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WEIRD SCIENCE COMPENDIUM



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LEAGUES OF ADVENTURE WEIRD SCIENCE COMPENDIUM

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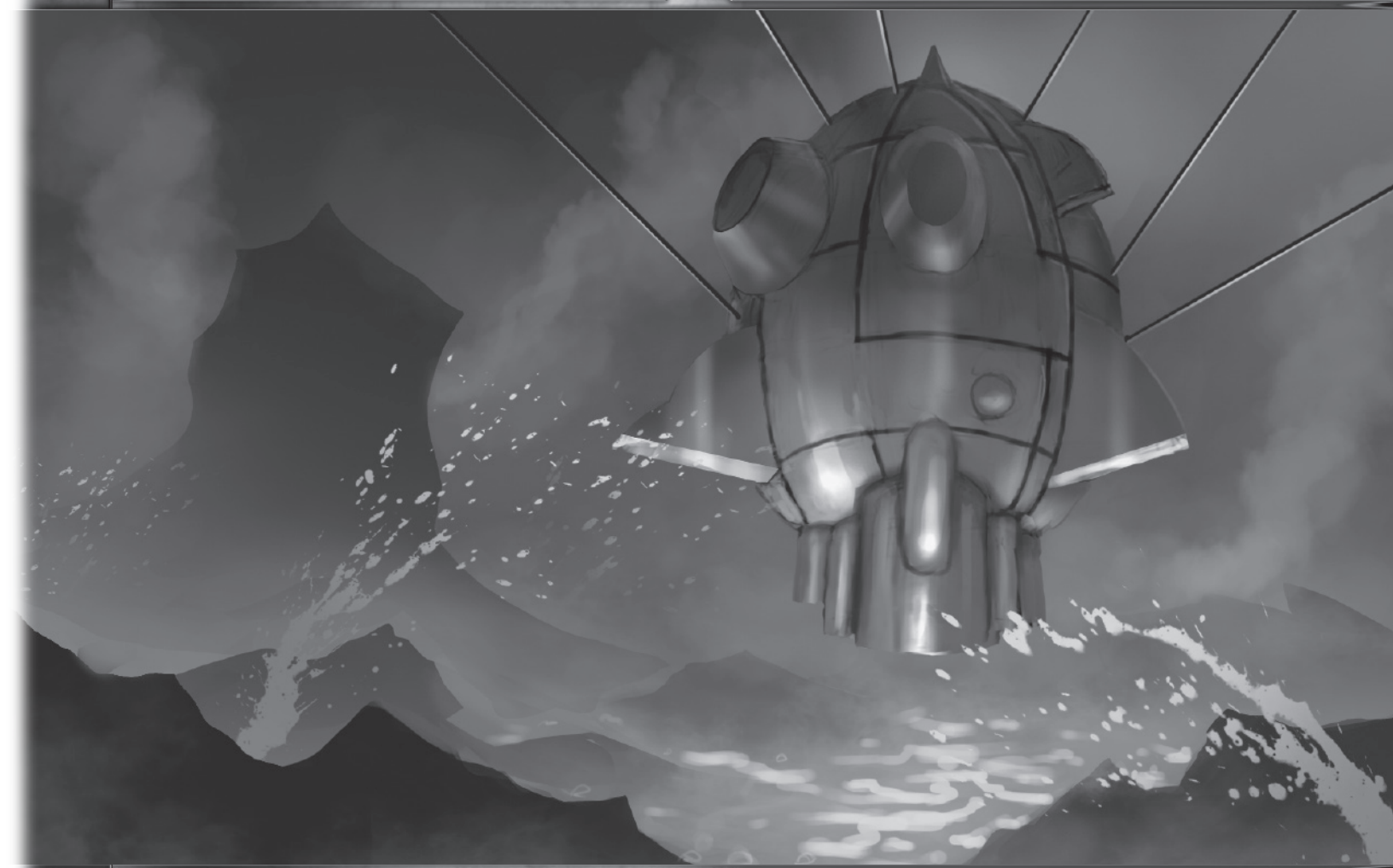
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INTRODUCTION



Welcome to Professor Pennyworth's Weird Science Emporium. Within these pages you'll find a variety of gadgets, weapons, vehicles, and living creations designed with the aspiring globetrotter in mind. The devices follow the same format as per the core rules, giving you the information you need to create your own variants or improve existing models.

Leagues: This entry details the Leagues, if any, most likely to possess or have easy access to the device. The lists are not exhaustive.

Some entries in this section make reference to Leagues not covered in this work or the core rules. Details on them can be found in various installments of the *Globetrotters' Guide* series of supplements. As Gamemasters may own one or more of these supplements, they are included here for completeness. Gamemasters lacking those works should ignore them.

BORROWING DEVICES

Certain Leagues have access to weird science artifacts. Borrowing a weird science device requires a globetrotter to deliver a presentation to the League, in which he must detail his planned expedition, state the device he wishes to borrow, and give a good reason why he requires the loan of what is a very valuable resource.

Gamemasters should ensure the League in question would logically have access to the artifact. For instance, the Hollow Earth Society is a very good candidate for a mole machine, while the Christmas Society, a charitable club dedicated to performing good deeds, is rather unlikely to provide any form of weird science weaponry. The Gun Club, conversely, has an impressive array of advanced firearms at its disposal.

An individual globetrotter may approach only one League, no matter how many he is a member of. Similarly, only one expedition member may approach a given League, and he must be a member in good standing of that organization. Multiple members of the same League

can work together on a proposal, however. Any member of the same League may provide a Teamwork bonus if he has an applicable Skill. In addition to the usual fixed Teamwork bonus, the fellow clubber provides bonus dice as dictated by his Rank (League) Resource Level.

Whether or not multiple Leagues can be approached by globetrotters partaking in the same expedition must be determined by the Gamemaster. Generally this is not an issue, but some instances may arise where Leagues are rivals that will refuse to cooperate on a joint venture or where the Gamemaster intends to use a League as the villain of his adventure.

MAKING A PRESENTATION

In order to have his proposal accepted, the petitioning character must make a Charisma + applicable Skill roll. The choice of Skill is left to the petitioner, though the Gamemaster has the final say on whether it is applicable. For instance, Diplomacy represents powers of persuasion; Anthropology or Science could extol the scientific nature of the proposed expedition; Academics: History provides an historical "paper trail," backing up the globetrotter's claims; while Expeditions allows the petitioner to present a detailed summary of where he is going, what he needs to get there, and the risks involved in the venture.

The petitioner gains the appropriate Skill bonuses from his Fame and Rank (appropriate League) Resources as a bonus to his roll—famous people are actively courted because of their reputation, and the words of more senior members carry more clout with the finance committee or secretary, who ultimately have the final say in whether a proposal is accepted or rejected. Rank from a source other than one's League and Status bonuses rarely apply—public recognition and membership status are far more important to the Leagues than aristocratic titles or military rank when loaning out weird science artifacts.

