from stirring up trouble with the Russians.

Meanwhile, the Emperor has ordered Germany to expand her overseas colonies, pushing her into a race to grab unclaimed territory before her European rivals. Ironically, the British have aided her in this goal as a means of spiting France.

CASTLE FRANKENSTEIN

Castle Frankenstein has stood on the outskirts of Darmstadt, in southwest central Germany, since the 13th century. Today it is abandoned, having gone from an ancestral seat to a hospital before being left to the elements in the 18th century. It was occupied again briefly in the early part of the 19th century.

Johann Konrad Dippel was a 17th century German alchemist, theologian, and physician. For reasons unknown, he attempted to purchase Castle Frankenstein. His eagerness to own the castle transcended sanity, for he was prepared to give away the secret formula to his Dippel's Oil, an elixir of life, in return for the deeds. Although he never became the castle's owner, he did stay there for an extended period.

In a macabre foreshadowing of things to come, Dippel experimented with reanimating corpses and soul transference. Whether his experiments were successful or not is unknown. Regardless, word of his activities quickly spread to the local communities, and the destruction of one of the castle's towers during a thunderstorm of supernatural intensity was the last straw—Dippel was run out of town, chased by an angry mob of pitchfork-wielding peasants.

Following his death in 1734, Dippel's notebooks vanished, only to resurface almost a century later in Geneva, in the hands of one Victor Frankenstein, whose macabre practices were documented by Mary Shelley. Although Swiss by birth, Frankenstein made his way to the castle that bore his name to conduct his experiments. Following the murder of his wife Elizabeth, Frankenstein abandoned the castle to search for the monster. It has

remained vacant since that day, slowly succumbing to the unrelenting passage of time, and greatly feared by the villagers who live in its shadow.

HAMBURG

The Free and Hanseatic City of Hamburg, a city-state, sits on the banks of the River Elbe. Some 70 miles from the North Sea, it is nonetheless the third-largest port in Europe, and the point of entry for many globetrotters who elect to travel to Germany by means of ship. Home to many shipping agents and companies, it is also the point of exit for central European globetrotters. Hamburg is a city of splendid architecture, historical buildings, excellent railway links to the rest of Europe, and bridges—it boasts over 2000 of the latter.

TEUTOBURG FOREST

Dominating western Germany, the range of low, forested mountains known as Teutoburg Forest are familiar to students of history. Amid the dark boughs, dense vegetation, and dank bogs, three Roman legions met their end on the spears and swords of the Germanic tribes. The exact location of the battle was never detailed, and thus remains a mystery to this day. Several attempts to unearth the remains of those who fell have only resulted in bruised egos and empty pockets.

Standing on Grotenburg Hill, the remains of a hill fort, is the Hermannsdenkmal (“Hermann monument”). Erected in 1875 by Emperor Wilhelm I, the monument comprises an arched stone base upon which stands a romanticized figure of Arminius, the Germanic leader who led the horde against the Roman invaders, his sword held aloft to signal his victory.

ADVENTURE SEEDS

* Villagers living in the vicinity of Castle Frankenstein have reported seeing lights at the long-deserted castle. What the mysterious intruders might be searching for is unknown, but rumors of a secret laboratory have long been circulating.

* Several rusted metal items, among them a Roman sword and pieces of armor, have gone on auction in Berlin. The brochure is vague on their origins, saying only they were found in the region of the Hermannsdenkmal. Several Leagues believe the battlefield might well lie around, or beneath, the statue. Unfortunately, it is a sign of German nationalism, and any excavations would be denied a permit unless led by a German archaeologist.

* In 1892, cholera sweeps through Hamburg. A few weeks after the outbreak begins, a German solicitor by the name of Thomas Hutter arrives in London and demands to meet with several Leagues. Extremely sick and

apparently insane, he manages to utter only two names to the Leagues before he dies of cholera—Transylvania, and Count Orlock. Intrigued, the Leagues are determined to discover the identity of Count Orlock and unravel how he relates to the cholera outbreak.

* The Germans have begun the construction of a super-weapon, an enormous cannon mounted on a railway truck. Capable of firing a shell over 50 miles, the British government wants the weapon destroyed and the plans in their possession. In order to prevent a diplomatic scandal should any of its agents be captured, it decides to hire freelance globetrotters.

GREAT BRITAIN

Ruler of the air and seas, Great Britain is also the greatest superpower the world has ever seen, with an empire on which the sun never sets (according to one wag because God doesn’t trust the British in the dark). Such power and prestige does not come easily, and throughout the age of *Leagues of Adventure* the country is embroiled in numerous wars to expand and solidify its overseas holdings.

KING ARTHUR

Interest in the legend of King Arthur and his knights is waxing. *Le Morte d’Arthur*, Mallory’s famous story, is reprinted in 1817 for the first time in almost two centuries, leading to works of literature, painting, and poetry. While the basic myths are known (mixed as they are with Medieval French romances), there has been little scholarly interest in pursuing the legend. For those who do wish to delve into the past, the West Country of England is steeped in Arthurian folklore.

CADBURY CASTLE

Situated on the southern side of the Somerset Levels and rising 500 feet above sea level, the hill fort known as Cadbury Castle has a commanding view of the countryside. Although the four sets of earth ramparts were constructed around 500 BC, the hill fort remained in use throughout the Roman period and into the early Dark Ages, finally being abandoned around the end of the 6th century (save for a few decades of occupation in the early 11th century).

It has been associated with Camelot only since 1542, and that link is tenuous, based purely on the vague similarity between the names.

However, local tales of indeterminable age speak of King Arthur and his knights sleeping beneath the summit, and more than one local (possibly worse the wear for cider) has claimed to have seen spectral riders atop the castle ramparts on dark nights.

GLASTONBURY ABBEY & TOR

Once one of the richest monasteries in England, the abbey was dissolved by King Henry VIII, its treasury plundered, and its walls toppled. Part of the reason for its fabulous wealth was the donations from pilgrims who came to see the grave of King Arthur, which was unearthed in 1191. During work in the graveyard, the monks uncovered a gravestone inscribed with the legend, "Here lies interred the famous King Arthur on the Isle of Avalon." Beneath the stone were two skeletons, one male and one female.

What became of them is unknown, but in some stories the monks interred the bones under nearby Glastonbury Tor, the site concealed by the erection of a church. This structure collapsed during an earthquake, though a second building was hastily erected. All that remains today is a solitary tower, the rest having been torn down during the Dissolution of the Monasteries.

That Glastonbury Tor should mark Arthur's resting place is not that unusual to those who know the stories of old. One legend tells that the hill is the entrance to Anwn, the land of faeries where eternal youth was granted to all. Of greater interest to scholars, until the surrounding Somerset Levels were drained between the 12th and 17th centuries, Glastonbury Tor was a very prominent island in a wetland—Avalon, Arthur's supposed resting place, was also an island.