The Difficulty is determined by the nature of the

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expedition and the League's interest in such a venture. Sample Difficulties are given below as a guideline.

| Difficulty | League's Interest |
|------------|--|
| 1 | Of immediate and direct interest (e.g. Alpine Club and scaling a never before climbed mountain with a rival League in competition) |
| 2 | Direct interest (Christmas Society and building a hospital in darkest Africa) |
| 3 | Casual interest (Dueling Club and the tomb of an ancient warrior) |
| 4 | Very minor interest (Epicurean Society exploring a desolate wasteland) |
| 5 | Absolutely no interest at all (Fenian Society and a search for a lost Egyptian tomb) |

For each success he rolls, the globetrotter may borrow one level of Artifact for the duration of one adventure. Successes from different sponsors cannot be combined to purchase higher level Artifacts—any device must come from a single source.

Loss of high level Artifacts (except ones designed for single use), keeping them longer than the duration of the mission, or requesting them under false pretences will undoubtedly cause the globetrotter future problems in his dealings with his League.

RECHARGING DEVICES

The core rules mention that certain weird science devices need recharging, rather than replenishing (like batches of serums and elixirs require). Some of the devices below also make reference to recharging. You may have noticed that we don't tell you how to achieve that.

That's because while *Leagues of Adventure* assumes that "steampunk" technology is rare, though not unheard of, that isn't a hard rule you have to play by. In your games these weird devices may be mass produced and available for purchase in retail outlets, and thus easily to recharge—or exceptionally rare, requiring special fuel sources or recharge conditions.

Below are some suggestions for how recharging might work—it is up to the Gamemaster to decide which best suits his campaign style.

* **Rebuild:** In order to recharge the device, it must be rebuilt. As with serums and other one-shot devices, this requires an investment of time and money, but not experience points. A word of caution: Due to the time required, high level artifacts will likely be in play less often than their creators may like.

* **Manually Recharged:** The device can be recharged using muscle power, typically taking ten minutes. This might mean recharging a capacitor through an electrostatic charge generated by winding a handle, stoking a boiler, winding a clockwork mechanism, or pumping bellows to fill a pneumatic reservoir.

* **Self-recharging:** The device can recharge itself, but this takes time. As a rule of thumb, once the device reaches the stage where it requires recharging, it cannot be used for one hour (or day, if you prefer) per Artifact level.

* **Special Fuel:** The device requires a special power source. This might be a revolutionary form of hydrocarbon, solid luminiferous ether (radioactive minerals), a voltaic energy cell, or a lump of some extremely rare element (such as Eternium).

If the Gamemaster allows the fuel to be relatively common, each fuel cell typically costs 2 shillings and weighs 0.5 lbs. Special fuels can be created as an Artifact 0, with success producing five doses.

Using this option for recharging requires tinkering with the various Artifact entries, as the devices need the Special Fuel Requirement or Special Ammunition Limitation added. This has the added effect of increasing their Limitations, and thus reducing the Artifact level.

NEW LEAGUES

THE ARMORERS GUILD

Based in Philadelphia, the Armorers Guild has long been a rival to the Gun Club. Their purpose is noble, if unlikely to ever succeed: to create better armor so as to make war pointless. The Guild does not yet traffic with individual governments. When it discovers an impenetrable armor, it intends on selling it to everyone. Not every member shares this goal, however. By selling advanced armor to one side in a war, those members of a less-than-honest bent can effectively control who wins.

Starting Skill List: Pick two from Craft (Metalworking), Science (Chemistry, Engineering, or Metallurgy)

THE DAEDALUS SOCIETY

Devoted to the study and manufacture of weird science devices, the Daedalus Society is a mix of craftsmen, inventors, and scientists. Neither social status nor gender are barriers in the world of weird science, and all are treated equally.

That said, the Society is divided into two “lounges.” The Upper Lounge is reserved for members who fully understand the principals of weird science, and admittance to the upper echelon is by invitation only. The Lower Lounge is the repose of the curious, laymen, and prospective Upper Lounge members. While there is a modicum of snobbery, the distinction is more biased toward achievements than anything else.

As well as the usual club rooms, the Daedalus Society has extensive workshops in its basement, which members can use for their experiments. Performing secret work is heavily frowned upon—the Society ensures credit for an invention is given to its creator, and encourages cooperation to help push back the boundaries of science.

Members travel the globe testing inventions in the field, making contact with foreign counterparts, and even trudging through ancient records in the hope of discovering the location of the fabled Book of Daedalus.

Starting Skill List: Pick one Craft and one Science.

Special: In order to reach Rank 3 and higher in the Club, characters must have the Weird Science Talent.

THE FRANKENSTEIN CLUB

Properly named the Society for the Advancement and Preservation of Life, the “Frankenstein Club,” as it is more commonly known in the press, is a collection of doctors and engineers. One faction, primarily devoted to the creation of intelligent biological life, is also searching for a means of extending life beyond natural limits, as well as conducting research into new medicines. The other faction is seeking to push beyond the boundaries of intelligent mechanical life. For all their noble motives, there is a darker side to the Club. A small cabal is engaged in experiments to transplant brains into other bodies, both organic and mechanical. Through this, they hope to cheat death. Naturally, this revolutionary procedure will only be open to the right kind of citizens—the powerful, the learned, and those with great wealth.

Starting Skill List: Pick two from Academics: Philosophy, Craft (pick one), Medicine, Science: Biology, Chemistry, or Engineering

LUNAR EXPLORATION SOCIETY

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

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

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

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THE PHARMACOPOEIA SOCIETY

While individual members often travel the world providing medical services to globetrotting expeditions, the Society's main interest is in finding new natural ingredients with which to manufacture more effective drugs, analyzing native medicinal remedies, collecting venomous animals in order that antidotes to their toxins might be produced, and studying the causes, symptoms, and outcome of diseases and poisons so as to enable work on effective treatments and cures.

Less scrupulous members have been known to concoct deadly new poisons, both natural and artificial. The Society does not condone this sort of behavior, and any member who stoops to such ungentlemanly practices faces automatic expulsion from the League.

Found among its membership are medical doctors, biologists, chemists, pharmacists, and weird scientists. The latter are responsible for many of the drugs and serums commonly used by the Leagues. They also invented the first Portable Pharmacopeia Engine (see p. xxx).

THE POLAR CLUB

Antarctica remains a mysterious wilderness, with no human verified as having passed beyond 78° 10' south as of 1890. Although the Magnetic North Pole was reached

decades ago, the Geographic North Pole remains elusive, with no explorer setting foot above 83° 20' North as of 1890. Although the Alpine Club has an interest in the Polar Regions, the League most keen to sponsor and participate in expeditions to the frozen reaches of the globe is the Polar Club.

These hardy men and women seek to reach both poles as their first priority, though any expedition intent on mapping, exploring, and scientifically studying the polar reaches is likely to attract their attention. The Polar Club has branches in Australia, Canada, Norway, South Africa, and Scotland.

Starting Skills: Pick two from Athletics, Expeditions, Science (pick one), Survival

THE SOCIETY OF AERONAUTS

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

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

SOCIETY OF AQUANAUTS

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

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

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



GADGETS

ACCELERATED LEARNING ENGINE

Artifact 5

Leagues: Any

No globetrotter can expect to know everything, and there will be times when he rues his lacking in a vital skill. The Accelerated Learning machine provides a temporary means of gaining such lore.

This large machine contains a bank of wax cylinders encoded with a vast repertoire of knowledge. A globetrotter need only select a cylinder, don the headset, and pull a lever to learn a new skill or ability. In game terms, the user may select one Skill and/or one Talent. Skills are gained at Rating 4 or, if he already has the Skill, at a +2 bonus. Talents are gained only at level 1 and cannot be available only in character generation. The user must also meet the requirements as normal.

An individual can have no more than one Skill and one Talent from the device at any one time. If he wishes to learn a new Skill or Talent, he must wait until the current effect ends. Nonlethal damage induced by the sudden loss of abilities is per benefit—if a globetrotter learns both a Skill and Talent, then he suffers 2N damage when the effects wear off.

Enhancements: Increased Duration: One Month (+6 Enhancements), Skill: Rating 4 (+2 Enhancements), Talent: Level One (+2 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)

Note to Gamemaster: The open nature of this device means it is open to player abuse. It is best allowed only in small groups, when the limited number of characters means certain Skills have not been selected, or kept in the hands of Gamemaster controlled characters, its use offered to the globetrotters when the Gamemaster deems it appropriate.

ACOUSTIC WAVE NULLIFIER

Artifact 2

Leagues: Self-Preservation Society

This complex device resembles an oversized phonograph. When the mechanism is wound and activated (takes one combat turn), it produces anti-noise within a 10-foot radius. No sounds exist within the “bubble.” Sounds created inside do not transmit outside, and sounds created inside are instantly nullified. This has the unfortunate side-effect that anyone inside the “bubble” is effectively rendered deaf.

While its practical uses are limited, it is not completely without purpose. Activated in a room, it would prevent anyone inside calling for help and anyone outside hearing gunfire or other loud activity. If one felt so inclined, one could even detonate explosives without fear of the explosion being heard. The device does nothing to halt sound waves travelling through surrounding materials other than air, though. Thus, while an explosion might not be heard, it might still be felt.

Enhancements: Increased Area of Effect: 10 ft. (+4 Enhancements), Induce Flaw: Deaf (+2 Enhancements)

Limitations: Flaw: Deaf (-2 Enhancements)

ADVANCED ARCTIC EXPLORATION SUIT

Artifact 0

Leagues: Alpine Club, Royal Geographical Society, Society of Aeronauts, Survivors Club, Travelers Club, Yeti Club

Treated with special chemicals, this arctic outfit can cope with temperatures of 0 degrees F without difficulty. Beyond that, the suit's coated skin doubles the time a globetrotter can spend in arctic conditions before succumbing to fatigue and frostbite.

Enhancements: Talent: Acclimated (Cold weather only; +1 Enhancements)

AMNESIA TABLETS

Artifact 2

Leagues: Assassination Bureau, Chess Club, Fenian Society, Self-Preservation Society (0)

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LEAGUES & EXISTING DEVICES

This sidebar details to which of the weird science devices presented in the core rules the various Leagues of Adventure have access. The device's Artifact level is given in parentheses after its name.

Acoustic Amplifier (1): Assassination Bureau, Chess Club, Fenian Society, Hollow Earth Society, Royal Geographical Society, Self-Preservation Society, Speleological Society, The Travelers Club

Advanced Diving Suit (1): Royal Geographical Institute, Society of Aquanauts

Airplane (1): Couriers Guild, Society of Aeronauts, Travelers Club

Antibiotic Pills (0): Alpine Club, Challenger Club, Christmas Society, Couriers Guild, Hollow Earth Society, Lunar Exploration Society, Meiji Club, Menagerie Club, Old Testament Society, Osiris Club, Polar Club, Royal Geographical Society, Sumeria Club, Speleological Society, Survivors Club, Travelers Club, Yeti Club

Armored Car (1): Aegis of Terra, Armorers Guild, Assassination Bureau, Automobile Club, Challenger Club, Couriers Guild, Fenian Society, Gun Club

Automatic Transcriber (0): Alpine Club, Hollow Earth Society, Old Testament Society, Osiris Club, Polar Club, Royal Geographical Society, Society of Antiquarians, Society of Mediators, Sumeria Club, Travelers Club, and any newspaper.

Electric Rifle (1): Aegis of Terra, Gun Club

Guided Torpedo (1): Gun Club, Mariners Club, Society of Aquanauts

Hydrofoil (3): Couriers Guild, Mariners Club, Royal Geographical Society, Society of Aquanauts, Travelers Club

Lunar Transmogripher (3): —

Mechanical Butler (1): Any

Ornithopter (3): Couriers Guild, Society of Aeronauts, Travelers Club

Photoelectric Telegraph (1): Assassination Bureau, Chess Club, Royal Geographical Society, Travelers Club, and any newspaper

Pump Action Shotgun (1): Assassination Bureau, Circle of Nannies, Gun Club

Spectromatograph (1): Prospectors Club, Royal Geographical Society, Savage Club, Society of Sceptics

Submachine Gun (2): Assassination Bureau, Gun Club

Submersible, Small (4): Society of Aquanauts

X-Ray Box Camera (1): Assassination Bureau, Chess Club, Lunar Exploration Society, Old Testament Society, Osiris Club, Prospectors Club, Royal Geographical Society, Self-Preservation Society, Society of Antiquarians, Sumeria Club

When dissolved in liquid, these small pills induce a state of amnesia in whoever consumes them. The infliction is usually temporary, but certain victims may suffer permanent memory loss. While the tablet dissolves it produces noticeable fizzing. Once this has stopped, the tablet leaves no discernible smell or taste, except to a refined palate. Noticing the faint taint requires a Connoisseur: Drink roll at Difficulty 3 or Perception: Taste roll at Difficulty 5.

One batch contains five doses. For each additional dose used as the same time, the initial tablet gains +2 to its Medicine roll. Using all five doses in a batch simultaneously thus gives it a total of 14 dice!

Enhancements: Inflict Flaw: Amnesia (+2 Enhancements)*, Skill: Medicine 6 (+4 Enhancements)

Limitations: Time to Function: Six Seconds (-2 Enhancements)

** To use the Amnesia Tablet, simply drop a tablet into a drink and let it dissolve over the course of six seconds. You then make a Medicine 6 roll. Compare the results to your opponent's Willpower rating.*

If you rolled more successes than his Willpower rating, he gains the Amnesia Flaw for the remainder of the scene. If you rolled more than double his Willpower rating, he suffers from the Amnesia Flaw indefinitely.