TINTAGEL CASTLE

Inhabited since the Roman period, Tintagel Castle stands on a rocky promontory on the west coast of Cornwall. According to Geoffrey of Monmouth, King Arthur was conceived in the castle thanks to Merlin's trickery. Although few scholars accept the story as fact, the discovery of a stone bearing the name *Artognou*, found alongside coins from the Arthurian era, has raised eyebrows among the Leagues. Translating as "Bear-Knowing" in Celtic, it is remarkably similar to Arthur (which also translates as "Bear").

LONDON

Great Britain's capital city is inexorably tied to the fortunes of the Empire. As the Empire expands, so to does the population of London. At the turn of the century it harbors one million souls, but as the century nears its end that figure has risen to over six million.

The latest construction rising into the sky is Tower Bridge. Drawn up in response to the commercial growth of the East End, the new river had to allow river traffic to sail beyond its span. The final design was for a bascule bridge (its span swings upward). Work is well underway, and the bridge is scheduled for completion in 1894 (at a cost of over £1 million). It has already drawn criticism for its "absurd design" and "pretentiousness."

MORE TEA & MEDALS

Military medals fall into two categories—campaign medals, awarded to soldiers who fought in a particular campaign, and bravery awards. In *Leagues of Adventure*, characters actively involved in a war, whether intentionally or not, may be awarded campaign medals as recognition for their service to Queen and country.

CAMPAIGN MEDALS

- * Ashanti Star: Struck in 1896 for veterans of the Fourth Anglo-Ashanti War.
- * British South Africa Company Medal: Awarded in 1896 to veterans of the First Matabele War. A second is struck in 1897 to mark the Second Matabele War campaign.
- * East and West Africa Medal: Issued to soldiers serving in East and West Africa between 1887 and 1900. British officers and soldiers receive a silver medal, while native bearers a bronze medal.
- * East and Central Africa Medal: As above, but for duty in the regions between 1897 and 1899.
- * India Medal: Awarded from 1895-1902 to mark service in the various Indian campaigns. Awarded to British and Indian soldiers.
- * Queen's Sudan Medal: Awarded in 1899 for service during the 1896-1898 campaign in the Sudan.

BRAVERY MEDALS

- * Victoria Cross: Awarded to soldiers of the Empire who display the "most conspicuous bravery, or some daring or pre-eminent act of valour or self-sacrifice, or extreme devotion to duty in the presence of the enemy."

OTHER MEDALS

- * Albert Medal: Awarded to recognise the saving of life. Issued in gold (First Class) and bronze (Second Class), and further differentiated by one design for saving life on land and the other at sea.
- * Indian Order of Merit: Awarded to native Indian officers serving with the British Indian Army. Three classes, First, Second, and Third, exist.
- * Order of British India: Chivalric award given to native Indian officers for long and loyal service. Second Class recipients may use the title *Babadur* (hero), and First Class ones *Sardar Babadur* (heroic leader).
- * Polar Medal: Awarded to members of polar expeditions for "extreme human endeavour against the appalling weather and conditions that exist in the Arctic and Antarctic."

BETHLEM ROYAL HOSPITAL

The Bethlem Royal Hospital is a lunatic asylum notorious, until very recently, for the cruel and inhumane treatment of its patients. During the 18th and early 19th centuries, members of the public could pay to gaze at the inmates and amuse themselves at their crazed behavior. Fortunately, this practice has now stopped, and the visiting of a patient requires a written order from one of the governors. As well as housing those branded as lunatics or idiots, it also houses criminals and paupers. Patients are labeled as curables or incurables.

The hospital stands in Southwark, on the south side of the Thames. A relatively new construction (it moved to the site in 1816), it boasts a library and a ballroom. Each evening, male and female patients deemed capable of social interaction are allowed to mingle in the ballroom (normally they are housed in separate wings).

The word *bedlam* owes its origins to the hospital, and even today the institute is known by that name.

TOWER OF LONDON

Founded by William the Conqueror in 1066, the Tower of London has been expanded and repaired down the centuries. Initially a royal residence, it has been used as an armory, a notorious prison, a menagerie, a fortress, and a treasury. Today, it houses the Crown Jewels, which are protected by the Yeoman Warders (more popularly known as Beefeaters, supposedly because they were entitled to eat a large ration of beef each day), an armory, and gun platforms. It remains available as a prison, though it has not officially housed any prisoners in many decades.

Ravens have long been associated with the Tower, drawn no doubt to the rotting corpses of prisoners put on display as a warning to others. According to legend, Charles II was a keen astronomer, and chose the Tower for the site of an observatory. Unfortunately, the ravens seemed to enjoy using his telescope as a target for their droppings. Enraged, the king ordered the birds killed, whereupon he was duly informed that if the ravens were killed, he would lose his kingdom. The observatory was moved to Greenwich, and the birds became an integral part of the castle. Over time, the legend has mutated, spelling doom to the monarch should the ravens ever leave (their wings are clipped).

Bizarrely, as only the British can be, the ravens, of which there are officially six, are enlisted members of the army, and can be dismissed from service for conduct not befitting a soldier of the crown.

LYONESSE

Thirty miles off the tip of Cornwall lie the Isles of Scilly, an archipelago of 145 islands, five of which are sparsely populated. Cornish mythology tells that long

ago the isles were joined to Cornwall, and the land in between was known as Lyonesse. Quite when and how the land sank beneath the waves is unknown, but early Christian myth described it as a land of sinners punished by God. Modern legends say the capital, Lethesow, is intact, the tops of its towers visible beneath the waves on nights of the full moon.

SKARA BRAE

On the wind swept Orkney Islands, which lie off the northern coast of Scotland, once stood a large knoll, a local landmark but otherwise inconsequential. In 1850, a terrible storm battered the coast, stripping the grass and soil from the knoll. On investigating the damage the following day, the nearby inhabitants were shocked to find that where the knoll once stood lay the preserved walls of a village. Despite being widely reported, the site has attracted very little scholastic interest.

Constructed of drystone walls, the village comprises a number of homes linked together by passageways. The entire complex had only two entrances, making it very defensible. With the island largely devoid of trees, the builders used stone for their furniture—beds, seats, storage boxes, cupboards, and even doors (locked by a stone bar). More unusually, the builders incorporated a drainage system and toilets, a feature not seen elsewhere until the arrival of the Romans.

Carved above the doors and bedposts are strange symbols. Most consist of diagonal lines, possibly an early form of writing, but just as possibly mere decoration pleasing to the eye. More perplexing are a number of carved stone balls. These have a number of knobs, ranging between three and 160, and have no easily discernible function.