ANATOMICAL TRANSMOGRIFYER

Artifact 4

Leagues: Assassination Bureau, Chess Club, Couriers Guild, Dandy Club, Fenian Society, Self-Preservation Society, Stratford Players

Have you ever wished you could be a different person? The Anatomical Transmogripher alters your physical appearance, allowing you to grow or shrink a few inches (it cannot adjust Size), enlarge or reduce your musculature, change your physical features, and even swap gender!

For the duration of the effect, the subject can reorder the attribute points of his Body, Charisma, Dexterity, and Strength. Recalculate his Secondary Attributes accordingly. Thus, while he might become physically stronger, he must become weaker in another aspect of his physical form. Reversal occurs naturally after the duration expires, or by using the device a second time (no roll required).

Regardless, both activation (even if unsuccessful) and reversal are painful experiences, and result in one point of Lethal damage. Physical transformation requires a die roll using either the machine's Stealth: Disguise Skill, or a Medicine roll by an operator. The latter has a +2 Synergy Teamwork bonus from the device.

The base Difficulty is 1 for minor cosmetic changes, such as altering one's appearance, voice, and height only slightly. Disguising oneself to be a physical likeness of another person is base Difficulty 3. Becoming someone's doppelganger does not automatically switch any attributes or change gender. Each point of Attributes exchanged increases the Difficulty by 1, while changing gender increases the Difficulty by 2.

The duration of the effect depends on the number of successes, as shown below. As can be seen, the less dramatic the change, the longer the possible duration.

| Duration of Effect | Successes Required |
|------------------------------|--------------------|
| One hour | 1 |
| One scene (of up to 8 hours) | 2 |
| One day | 3 |
| One week | 4 |
| One month | 5 |

The Anatomical Transmogrifier weighs several tons, requires a large source of power, and is extremely delicate—it is not portable.

Using the device has potential drawbacks, such as not being recognized for any achievements performed by your new alter-ego once you revert to your true form. These must be adjudicated by the Gamemaster based on specific events. On the flip side, it may grant additional bonuses. For instance, if the user becomes the duplicate of a celebrity, he may temporarily gain the Fame Resources, while becoming the clone of a noble grants Status.

Enhancements: Skill: Stealth: Disguise 8 (+6 Enhancements), Variable Duration: Up to One Month (+3 Enhancements)

Limitations: Toxic: 1L (-2 Enhancements)

Example: *Lady Margaret has need to view the records of club to which only men are permitted access. The base Difficulty is 1, since she is happy to look like a generic man. Changing gender raises this to 3. Knowing she won't be in the club long, she Takes the Average, giving her 3 successes. The transformation will hold for an entire day.*

Had she wished to take on the appearance of the club's secretary, the Difficulty would be 5 (3 for a duplicate, and +2 for the gender change). Taking the Average will not produce any effect (except for a point of damage), and she would be forced to either seek a qualified doctor to help adjust the machine's controls or trust to the device and keep her delicate fingers crossed.

ANIMAL AFFINITY AROMATIC

Artifact 1

Leagues: Challenger Club, Hunters Club, Menagerie Club, Pharmacopeia Society, Polar Club, Survivors Club, Yeti Club

Certain animals might be tame enough for anyone to handle or timid enough to shoo away with a simple gesture or loud utterance, but others can be downright hostile. In the wilds, globetrotters may find themselves on the menu for some ferocious beast.

When sprayed liberally on one's person, this wondrous perfume makes animals more receptive to the globetrotter, whether he aims to tame, soothe, or intimidate them. On the downside, the aroma is most unpleasant to human olfactory senses.

A batch contains five doses, each of which lasts for one combat or an entire scene.

Enhancements: Talent: Animal Affinity 2 (+4 Enhancements)

Limitations: Flaw: Repulsive (-2 Enhancements)

AQUATIC ECHOLOCATOR & WIRELESS TELEGRAPH

Artifact 1

Leagues: Society of Aquanauts

In the depths of the undersea kingdom, even the most powerful lights do little to cut through the darkness. This device (which must be fitted to a submersible due to its size, weight, and power requirements) produces burst of sound in a 360-degree field. By listening to the returning echo, a skilled operator can deduce distance, size, and direction of travel of any underwater object in range (100 ft.). Any telegraph operator who understands Morse code can use the device to communicate with other submersibles, and even with divers.

Enhancements: Extra Sense: Active Sonar (+2 Enhancements)

AQUATIC FLOTATION BOOTS

Artifact 1

Leagues: Hollow Earth Society, Mariners Club, Royal Geographical Society, Society of Aquanauts, Travelers Club

How to cross a river without getting wet when you're without a suitable boat or crossing point has plagued globetrotters for ages. These special boots contain small, deflated balloons concealed in the sole and a pressurized gas cylinder that straps to the shin. Simply pull the tag and watch the balloons inflate. Once fully inflated, you can walk across water as if it were dry land. Well, almost; even on calm water the balloons cause one to sway, resulting in a slight loss of balance. The balloons are good for one combat or scene, after which they automatically deflate. They must then be rebuilt from scratch.

Enhancements: Special Movement: Water, +100% (+4 Enhancements)

Limitations: Reduced Attribute: Dexterity -1 (-2 Enhancements)

AQUATIC PROPULSION ENGINE

Artifact 1

Leagues: Society of Aquanauts

Waterproof and rugged, this device comprises a backpack containing a heavy-duty electrostatic capacitor, attached to which are two rigid poles, each ending in a tapered tube fitted with a spinning fan. When power is applied, the fans rotate at high speeds, sucking in water through the wide end, and pushing it out the narrower rear nozzle, propelling an aquanaut through the water at previously unimaginable speeds.

Enhancements: Talent: Swift (applies in water only; +1 Enhancement); Talent: Swim (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

ASTROLOGICAL COMPUTATOR

Artifact 1

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Leagues: Magicians Circle, Tarot Club

Whether or not one believes in astrology and horoscopes, the Astrological Computator has an unnerving knack for predicting fortuitous and calamitous events.

The machine contains a built in clockwork astrolabe that must be wound each day. To produce a horoscope, the user must attach electrodes to his temples and enter his date, time, and place of birth using typewriter keys. After performing a series of calculations, the device then gives a reading of Auspicious (green light) or Inauspicious (red light). In game terms, the GM rolls a single die. Success indicates a positive fortune and failure a negative one. The effect applies just once within the next 24 hours. No person may have more than one horoscope produced in any 24 hour period.

Enhancements: Increased Duration: One Day (+2 Enhancements), Induce Flaw: Unlucky (+2 Enhancements), Talent: Lucky (+2 Enhancements)

Limitations: Random Effect (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

AUTO-DUELIST

Artifact 2

Leagues: Assassination Bureau, Dueling Club, Sporting Gentlemen's Association

The auto-duelist comprises a long metal sleeve, an oversized monocle, and a sturdy backpack containing a clockwork computator, all linked together with wires. When the computator is wound, it takes input through the monocle, analyzes an opponent's fighting style, and automatically guides the arm to deliver attacks and countermoves. Its big drawback is the limited running time before it requires recalibrating. After five uses, the auto-duelist must be recharged.

Enhancements: Increased Attribute: Intelligence +1 (+2 Enhancements), Talent: Calculated Attack (Melee; +2 Enhancements), Talent: Calculated Defense (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

AUTOMATIC CRACKSMAN

Artifact 2

Leagues: Self-Preservation Society

A device of nefarious origin and usage, the Automatic Cracksman is designed to be easy to use for those of non-larcenous bent, and can serve as an aid for those who already possess the unsavory traits of the criminal class. It can handle any type of lock or safe.

Enhancements: Skill: Larceny 6 (Lockpicking & Safe-cracking only; +4 Enhancements)

BALLISTIC COMPUTATOR

Artifact 2

Leagues: Gun Club

Many an artilleryman has failed to hit his target because he neglected to properly judge the elevation required or take

into account the wind strength and direction. Fed with basic information, the Ballistic Computator informs the artilleryman exactly what angle to set his artillery piece and direction to fire by means of two dials. Wind speed and direction is automatically compensated for by means of a small weather vane connected to the internal workings.

So long as the artilleryman continues to bombard the same stationary target, only one use of the computator is required to gain its benefits for an entire combat or scene. Changing target requires fresh data input, a process that takes a standard action.

Enhancements: Skill: Gunnery 4 (+2 Enhancements), Talent: Accuracy (+2 Enhancements)

BALLISTIC DEFLECTION PLATES

Artifact 1

Leagues: Armorers Guild, Assassination Bureau, Circle of Nannies, Fenian Society

A handy addition to any explorer's clothing, these thin but very strong metal plates (made from refined Impenetranium) can be woven into an outer jacket by any competent tailor. While not guaranteed to stop the spear of a hostile native, the teeth of some slaving beast, or the bullet of a deranged anarchist, they provide better protection than normal clothing and are barely discernible to the naked eye, meaning they are also suitable for dinner jackets.

Enhancements: Increased Attribute: Active Defense +2 (+2 Enhancements)

BALLISTIC FLARES

Artifact 2

Leagues: Alpine Club, Challenger Club, Gun Club, Holy Brotherhood, Hollow Earth Society, Lunar Exploration Society, Royal Geographical Society, Survivors Club, Vengeants Guild

Fired from any standard firearm, each miniature flare produces a short-burning but extremely bright light in a 100-foot radius. The glow is enough to remove all darkness penalties. The flare descends slowly to earth by means of a small parachute.

A batch contains five flares, each of which burns for one minute. If used to attack a creature or object, a flare inflicts 2L caustic damage and sets fire to combustible materials. The requirements for each batch are five normal flares and five bullets of the appropriate caliber.

Enhancements: Increased Area of Effect: 100 feet (+6 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements)

BLOOD ANALYSIS COMPUTATOR

Artifact 3

Leagues: Challenger Club, Christmas Society, Hollow Earth Society, Lunar Exploration Society, Pharmacopeia Society, Polar Club, Royal Geographical Society, Survivors Club, Travelers Club

Even with recent advances in medicine (such as the Immuno-Strengthening Pill), foreign travel exposes one to all manner of diseases known and unknown. In order to start an effective course of treatment, the nature of the infection must first be known. This marvellous machine requires one pint of blood from the patient. Once the sample is analyzed—a process taking 10 minutes—the results are printed out on a ticker tape. The Blood Analysis Computator can be used unskilled (6 dice) or to grant a +2 Teamwork bonus to a Medicine: Diagnosis roll. If the roll is successful, it grant a +2 Skill synergy bonus to any Medicine: Disease rolls to treat the affliction.

Enhancements: Skill: Medicine 8 (Diagnosis only; +6 Enhancements)

Limitations: Exhausting: 1N (to patient; -1 Enhancements)

BOUNCING BULLETS

Artifact 3

Leagues: Assassination Bureau, Circle of Nannies, Fenian Society, Gun Club

Coated in a layer of thick rubber, these unique bullets allow you to bounce your shots off walls, so enabling you to target opponents hiding behind cover. The rubber fragments on impact, ensuring the bullet delivers its full kinetic energy to the final target. A batch contains five bullets, each of which is good for a single shot.

Enhancements: Talent: Ricochet Shot 3 (+6 Enhancements)

CACOPHONIC SCARIFYER

Artifact 3

Leagues: Alpine Club, Challenger Club, Fenian Society, Four Feathers Club, Hollow Earth Society

Based on the cylinder phonograph, the Cacophonic Scarifyer emits a variety of sounds designed to terrify everything from wild beasts to hostile natives to street urchins. To use the device, simply point it at your intended targets, wind the handle to charge the electrostatic capacitor (a standard action), and flick the switch to unleash the infernal sound! The sound affects every creature within 20 feet of the front of the speaker.

Enhancements: Skill: Intimidation 8 (+6 Enhancements), Talent: Fearsome (+2 Enhancements)

Limitations: Special Duration (-2 Enhancements)

CEREBRAL ENHANCER

Artifact 1

Leagues: Bibliophile Society, Challenger Club, Chess Club, Eccentric Club, New Argonauts Club, Old Testament Society, Osiris Club, Pharmacopeia Society, Royal Geographical Society, Savage Club, Society of Antiquarians, Sumeria Club

The cerebral enhancer resembles a metallic pudding basin covered in magnets and wires. When placed on one's head, it stimulates the user's neural cortex, result-

ing in a dramatic boost to natural intelligence. Greatly increasing the user's intellect in this way has the unfortunate side-effect of reducing his emotional capacity.

The cerebral enhancer must be recharged after five uses.

Enhancements: Increased Attribute: Intelligence +2 (+4 Enhancements)

Limitations: Flaw: Aloof (-2 Enhancements)

CEREBRAL INTERROGATOR

Artifact 2

Leagues: Assassination Bureau, Chess Club, Fenian Society

A derivative work of the cerebral enhancer, the cerebral interrogator comprises two metallic helmets. One is worn by the interrogator, the other must be placed on the head of the subject being questioned. The helmets are linked by strands of wires, requiring questioner and subject to be seated within a few feet of each other.

The interrogator's helmet allows him to gently probe his victim's mind. This is not mind reading—merely a way of aiding in discerning truth and falsehood, and mentally prompting the right questions to ask to unlock secrets. It grants the interrogator either Intimidation: Interrogation 4 or a +2 Intimidation: Interrogation Teamwork bonus. The subject's helmet weakens his resolve to interrogation by dampening his ego and suppressing his will.

The cerebral interrogator works only so long as both helmets are worn. It must be recharged after five uses.