Who built the village is a contentious point among historians and antiquarians. Few scholars have visited the remote site, and most opinions proffered are based on a few blurred photographs and second- or third-hand verbal reports. The Picts are the favored candidates. Others include the Phoenicians, Romans, and Vikings.

SILBURY HILL

In the county of Wiltshire, not far from the stone circles at Avebury and Stonehenge, stands Silbury Hill, an artificial chalk mound rising 130 feet above the surrounding countryside. Despite excavations in the 18th and 19th centuries (the last one being in 1886), nothing has been found within the mound. In most instances, the excavations ended in financial ruin for their patrons, for accidents and injuries were frequent.

The story that lures men to spend fortunes digging tunnels and hiring miners concerns King Sil, a monarch who ruled long before the Romans placed a sandal in the

green and pleasant countryside. Upon his death, his followers constructed a life-size golden statue, which they seated upon an equally realistically scaled horse. Over this was constructed the mound of Silbury Hill.

VITRIFIED FORTS

Found mainly in Scotland, vitrified forts are enclosures whose walls are not cemented or mortared together, but are instead fused through the application of intense heat. Antiquarians are divided into two camps. One argues the heating was done to strengthen the wall; the other argues the exact opposite. Likewise, there are divisions over when the forts were constructed and by whom. What neither faction can agree on is exactly how the process was achieved. Experiments to reproduce the fusing have all failed.

ADVENTURE SEEDS

* Lord Fansworth of Wincanton has uncovered evidence that he is a direct descendant of King Richard the Lionheart, whom he believes carried Excalibur in battle during the Crusades. Convinced he is the rightful King of England, he seeks Excalibur to prove his claim. No scholar, he seeks gullible globetrotters to do his dirty work for him, after which he plans to dispose of them.

* Britain is imperiled! Someone has stolen the ravens from the Tower of London. So far the government has kept the theft under wraps, but word is bound to reach the public soon. Globetrotters of utmost discretion are being hired to investigate.

* A friend of the globetrotters has been researching old legends concerning Silbury Hill. Rather than being at the base of the mound, as previous excavators have thought, he believes the statue of King Sil lies underground, literally *beneath* the hill. He is seeking funds and helpers to burrow a tunnel to prove his theory.

* During the Middle Ages, the baggage train of King John (of Robin Hood infamy) took a shortcut across part of the Wash, a vast bay and estuary on the east coast of England, during one of his frequent court trips. Caught by the tide, the train, which included a sizeable portion of the treasury, was lost to the incoming tide. Following the discovery of silver coins by fishermen, the Leagues are racing to investigate the watery grave with all haste.

* One of the globetrotters (preferably an alienist or doctor) is called upon to treat a patient at Bethlem Royal Hospital. During treatment, the patient speaks lucidly about a treasure map and a lost city. Questioning the staff, the globetrotter learns the man recently returned from overseas, and went mad soon after. Can the word of a lunatic be taken seriously?

* London is in panic! Spring-heeled Jack, the devilish figure last seen in the capital in the 1840s, has returned to haunt the streets! While some Leagues suspect the figure might be supernatural, others look to weird science

to explain his amazing ability to jump onto the roofs of buildings and bound over high walls.

GREECE

The history of Greece is well known, as are many of its majestic monuments, the teachings of its philosophers, and the deeds of its mighty heroes. Its modern history begins in 1821, when the people rose up against the ruling Ottomans. Its autonomy acknowledged as a free nation by France, Great Britain, and Russia, the Ottomans backed down, unwilling to test their mettle against such mighty enemies.

As elsewhere in the region, Ottoman rule did little to prosper the country. Infrastructure and communications are almost nonexistent, it lacks the raw materials necessary for industrialization, agriculture remains at subsistence levels, and formal education outside the cities is negligible. This is not to say everyone is poor. A small few have prospered as merchants, and ship ownership brings great wealth to a tiny elite.

True democracy is a new concept in Greece, having been instituted only in 1864. Until then (and largely afterward), politics is dominated by key families. Political strife and corruption have helped prevent modernization, and heavy taxes force Greece into insolvency in 1893. Not for the last time in its history, Greece is forced to answer to foreigners to help pay off its crippling debts.

Language in Greece is as divisive as its politics. Most peasants speak Demotic, a variant of the Greek tongue. The educated elite, however, have a mind to rekindle the glories of the past. They have created *Katharevousa*, a language that sits somewhere between common and ancient Greek. It is the language of politics, trade, and the newspapers, but is largely unreadable by the masses. In game terms, a globetrotter who speaks the Greek language group knows both variants, whereas a Greek peasant knows only Demotic.

Nationalism is on the rise, fuelled not only by liberation and the desire to free traditional Greek regions from Ottoman control, but by the struggle to claim Macedonia, a region contested by Bulgaria and Serbia and governed by the Ottomans. Political unrest, propaganda, and armed struggle are all too common in northern Greece.

THE STORY OF TALOS

The tale of Talos, the bronze giant who protected Crete, is not unknown to the Leagues. Indeed, it intrigues many of them. The basic legend states that Talos was a gift from the gods, created by Hephaestus, the god of metalworking. Each day he circled the island three times, throwing boulders at any approaching ships. His one weakness was the nail in his ankle. Removed, it allowed Talos' life fluid, described as an ichor not unlike molten lead, to escape.

Several Leagues desire to find the remains of Talos.

The Daedalus Society believes Talos was an automaton, an early form of weird science created by Daedalus (as alluded to in some variations of the myth). Elements within the Society of Aquanauts claim Talos was in fact a submersible, possibly of Atlantean design, for how else could it circle an island three times each day? The Gun Club suspects the giant was in fact a cannon, as alluded to by its capability to throw boulders immense distances.

ADVENTURE SEEDS

* A fisherman working the waters off the small island of Antikythera (located off the northwest tip of Crete) has discovered a strange object in his net. Although heavily corroded, it clearly has mechanical gears. The Leagues of Adventure interested in the Talos legend have caught wind of the discovery, and are busy making plans to purchase the object and search the seabed for further clues.

* A madman has threatened to activate a weird science device he calls an Earthquake Inducer in Athens unless his demands are met. Unable to pay the extortionate ransom, the government turns to the Leagues for help.

ITALY

The ancient city-states of Italy were swept aside in 1871, when the country finally became a unified nation. Even the Vatican has fallen, the pope a self-declared prisoner in his palace.

Previously held back in a near-feudal culture, the Italians are embracing modernization. Extensive construction of railways in the north now links the country to France, Germany, and Austria. Agriculture has been revolutionized, again in the north, bringing a new era of prosperity and growth, at least for the landlords. Foreign investment has seen the construction of new factories. Although the south has not benefitted as much, Italy is a modern nation.