Enhancements: Inflict Reduced Attribute: Willpower -1 (+2 Enhancements), Skill: Intimidation: Interrogation 4 (+2 Enhancement)

CHAMELEON CLOAK

Artifact 0

Leagues: Assassination Bureau, Fenian Society, Four Feathers Club, Hunters Club, Survivors Guild

There are many times in a globetrotter's life when he does wish to be seen. For some, this necessity arises from the presence of a ravenous beast. For other, it is required to avoid one's creditors. The fabric of this garment alters its color to mimic any background (even plaid), camouflaging the wearer or an object or person it is draped over. The wearer can move while wearing a Chameleon Cloak, but only slowly—too fast and the cloak cannot keep up with the changing background patterns and colors.

Enhancements: Skill: Stealth 8 (Camouflage and Hiding only; +3 Enhancements)*

Limitations: Reduced Attribute: -2 Move (-2 Enhancements)

* *The Skill is limited to just two Specializations. For this reason the Enhancement cost has been halved.*

CHEMICAL BLOODHOUND

Artifact 3

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Leagues: Aegis of Terra, Challenger Club, Hunters Club, Menagerie Club, Pharmacopeia Society, Yeti Club

The Chemical Bloodhound allows the user to follow a creature or object by its chemical signature, as well as detect explosives, narcotics, poisons, and other dangerous substances.

To follow a trail, the Chemical Bloodhound must first be calibrated to a notable scent. This requires a Difficulty 2 Science: Chemistry roll. For each hour elapsed since the originator of the scent was in the vicinity, the difficulty increases by one. The user can use his own Skill (with a +2 bonus from the device) if he so wishes. The strength of the scent is registered by a needle, which indicates a strength from 1 (extremely weak) to 10 (overpowering).

The Chemical Bloodhound is not without limitations. Similar odors in sufficient strength may make tracking far more difficult, or prevent it entirely. A quarry who uses transportation other than his feet may result in the signal vanishing, as it might if he is soaked in water (such as by heavy rain or swimming).

The device must be thoroughly cleaned and recalibrated after each use to prevent previous odors masking new scents and result in misidentification.

Enhancements: Attribute: Perception 4 (+4 Enhancements), Skill: Science: Chemistry 4 (+2 Enhancements), Talent: Keen Sense (Smell) (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

The Chemical Bloodhound has Perception 4, plus the Keen Sense (Smell) Talent, for a total of 8 dice when following a particular trail. Subtracting the chemical's strength from 10 gives the difficulty to follow the trail.

CLOCKWORK APPENDAGE

Artifact 1

Leagues: Any

The loss of an arm can often mean the end of one's career and livelihood. At least, it did! This clockwork and piston prosthetic arm functions just like a real limb, and its polished brass fittings and leather look beautiful as well. Not only that, it is guaranteed to be stronger than your remaining limb! It is held in place at the shoulder via a belt, which loops beneath the remaining arm and fastens across the chest.

Enhancements: Increased Attribute: Strength +1 (replaced arm only; +2 Enhancements), Remove Flaw: One Arm (+2 Enhancements)

Limitations: Flaw: No Sense of Touch (-2 Enhancements)*

** The character suffers a -2 penalty to perform fine manual dexterity, such as picking locks and most Crafts, as well as Athletics: Throwing when using the prosthetic limb. Should his arm come off, he acquires the One Arm Flaw until it is reattached.*

COLLIDEOSCOPE

Artifact 2

Leagues: Automobile Club, Mariners Club, Society of Aquanauts

More formerly known as the Automatic Hazard Detection and Avoidance System, the Collideoscope can be fitted to any existing vehicles. When activated, it sends out regular bursts of ultrasonic waves. These bounce back off a nearby object, whereupon they are detected by an antenna array. The computer then automatically takes control of the vehicle and steers it away from a collision. The antennas are easily knocked out of alignment, requiring the device to be maintained regularly.

The Collideoscope can be used manually, in which case the operator uses his Perception rating.

The type of vehicle the Collideoscope will be fitted to must be determined during construction.

Enhancements: Attribute: Perception 6 (+4 Enhancements), Autopilot: Pilot 4 (Pick one; +2 Enhancements), Extra Sensors: Sonar (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 3 (-4 Enhancements)

CONFLAGRATION RESISTANCE SUIT

Artifact 2

Leagues: Hollow Earth Society, Royal Geographical Society, Survivors Club, Travelers Club

Made of lightweight flameproof material, the Conflagration Resistance Suit can be worn over any other type of clothing, keeping your garments and flesh safe from burns and blisters.

Enhancements: Special Protection 4 (+4 Enhancements)*

**When you are exposed to fire, you roll 4 dice Passive Defense each round to resist fire damage. The suit is nonflammable, and prolonged exposure to a source of fire does not result in you catching fire.*

CUSHIONOMATIC IMPACT REDUCER

Artifact 2

Leagues: Alpine Club, Jockey Club, Society of Astronauts, Survivors Club

Climbing the world's highest peaks is a great achievement, but falling to one's death is an ignoble end. The Cushionomatic Impact Reducer is a lightweight pack inside which is a deflated rubber skin and a small cylinder of compressed gas. If you find yourself falling, simply tug on the cord with a free hand and relax, knowing the inflated balloon will help cushion the impact.

One batch contains five sets of packs (enough to cover the chest and back), each of which is good for a single fall.

Enhancements: Reduce Falling Damage 6 (+6 Enhancements)*

Limitations: Limited Usage (-2 Enhancements)

**When you fall, roll 6 dice. Reduce the damage taken by one point per success.*

DANCE LEGS

Artifact 1

Leagues: Dandy Club

Dancing is a universal activity, and globetrotters invited to balls may be called upon to take a partner and participate. For those unskilled at dancing, there is a weird science solution.

The device comprises a pair of metal frames that clamp around the legs, and a belt fitted with a small computer that knows literally hundreds of dances. Simply select the style you desire, relax, and let the voltaic cell-powered pistons control your graceful movement. The device must be maintained and recharged after each scene (typically a night of dancing). Except when dancing using the legs, the user's mobility is slightly impaired by the frames.

Enhancements: Skill: Performance 8 (Dancing only; +6 Enhancements)

Limitations: Flaw: Lame (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

DOPPELGÄNGER ENGINE

Artifact 3

Leagues: Dandy Club, Eccentric Club, Four Feathers Club, Frankenstein Club, Self-Preservation Society, Society of Mediators

Imagine how much easier life would be if you could be in two places at the same time. Well, imagine no longer! The large and energy-greedy Doppelgänger Engine takes hair and tissue sample from a host, a painful extraction, and creates from them an exact duplicate of the host, complete with memories, personality, and mannerisms. The process, which takes an entire day, is not entirely automatic—a qualified doctor of medicine must make a Medicine roll (Difficulty 4) to operate the machine.

Only a critical failure means no clone is produced (though at the Gamemaster's discretion it may give birth to a monstrous twin). Otherwise, failure indicates the clone is flawed in some manner. For each success lower than four, the clone must either lose one point from among its Body, Dexterity, or Strength, or gain a physical Flaw. The Gamemaster determines this.

Clones cannot be cloned, and no individual may have more than one clone in existence at any one time. The clone and the original are completely separate beings—injury to one does not affect the other, nor do they share any form of mental bond. As such, the original only knows deeds performed by the clone if they are communicated by conventional means.

When the duration ends, the clone automatically drops down dead and quickly decays into the flesh and hair sample used in its creation.

Cloning brings with it all manner of non-rules related issues. If a clone commits a crime, is the original host just as culpable? Is the murder of a clone a crime? Is creating one in the knowledge it will die in seven days a moral crime? These matters, and others of similar vein, are for the Gamemaster to determine, based on the style and tone of his particular campaign.

Enhancements: Increased Duration: One Month (+6 Enhancements), Special: Clone (+4 Enhancements)

Limitations: Toxic: 2L (-4 Enhancements)*

**This affects only the original body, and occurs when the clone is created, rather than when the duration expires. This injury cannot be treated by Medicine—it must heal naturally.*

ECHOLOCATION HEADSET

Artifact 1

Leagues: Assassination Bureau, Hollow Earth Society, Lunar Exploration Society, Self-Preservation Society, Speleological Society

This bulky headset comprises a pair of goggles, a miniature phonograph powered by advanced clockwork, and two projection tubes (one on each side). The goggles have no lenses or apertures, and the phonograph generates ultrasonic pulses far above human hearing. The echoes from these sound waves are captured by the

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goggles and displayed as black and white visual images on the inside of the goggles. The Echolocation Headset allows the wearer to operate in any lighting conditions without visual impairment.

Enhancements: Extra Sense: Sonar (+2 Enhancements)

ENCIPHERGRAPH

Artifact 2

Leagues: Any

Information is power. Businesses, governments, and Leagues all have information they need to pass between members without it falling into the hands of rivals. Easily attached to any telegraph machine, simply type your message on the typewriter keys, set the five encoding wheels to a pre-agreed configuration with those you wish to communicate, and let the Enciphergram automatically encode it. So long as the receiving party knows what code wheels were used, the message can be decrypted in moments, yet leaving your nefarious rivals scratching their heads. The Enciphergraph requires a typewriter as the basis.

For those looking to break enemy codes, there is the Deciphergraph. It swaps Linguistics: Codes for Linguistics: Deciphering. Simply type in the encoded message in its cryptic form, and wait while the machine decipheres it. Results are produced on a ticker-tape.

Enhancements: Skill: Linguistics: Codes 6 dice (+4 Enhancements)

ENDURANCE ENHANCEMENT ELIXIR

Artifact 1

Leagues: Any

Hard work may not be usual pastime of gentlemen or gentlewomen, but globetrotters are often forced to participate in strenuous activity for lengthy periods in the course of their explorations. Endurance Enhancement Elixir allows a globetrotter to perform strenuous activity for longer than normal without tiring.

A batch contains five doses, each of which lasts for one combat or an entire scene.

Enhancements: Increased Attribute: +2 Body (+2 Enhancements)*

** The Body rating increase applies only for the purposes of how long a character can participate in strenuous exercise before suffering fatigue.*

FULL IMMERSION ACCELERATED HEALING BATH

Artifact 3

Leagues: Christmas Society

When charged by means of a clockwork-powered electrostatic generator, the electrodes that protrude from the metal top and bottom of this large, glass tank imbue the chemical mixture (largely water, with a few common mineral salts) contained within with amazing

healing properties. The electrically activated chemical mixture also strengthens the body, allowing the patient a better chance to fight off disease. Non-portable, it is nevertheless a lifesaving device.

While immersed, the patient is fully anesthetized (a by-product of the healing solution). Air is breathed through a tube. Although the patient is incapable of eating and drinking during his immersion, water leeches into the body through means of chemical osmosis. Food intake is impossible, and for this reason (among others) no patient remains in the tank for more than a week.

The minimum period a person can spend in the device and gain any benefit is one day. The maximum duration is six days, after which the chemicals must be replaced, the clockwork wound, and the tank scrubbed clean.

Enhancements: Increased Attribute: +1 Body (+2 Enhancements), Increased Duration: Six days (+4 Enhancements), Talent: Quick Healer (+2 Enhancements)

Limitations: Flaw: Total unconsciousness (-2 Enhancements)

GASTRONOMIC ENGINE

Artifact 1

Leagues: Alpine Club, Challenger Club, Christmas Society, Epicurean Society, Hollow Earth Society, Lunar Exploration Society, Royal Geographical Society, Survivors Club, Travelers Club

Ideal for the globetrotter tired of the same meals day after day, or who doesn't know how best to roast the flesh of whatever it is he has just shot dead, the Gastronomic Engine is an automated chef and comes in its own steamer trunk for easy transportation. Simply add the raw ingredients (no need to pluck or peel—the machine sorts edible from inedible), throw in some flavoring or seasoning, and sit back. When your meal is ready, a bell chimes, saving you the trouble of watching over the pot. The finished meal may not be up to epicurean standards, but it's hot and fresh.

The machinery must be cleaned after every use, but that's a task for the servants while you enjoy a cigar and a glass of port (not included with the Engine).

Even if you're an accomplished chef, the Gastronomic Engine can save you the effort of preparing meat and vegetables, and you can time various stages of cooking to perfection (+2 Teamwork bonus). It even comes with a handy cookbook (the Gastronomicon) for those who want to try their hand at cooking the old-fashioned way.

The Gastronomic Engine requires three pounds of fuel (it can burn almost anything) per use.

Enhancements: Skill: Craft: Cooking 6 (+4 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

GRAVITY MANIPULATOR

Artifact 1

Leagues: —

This large steel gauntlet allows its user to manipulate distant objects or work tools in closely confined spaces by manipulating the gravity field immediately surrounding the target. It is covered with wires and gears, and is surmounted by a small triangular dish on the wrist cuff. Its effects last for one scene (or one attack) and can be used five times before its battery runs out and must be recharged.

Enhancements: Talent: Telekinesis* (+2 Enhancements)

* *Telekinesis rating is 4 when making Telekinesis rolls. Additional charges may be spent to gain +2 bonus dice on a Telekinesis roll (see Globetrotters' Guide to Gothic Horror).*

GROWTH SERUM

Artifact 1

Leagues: —

Although the Proportional Transmogrifyer (p. 8) is capable of dramatically altering a creature's size, Growth Serum is far more modest in its effects. A normal adult human will approximately double his height and treble his weight while the drug courses through his veins.

A batch contains five doses, each of which lasts for an entire combat or scene. Multiple doses do not produce a cumulative effect.