Rapid modernization, though, has come at a terrible price. Agricultural workers are hired on short-term contracts, with no guarantee of work each year. Without work, the people starve. Disease is rampant in the rural communities, and overseas loans have left the country with staggering debts, making it unable to deal with the growing crisis. In the south, 80% of the population are illiterate, natural disasters have left many homeless, and taxation is high. The scent of rebellion is in the air. Political infighting and lack of popular support lead to a rapid succession of governments, which only exacerbate attempts to improve the lot of the common man.

Seeking to divert attention away from its internal problems, Italy has turned to colonialism. A late player to the game, it finds itself limited to resource poor territories, and lacks the finances to make any major expansions. Desiring Tunis but unwilling to anger the French, it has cast its gaze further afield. Military conquests have resulted in the creation of Italian Eritrea (on the coast

between Sudan and Ethiopia). Attempts to expand into Ethiopia in 1895 meet with disaster, and result in huge embarrassment for the beleaguered European nation.

Meanwhile, dissent at home continued to grow. In 1898, workers in Milan went on strike to complain against the famine sweeping the land and the continuing price hikes that were preventing them from buying back goods. The government's response was swift and brutal, resulting in the deaths of over 100 citizens and many injuries. In a move that only further fuelled resentment, king decorated the commander of the army, General Fiorenzo Bava-Beccaris.

Two years later, King Umberto's error of judgment would come back to haunt him—in 1900, he was assassinated by an American-Italian anarchist seeking vengeance for the murdered strikers.

GRIMALDI CAVES

That modern mankind originated in Europe and spread elsewhere around the globe is, to the scholars of the late 19th century, undisputed fact. However, a recent find in Italy has thrown that hypothesis into turmoil.

The caves in the vicinity of Ventimiglia, which lies close to the Mediterranean border with France, have long been known to have once been the repose of ancient man. A few years ago, Prince Albert of Monaco financed expeditions to investigate the caves in more detail. Among the bones of prehistoric beasts and stone tools were two skeletons.

Detailed analysis has revealed their features are not those of Europeans, Neanderthals, or Cro-Magnon man (a generic term for early humans used after the discovery of skeletons in 1868), but of an unknown race. Short and possessing a bone structure indicative of strong musculature, they have elongated craniums. While some scholars have argued they are of southern African stock (and thus are the ancestors of black Africans), others question whether the skeletons actually have any ancestry to modern humans.

ROME

Undeniably the most famous city in Europe, Rome is awash with ancient ruins, Renaissance palaces, and Baroque fountains and churches. Combined with the many libraries and museums (most public, some private), it is a dream city for antiquarians and architects alike. Unfortunately, the plethora of ruins has contributed to limited modernization within the city center.

THE PALLADIUM STONE

According to mythology, Zeus sent down a statue of Pallas Athena (the Palladium) from the sky to Dardanus,

the founder of Troy. The wooden statue was imbued with the power to protect the great city. Its magic was most evident during the Trojan War.

Troy may have weathered the assault for eternity but for an act of treachery. Helenus, the son of Priam, ruler of Troy, was blessed with prophetic powers. He had also fallen out with his brother and father over Helen of Troy, when her hand in marriage was awarded to his brother after the death of Paris. Helenus revealed the secret of the Palladium to the Greeks. Two Greek heroes, Odysseus and Diomedes, snuck into Troy one night and stole the statue. Within weeks, Troy was a burning ruin, having fallen for the ruse of the "Trojan Horse."

Centuries later, the Palladium reached the city of Rome. Legends tell that the magical statue safeguarded the city for many hundreds of years, allowing Rome to extend its power across much of Europe and North Africa. What became of the statue is unknown.

Some legends say Emperor Constantine had the sacred object moved to Constantinople. This story may hold water, for whereas Rome fell to barbarians, the eastern city held off determined Arab assaults in the 7th century. Yet Constantinople was sacked in 1204, during the Fourth Crusade, an indication the Palladium had moved on yet again.

SYBARIS

The lost city of Sybaris has much in common with the tale of sunken Atlantis. Standing proud on the western shore of the Gulf of Taranto (the void between the "heel" and "sole" of Italy), it was founded by the ancient Greeks. Possessed of fertile agricultural land and quick to develop a multicultural society, something shunned by other Greek colonies at the time, Sybaris and its citizens grew fabulously wealthy.

Through trading treaties and military conquest, the city expanded its territory, eventually ruling over much of southern Italy. Its army was as impressive as its treasures, and texts tell that the king could field 5000 knights, making it the superior of Athens many times over.

Unfortunately, wealth led to decadence and decadence to corruption, for the people wanted for nothing, and thus had no aspirations or goals beyond further hedonism. The city fathers yearned for greater luxuries and more extravagant displays of opulence. The cruel hand of tyranny grasped the city, driving many to flee to neighboring towns. When the tyrant Telys' demand that the exiles be returned from their places of refuge was ignored, he summoned the mighty army to war. Weakened by good living, the Sybaritic host was defeated. Fuelled by victory and revenge, the exiles sought to erase the city from history. The nearby river was diverted, condemning Sybaris to drown in water and silt. Across the ancient world, Sybaris became a byword for excessive prosperity and pride, the vengeance wrought upon it divine retribution for the excessive love of wealth over the gods.

Today, the city is all but a myth, known only to Classical scholars, while its name remains synonymous with opulence and hedonism.

ADVENTURE SEEDS

* A long, hot summer has caused the waters of the River Crathis to recede. Peasants fishing in the region have reported seeing a section of wall. The Leagues are planning expeditions to investigate and excavate before the waters rise and swallow the site again. Some do so out of historical scholarship, while other seek the fabulous wealth supposedly drowned alongside the occupants.

* The Hollow Earth Society believes the Grimaldi Man skeletons are those of denizens from the Hollow Earth, visitors who brought knowledge to early humans. It desires an expedition to study the bones in more detail and investigate the many caves in the region for a possible route to the center of the Earth.

* A member of British intelligence contacts the globetrotters (old friends or trusted supporters of the Empire) and arranges a meeting at the opera. Before he can do more than reveal a name, he is murdered. Armed with just the name, the heroes are drawn into a wide-ranging search for the Palladium Stone. Much is at stake, for Prussian agents also seek the relic. If they succeed, Berlin will be impregnable, giving the Germans a valuable tool should they ever elect to declare war in Europe.

MALTA

Part of the British Empire since 1814, the island of Malta is strategically situated between the Straits of Gibraltar, gateway to the Mediterranean, and the Suez Canal, gateway to the Indian Ocean. As a result of the trade network between Great Britain and India, Malta has prospered since British occupancy. The island is also home to the British Mediterranean Fleet.

The size of the fleet, the largest the British Royal Navy commands, is impressive—ten first-class battleships and a dozen or so smaller ships—but what is more impressive is that the harbor can accommodate the entire squadron at the same time. Naturally, this makes it a natural draw for foreign agents.

While many globetrotters are likely to stop off here at some point, if only to stretch their legs for a few days while their ship resupplies, others are drawn to the island for its prehistorical ruins and artifacts, and to visit Valetta, the capital. It is also a grand city, ideally suited to the tastes of gentlemen explorers. Benjamin Disraeli described it as "a city of palaces built by gentlemen for gentlemen," whose noble architecture equals, if it does not excel, any capital in Europe.

Ruler: Governors Lieutenant-General Sir Henry Augustus Smyth (1890-1893), Lieutenant-General Sir Arthur James Lyon Fremantle (1893-1899), Lieutenant-General Sir Francis Wallace Grenfell (1899-1903)

MEGALITH TEMPLES

Dotted across the island are a series of ancient megalithic ruins of monumental scale. Current opinion is that these are temples, though what deities may have been worshipped here is debatable. The complexity of the sites, coupled with the size of the stones, have led some archaeologists to question whether the builders might have been Egyptians. While geography would allow this supposition, the only inscriptions found in the ruins have been stylistic rather than hieroglyphic in nature. More perplexing are the deep ruts that cut through the bedrock in perfectly straight lines. They have the outward appearance of railway tracks, but many end at the waterline (or disappear over sheer cliffs in elevated terrain).

Among the finds that have intrigued the Leagues over the last few decades are the bones of elephants and hippopotamuses. While the bones of such creatures have long been studied in Africa, those of Malta share one very unusual trait—they are all pygmies, averaging only 5-6 feet at the shoulder.

ADVENTURE SEEDS

* The Hollow Earth Society and Sumeria Club are at loggerheads over the origins of the Maltese temples. The former argues they were built by descendants of an antediluvian race who emerged from the Hollow Earth, while the latter favors the Sumerian progenitor race.

* A scholar who has visited the Maltese temples has recently seen photographs of Skara Brae. It is his opinion that the two sites share a great deal of similarity, and he is seeking funds to investigate the various sites in the hope of finding evidence of common builders.

* In 1893, two battleships of the British Mediterranean Fleet, HMS *Victoria* and HMS *Camperdown* collide during maneuvers off the Libyan coast, resulting in the deaths of over 350 sailors, including the commander of the fleet. Although officially a tragic accident, the Admiralty suspects foul play was involved (HMS *Victoria* sank in just 15 minutes). Trusted men and woman are sought to investigate the sunken wreckage of the warship.

* In 1530, King Charles V of Spain granted the Knights Hospitaller the island of Malta. In return, the knights were to send him one Maltese falcon every year. Unable to meet their obligation in 1539, they instead sent a gold statue of a falcon encrusted with gems. Pirates captured the galley, and the treasure promptly vanished from history. Until now, that is.

While leaving their club by carriage, the globetrotters discover the previous occupant has left behind his wallet. Learning of his address from his calling cards, they reach the house to find the unfortunate man dying and thugs ransacking his house. Before he dies, the man points them toward a book in his library. Inside is an old map marked with a falcon's head. The race is on to find the Maltese Falcon.

 ROMANIA 

Until recently, Romania was a state within the Ottoman Empire. Long oppressed and treated as second-class citizens by the earlier Hungarian kings and later the Ottomans, the Romanians finally threw off the last vestiges of foreign suzerainty in 1878 following the Russo-Turkish War. Though forced to cede territory to Russia, the country was officially recognized as an independent state.

As in other European countries formerly under Ottoman rule, much of Romania is backward through no fault of its own. High taxation and lack of economic investment have left it trailing far behind Europe's industrialized nations. That said, King Carol has always been keen to improve his nation.

Before the advent of the kingdom, when Romania was a semi-autonomous principality, he oversaw the installation of gas street lighting, limited electricity, and horse-drawn trams in Bucharest, the capital. Since becoming king, investment in the city has increased dramatically. New buildings and wide boulevards are springing up, and their architecture has earned the city the title, "The Paris of the East." No longer tied economically to Austro-Hungary, private enterprise in Bucharest has boomed. Carol, enamored of the Leagues, has extended an invitation for them to open clubhouses in Bucharest.

Despite having suffered centuries of persecution, the Romanians place similar restrictions on the Roma, also known as the Gypsies, who live here in large numbers.

Modern Romania comprises the states of Moldavia and Wallachia. Transylvania remains part of the Austro-Hungarian Empire until the next century.

BISTRITA MONASTERY

Founded in the 15th century, the Romanian Orthodox Church building is located in Moldavia, on the eastern flank of the Carpathian Mountains. The monastery was an important center for calligraphers and chroniclers throughout Romanian history, and today houses an impressive collection of Romanian works dating back to the 12th century. Known as the Black Library, the library takes its name from the interior walls, which, according to local legend, were ravaged by fire in 1538. The books, however, were saved from destruction by the intervention of Saint Anne, to whom the monastery is dedicated.

ADVENTURE SEEDS

* The need for research materials has led the globetrotters to Bistrita Monastery. While browsing through the Black Library, they discover an ancient map of Transylvania. Marked on the Borgo Pass is an unnamed castle. Could this be Castle Dracula?

SCANDINAVIA

Although separate countries, the three nations that form Scandinavia share much in the way of language, culture, and customs. They are tied together by the Scandinavian Monetary Union, which fixes exchange rates. The scheme is so successful that currencies from the countries are accepted across Scandinavia without question, being seen as good as the local currency.

DENMARK

Denmark occupies the northern half of the Jutland Peninsula and the hundreds of islands that lie off the coast. The southern portion, divided into two states (Schleswig in the north and Holstein in the south) is part of the German Empire. While the Germans endeavor to absorb the Danish into the greater Teutonic mind set (such as introducing laws that only German be spoken in schools), the Danes struggle to retain their national identity and culture. Despite lacking natural resources, Denmark's position and willingness to engage in open trade has enabled her to industrialize. The growth of industry has also altered the face of politics. Once held by the educated elite, many positions of power are now being taken by the lower classes.

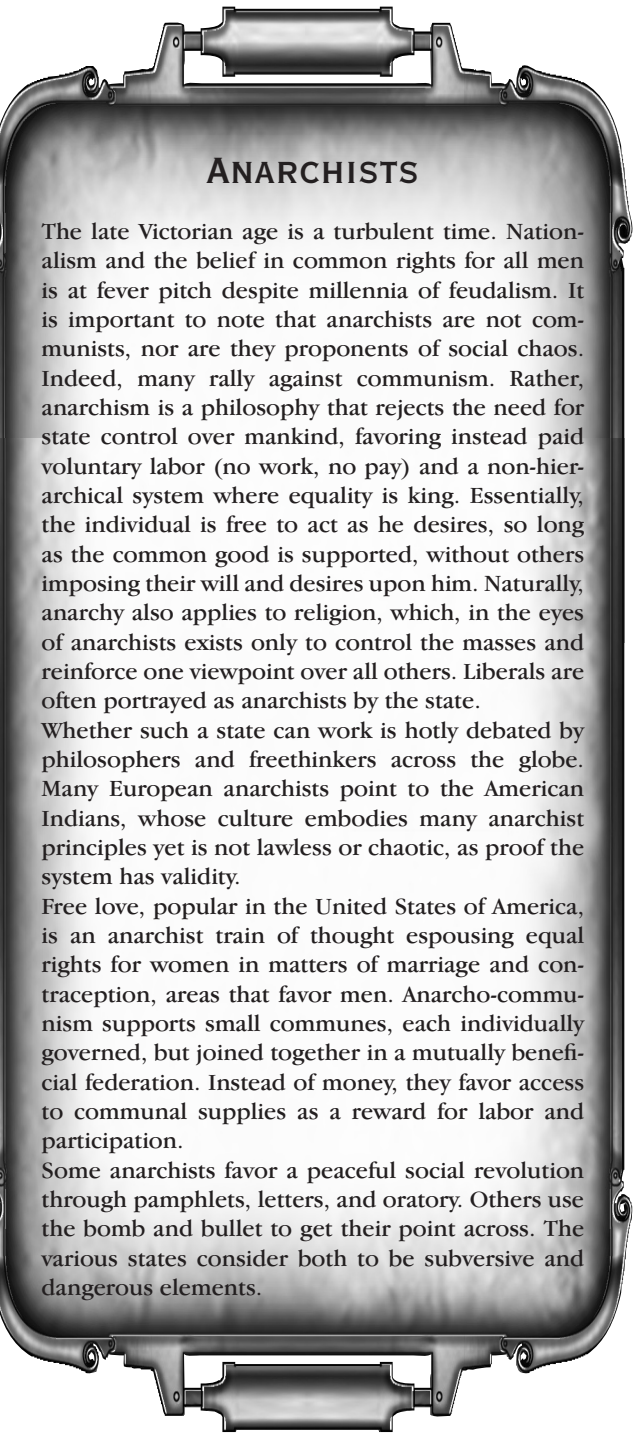
SWEDEN & NORWAY

The United Kingdom of Sweden and Norway has existed since 1814, when Norway, formerly part of Denmark-Norway, was ceded to its neighbor during the Napoleonic Wars. As a result, its overseas territories of the Faeroe Islands, Greenland, and Iceland were transferred to the Danes. Although ultimately under Sweden's control, Norway has a separate constitution.

SWEDEN

Sweden is a modern country and has embraced technology and innovation. The old system of communal village farming has been swept aside, replaced by large farms. As a result, this has freed up manpower to work in the factories (although a large number of Swedes have migrated to the United States in recent decades).

Stockholm, the capital, is enjoying a period of major development. Parts of the old, cramped city are being demolished, replaced by new streets, esplanades, and buildings (the latter with electricity and telephones). However, the city renewal does not yet stretch to the suburbs. Around the factories, shantytowns have developed. Whereas the center has sewage draining and run-



ANARCHISTS

The late Victorian age is a turbulent time. Nationalism and the belief in common rights for all men is at fever pitch despite millennia of feudalism. It is important to note that anarchists are not communists, nor are they proponents of social chaos. Indeed, many rally against communism. Rather, anarchism is a philosophy that rejects the need for state control over mankind, favoring instead paid voluntary labor (no work, no pay) and a non-hierarchical system where equality is king. Essentially, the individual is free to act as he desires, so long as the common good is supported, without others imposing their will and desires upon him. Naturally, anarchy also applies to religion, which, in the eyes of anarchists exists only to control the masses and reinforce one viewpoint over all others. Liberals are often portrayed as anarchists by the state.

Whether such a state can work is hotly debated by philosophers and freethinkers across the globe. Many European anarchists point to the American Indians, whose culture embodies many anarchist principles yet is not lawless or chaotic, as proof the system has validity.

Free love, popular in the United States of America, is an anarchist train of thought espousing equal rights for women in matters of marriage and contraception, areas that favor men. Anarcho-communism supports small communes, each individually governed, but joined together in a mutually beneficial federation. Instead of money, they favor access to communal supplies as a reward for labor and participation.

Some anarchists favor a peaceful social revolution through pamphlets, letters, and oratory. Others use the bomb and bullet to get their point across. The various states consider both to be subversive and dangerous elements.

ning water, the shanties have poor sanitation, and are rife with disease.

Although not currently involved in any wars, all male Swedes must undertake two-years of military service, and gymnastics (intended to produce fit young adults) is compulsory in all schools. Skiing, long a popular form of recreation, has been promoted to encourage patriotism, heroism, and environmentalism.

Most of the population lives in the south. As one heads north, the country becomes heavily forested. In the west, separating Norway and Sweden, a range of mountains stretches north to south. The south enjoys warm summers and cold winters, while the north (a sizeable portion of which lies inside the Arctic Circle) has short, cool summers, and long, harsh winters.

Sweden is currently engaged in a diplomatic battle with Great Britain. When Britain announced it was opening an airship route to Scandinavia, the Swedes naturally assumed it would fly between London and Stockholm. However, the British chose to terminate the line in Kristiana (Oslo), a move that has the Swedes infuriated.

NORWAY

Although answerable to Sweden, the Norwegians remain fiercely independent. The treaty that formed the United Kingdom allows them a separate constitution and parliament. As the decade ends, Norway and Sweden become locked in a trade war. With a commercial treaty set to end in 1897, Sweden switches to a protectionist economy. In retaliation, the Norwegians increase trade tariffs for their neighbors. The capital, originally named Oslo, has been known as Kristina since 1877. A major trading center, the city is struggling to recover from an economic boom that unexpectedly collapsed in 1889. On the outskirts of Kristiana stands the Holmenkollbakken, a ski jumping hill. Created in 1892, the slope becomes the focus of an annual skiing competition.

Norway is a long, thin country. The interior is mountainous, with little useful land, while the coastline is rugged, broken by long, deep, steep-sided fjords. Thousands of small islands lie off the coast, providing a barrier against the worst of Atlantic storms.

ADVENTURE SEEDS

* A Norwegian prospector recently brought a sample of a strange, silvery metal (which he enigmatically called a “giant’s bone”) to the attention of a scientist. Upon testing, the metal proved to be both exceptionally light and remarkably strong—an ideal material for making warships and land dreadnoughts. The prospector has disappeared and the sample stolen from the scientist’s laboratory. Unsure who else to turn to, the scientist contacts the Leagues for help.

* A fisherman sailing the frozen waters of the Arctic Ocean has reported seeing a Viking longship *inside* an iceberg. The Leagues are racing to locate the vessel before the ice melts and the vessel sinks beneath the water.

SPAIN

Spain is a country used to unrest. Following almost a century of civil wars and political chaos, an attempt was made to stabilize the country in 1874. Unfortunately, the

chosen means came about through political fraud—the Conservative and Liberal parties conspired to take it in turns to rule, sidelining all other political parties. Despite the rampant corruption, Spain has begun to drag herself into the modern age, investing vast sums in a belated and ultimately doomed attempt to bring herself to a level equal with the other great powers.

Spain’s overseas territories once stretched from Canada to the southernmost tip of South America, as well as the western Pacific. Over the last century, this has been steadily eroded. Of her American holdings she maintains a grip only on Cuba, and in the Pacific she is confined to the Philippines and Guam. By the end of the century, even these have slipped through Spain’s fingers. In Africa, she controls a few slivers of land—Spanish Sahara (on the west coast), the northern coast of Morocco, and Equatorial Guinea—scraps unwanted by France, Germany, and Great Britain.

THE LADY OF ELCHE

During excavation work on a private estate, workers unearthed a spectacular and mysterious stone bust. Apparently female (some viewers have claimed it is male), the figure has an elaborate headdress with large coils on each side of the face, and copious amounts of jewelry hung around her neck. Strangely, there is a hole in the back of the bust. No pottery, bones, tools, or inscriptions were discovered with the bust, giving archaeologists no clues to its origins. While there are some Carthaginian and Greek elements recognizable in the image, most are totally alien. French archaeologists quickly purchased the bust. It is currently on display in the Louvre.

Needless to say, the Leagues have expressed keen interest in the bust., though so far they have been denied permission to examine it in closer detail. Theories are flying around like bees around honey, and plans are already afoot to excavate in the vicinity of the find in the hope of finding more treasures, or at least something to help date and originate the bust.

ADVENTURE SEEDS

* The Lady of Elche *was* on display at the Louvre. It has been stolen, and only a few weeks before a panel of esteemed archaeologists and League members is due to meet in Paris to analyze and debate the origins of the bust. If the bust is not returned in time, France’s honor and reputation will be tarnished. Help is required.

* A scholar has found a map supposedly drawn up by Christopher Columbus in 1493, on his return from his first voyage. It shows an island in the Caribbean that appears on no modern charts. Enamored of mysteries, the Leagues propose to investigate.

* The discovery of French Napoleonic coins in the Spanish Pyrenees, as reported in the newspapers, has led to rumors of a lost payroll wagon train in the vicinity.

FEARFUL OFFICER

Archetype: *Military Officer* Motivation: *Redemption*

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+)
Con	2	3	5	(2+)
Diplomacy	2	2	4	(2)
Empathy	3	3	6	(3)
Expeditions	3	2	5	(2+)
Firearms	3	1	4	(2)
Melee	2	2	4	(2)
Ride	3	2	5	(2+)

Talents
Danger Sense (Retains his full Defense rating when surprised or ambushed)

Resources
Follower 0 (Batman)
Rank 0 (The Four Feathers Club; +1 Social bonus)
Rank 1 (Army Lieutenant; +1 Social bonus)

Flaw
Coward (+1 Style point whenever he gives up without a fight or abandons his friends to save his own skin)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	6L	(3)L
Arming sword	3L	0	7L	(3+)L

“EVEN AS I WALK THROUGH THE SHADOW OF THE VALLEY... OH, BUGGER THIS, I’M OFF!”

CHARACTER BACKGROUND

I had little choice but to join the army. My family has served the Crown for many generations, and there was no other option my father would permit. Disobedience was impossible, for it is not in my nature to question the will of others, especially men such as my father.

My first posting saw me sent to Africa, where I was a member of the Emin Pasha Relief Expedition of 1886 that endeavored to relieve the besieged governor of Equatoria from the Mahdist forces. Wet behind the ears and untested in battle, I was given command of a half-company of infantry that would form part of the rear guard.

After many months marching, my command was ordered to drop back from the main column, for we had heard word that Mahdist troops were attempting to move behind our ranks. They ambushed us before we could form a defensive formation, falling upon us like savages. My heart failed me, and before a shot had been fired I fled into the jungle. How long I ran I cannot say, but I stopped only when I could no longer hear the sounds of firing and the screams of the dying.

Perhaps it was my conscience that urged me to return to the scene of the fighting. Maybe it was a perverse curiosity, or a glimmer of hope that the men had emerged victorious. The latter notion was soon dispelled, for it was readily apparent the company had been massacred to the last man. I wept for hours, though whether it was from guilt or relief that none knew of my cowardice I shall never know. On rejoining the column I lied to the captain, telling him I had been sent as a runner to fetch reinforcements. I returned with the relief column, already knowing what we would find, but urging hope in the men that we could bring our comrades to safety.

On my return to London I promptly joined the Four Feathers Club. I had received no such token of cowardice, but my sin weighed heavily on my soul. I remain an officer, for I know I shall never know peace until I have paid penance for each and every man who fell in battle that day. I know my presence would not have changed the outcome, but every day I live is a slight on the honor of those who perished. Though my heart is still craven, I shall strive to be a better man, to fight with honor and bravery, and to erase the ghastly images that haunt my dreams to this day.

ROLEPLAYING

You are a man torn between fulfilling his duty to the Crown, redeeming his soul for past transgressions, and saving his own skin. These conflicting needs tear at you, often forcing you to make moral decisions you would rather avoid.

STARGAZER

Archetype: *Academic*

Motivation: *Truth*

Style: 3

Health: 5

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Academics: History	3	2	5	(2+)
Athletics	3	2	5	(2+)
Expeditions	3	2	5	(2+)
Investigation	3	3	6	(3)
Linguistics	3	2	5	(2+)
Science: Astronomy	3	4	7	(3+)
Survival	3	2	5	(2+)

Talents

Time Sense (Always knows the time)

Resources

Contacts 0 (Equipping; +1 bonus)

Follower 0 (Chronicler of Adventures)

Rank 1 (Royal Astronomical Society; +2 Social bonus)

Flaw

Condescending (+1 Style point whenever she proves someone else wrong or establishes her own superiority.)

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

“I TOLD YOU I COMMANDED THE SUN. NOW, LET US GO AND NO HARM WILL BEFALL YOU OR YOUR PEOPLE.”

CHARACTER BACKGROUND

I still remember the day my father took me to the British Museum. It was there and then I determined to become an archaeologist. Fortunately, my grades were sufficient to earn me a scholarship to a good university, for my father was a humble bank clerk, hard working but content with his lot in life.

During my second year we studied Stonehenge. While my tutor droned on about druids, it suddenly occurred to me that the entire structure, vast as it was, was nothing less than a calendar. After all, it was built in an age when men had no means of establishing dates, and such things were essential for knowing when to plant and when to reap. My suggestion, which I had inadvertently vocalized to the class, was dismissed with a raised eyebrow and a reminder that we were discussing primitive men.

Knowing that I was right, I immediately applied for a second course, this one in astronomy, for only by having knowledge of the stars could I prove my theory beyond doubt. Passing both courses, I commenced on my doctorate—a detailed study of Stonehenge and how it functioned as a calendar. Of course, such thinking was against common opinion, and, lesser men that they are, the board chose to deny me my rightful qualification. They graciously acknowledged my intelligence, and extended me the chance to write a second thesis. I rejected their placating offer, called them jackanapes, and left behind the cumbersome burden to the intellect that is academia. Fortunately, the Royal Astronomical Society, to whom I had also submitted my paper, was more accommodating, and offered me a place in its ranks. A few even agreed, in part at least, with my ideas.

Since that day, I have spent long months drawing detailed maps of ancient standing stones and circles both here and in France, where there are sufficient examples. The knowledge I have gained would prove my theory even to an idiot, but I have discovered something more, something deeper. There are subtle clues both in the stones and ancient histories, clues below the perception of men with closed minds and dull wits, which hint at a progenitor for the construction of calendars. Ancient man did not accidentally stumble upon the knowledge of the heavenly sphere and the means to map its passing—a greater intellect instructed him.

ROLEPLAYING

You know that ancient man understood the movement of the heavens to an advance level, and anyone who disagrees is an incompetent buffoon.

THESPIAN

Archetype: *Artist*

Motivation: *Duty*

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
Academics: Literature	3	2	5	(2+)
<i>Plays</i>			6	(3)
Art: Writing	3	3	6	(3)
Diplomacy	3	1	4	(2)
Empathy	3	2	5	(2+)
Linguistics	3	2	5	(2+)
Melee	2	2	4	(4)
Performance	3	4	7	(3+)
<i>Acting</i>			8	(4)

Talents
Captivate (Can attempt to enthrance his opponents during combat)

Resources
Fame 1 (Actor; +2 Social bonus)
Follower 0 (Personal assistant)
Rank 0 (The Stratford Players; +1 Social bonus)

Flaw
Stubborn (+1 Style point whenever his inflexibility causes him trouble)

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

“SIR, I AM RECITING THE BARD. KINDLY STOP WAVING THAT SPEAR AT ME AND SIT DOWN!”

CHARACTER BACKGROUND

Seeking that I should be suitably learned in matters of law, my father insisted that I attend university. My friends were varied, and featured among them young men who favored amateur dramatics. Short of a player, they cajoled me into taking a minor role in one of their plays. My appearance was brief, but I was smitten immediately. The appreciation of the crowd proved no lure, for it was the words I spoke that captured my soul.

At once I changed my course, discarding law in favor of literature, for I craved to understand the deeper meaning of the words I had spoken by rote. I joined the dramatic society, and was soon performing in the lead roles, as well as directing players. Such was the passion I felt for Shakespeare that I forsook all thoughts of becoming a man of leisure or business, as my inheritance would allow, and set myself upon the road to becoming an actor and a teacher, for I believe in my heart of hearts that Shakespeare transcends culture and language, and can be a tool for both instruction and healing. After all, what culture cannot not relate to the tragedy of Hamlet or the avarice of Macbeth?

That I should seek to become an actor drove my father into a fit of apoplexy that would do Macbeth an injustice as he watched Birnam Wood come calling at his castle. Naturally he cut me off without a penny and forbade my name to be spoken within our ancestral hall. I hold no grudge, for he is a man of simple tastes, and sees neither art nor wisdom in the works of the Bard.

My first overseas recital came about quite by accident. I was accompanying a friend on an expedition to India, my services hired as a chronicler of his activities. Upon hearing that the local raja had never heard of Shakespeare I at once broke into verse. Such was his joy that I was soon performing for an audience of local dignitaries.

That is when it struck me. While I could perform theater in England to my heart's content and enjoy acclaim, there was a world that knew naught of the Bard and his plays. At once I resolved to put straight this defect of literature and culture.

I must beg your pardon, good sir, for my performance of Hamlet for the chieftain is due to commence precisely at seven of the clock, and the Bard waits for no man.

ROLEPLAYING

Shakespeare is your life. You feel it is your duty to ensure that his work lives on, and that through his plays men may come together in common harmony. You live your life according to a schedule of theater engagements, and refuse to be swayed. God forbid circumstances should require you to cut short a performance!

SAMPLE HENCHMEN

CHAUFFEUR

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: Craft: Mechanics 4, Pilot: Automotive 5

Talents/Resources: None

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

Weapons: Punch 0N

COMPOSER

Follower 0

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

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

Skills: Art: Music 5, Performance 4

Talents/Resources: None

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

Weapons: Punch 0N

CONSULTING DETECTIVE

Follower 1

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

Secondary Attributes: Size 0, Move 3, Perception 7, Initiative 5, Defense 4, Stun 2, Health 4

Skills: Empathy 5, Firearms 4, Investigation 5, Stealth 4, Streetwise 4

Talents: Alertness (+2 Perception rating)

Resources: None

Flaws: Inscrutable (-2 penalty on social rolls when trying to connect with other people; +1 Style point whenever she is misunderstood or her mysterious motives cause trouble)

Weapons: Punch 0N, Light revolver 6L

CRACKSMAN

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: Demolition 4 (*Explosives* 5), Larceny 4 (*Safe-cracking* 5)

Talents/Resources: None

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 0N

FENCING INSTRUCTOR

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: Acrobatics 4 (*Balance* 5), Melee 4 (*Swords* 5)

Talents/Resources: None

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

Weapons: Punch 0N, Rapier 7L

LAND DREADNOUGHT CREWMAN

Follower 0

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

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

Skills: Craft: Mechanics 3, Gunnery 4, Pilot: Automotive 4

Talents/Resources: None

Flaws: hard of Hearing (+1 Style point whenever his poor hearing gets him into trouble or causes a critical misunderstanding)

Weapons: Punch 0N

POLITICIAN

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: Con 4 (*Bluff* 5), Diplomacy 4 (*Politics* 5)

Talents/Resources: None

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

Weapons: Punch 0N

SOLICITOR

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: Academics: Law 5, Bureaucracy 4

Talents/Resources: None

Flaws: Honest (+1 Style point whenever his honesty causes trouble)

Weapons: Punch 0N