Enhancements: Talent: Giant (+2 Enhancements)

HALLUCINOGRAPHIC CINEMATOGRAPH

Artifact 3

Leagues: Eccentric Club, Savage Club, Stratford Players

The Hallucinographic Cinematograph records and develops a short scene on film while simultaneously recording sound on a wax cylinder. When played back, this wondrous invention recreates a realistic, three-dimensional color image. The image has no physical form, and merely repeats the filmed scene. This model can record and replay one minute of images and sounds. Through careful staging of the recording, it can give the appearance of reacting to answers to its question. For instance, if the image asks "Who are you?" it might, after a short pause to allow an answer, ask "What do you want?"

Deducing the image is an illusion before it ends requires a Perception roll opposed by the device's Art: Photography. The image quickly degrades if more than 5 feet from the projector—for each additional five feet, the Art: Photography roll has a -1 penalty. Naturally, touching it instantly dispels the illusion.

Enhancements: Art: Photography 8 (+6 Enhancements), Project Extra Sense: Holographic Image (+2 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements)

HELIOS ENGINE

Artifact 0

 = FEATURED IN ROCKET RACE CARD GAME

Leagues: Automobile Club

Named after the ancient Greek god of the sun, the Helios Engine comprises two parts. The first is a series of special mirrored panels that collect sunlight. The second is an electrical engine that draws its power from the Helios panels.

In direct and bright sunlight the automobile moves at double its normal rate. In weak but direct sunlight, such as through thin clouds, it moves at its normal rate. Redirected sunlight (including an unobstructed full moon) or moderate cloud cover allows the vehicle to move at only half its usual rate. Heavy clouds or dimmer light prevent the vehicle from moving.

Throughout the day, a steady trickle of electricity is stored in very efficient capacitors. These hold enough charge to power the vehicle for one combat or scene at its normal Speed, regardless of the lighting conditions.

To date, only engines capable of powering an automobile have been created. Primarily this is due to the number of panels required to create sufficient energy to drive larger engines. Although of little use in the fog-shrouded streets of London, the Helios Engine has proven most effective in desert exploration, even at the Polar Regions.

Enhancements: Special: Capacitors (+2 Enhancements)

Limitations: Requires Special Fuel: Sunlight (-2 Enhancements)

HELIO THERAPY ENGINE, MARK I

Artifact 4

Leagues: Christmas Society

This large device comprises a bulky central apparatus topped with a huge crystal. The crystal captures direct sunlight and focuses it down through a series of colored lenses to six wide-angled emitter tubes. Built into the base of the device are six foldout canvas and wood benches. Patients lying on the benches when the machine is activated are bathed in beams of therapeutically enhanced sunlight. This stimulates their body tissues and organs, greatly improving the rate at which they recover from injuries and fatigue for the next month.

Enhancements: Increased Duration: One Month (+6 Enhancements), Talent: Quick Healer (+2 Enhancements)*

* *Globetrotters who spend eight continuous hours bathed in the therapeutic sunlight gain the Quick Healer Talent for the next month. For obvious reasons, the device can only be used only during the hours of daylight. Up to six patients can benefit simultaneously.*

HELIO THERAPY ENGINE, MARK II

Artifact 3

Leagues: Christmas Society

This version of the Heliotherapy Machine provides rapid healing through the power of concentrated sunlight. A course of therapy takes 30 minutes. So long as

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treatment begins within an hour of the wounds being inflicted, the patient still benefits.

Enhancements: Skill: Medicine * (+4 Enhancements), Talent: Lifesaver (+2 Enhancements)

* *The device's Medicine Skill rating depends on the amount of sunlight available. Dim sunlight (such as heavy cloud cover) grants 2 dice, moderate sunlight (light cloud cover) 4 dice, and bright sunlight 8 dice. The number of successes rolled counts toward receiving medical attention, as normal.*

HERTZ WIRELESS TELEGRAPH

Artifact 3

Leagues: Alpine Club, Challenger Club, Couriers Guild, Hollow Earth Society, Lunar Exploration Society, Mariners Club, Polar Club, Railway Club, Royal Geographical Society, Society of Aeronauts, Society of Aquanauts, Survivors Club, Travelers Club

This revolutionary telegraph uses Hertzian waves to transmit messages without the need for cables. No knowledge of Morse code is required—simply type your message using the typewriter keys, and it is automatically encoded and transmitted.

The basis for this machine is a typewriter. Note that in order to actually send a message to anyone, you need two Hertz Wireless Telegraph machines.

Enhancements: Extra Sense (+2 Enhancements), Special Range: 10,000 miles (+8 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

HIBERNATION BOOTH

Artifact 5

Leagues: Eccentric Club, Survivors Club, Temporal Society

While men of science have not yet been able to break the temporal barrier, there is a way for those who wish to see the future to undertake a one-way trip.

The Hibernation Booth is a large glass tank filled with a fluid that provides the subject's oxygen and nutritional needs, and slows down his metabolic rate and aging by a factor of 100. That is, for each 100 years he spends in the device, the subject ages but one year. The device is also ideal for severely injured patients. By placing them in a state of hibernation, blood loss and further trauma is halted, allowing them to be transported to medical facilities without risk of death. A series of dials allows the user to set the machine to automatically awaken him on a preset day up to the year 999,999. Until this day occurs, the door cannot be opened except through larceny or violence. Opening the door or breaking the glass tank automatically awakens the subject.

Those desiring to see the future should be aware the trip cannot be reversed (unless, of course, future man has perfected time travel). Unless he wishes to wake every month, he also needs to write a will and ensure he

has left a financial legacy—the fluid must be replenished regularly and the delicate controls that keep him alive tweaked to ensure optimum conditions.

Enhancements: Life Support: One Month (All; +16 Enhancements)

Limitations: Flaw: Total unconsciousness (-2 Enhancements) Requires Maintenance: Difficulty 3 (-4 Enhancements)

HYDRAULIC LOAD FRAME

Artifact 0

Leagues: Alpine Club, Challenger Club, Hollow Earth Society, Polar Club, Prospectors Club, Royal Geographical Society, Travelers Club

Purpose-built for explorers who either cannot acquire bearers or do not wish to part with money, the load frame comprises a rigid metal frame that attaches to the hips (by means of a thick belt) and shoulders. Hydraulic pistons allow the frame to take the weight of heavy equipment and relieve the burden on the wearer. Donning or removing the frame requires three standard actions.

Enhancements: Increased Attribute: Strength +1 (for encumbrance purposes only; +1 Enhancement), Talent: Pack Mule (+2 Enhancements)

Limitations: Reduced Attribute: Active Defense -2 (-2 Enhancements)

IMMUNO-STRENGTHENING PILL

Artifact 1

Leagues: Alpine Club, Challenger Club, The Christmas Society, Hollow Earth Society, Menagerie Club, Royal Geographical Society, Society of Antiquarians, The Speleological Society, Survivors Club, Travelers Club

Disease is a constant risk for globetrotters. While antibiotics are helpful in combating diseases already in the body, it is often much more pleasant to avoid contracting them in the first place. These tablets (available in a variety of pleasant flavors) boost the body's immune system.

A batch contains five doses, each of which lasts for one entire combat or scene.

Enhancements: Talent: Disease Resistance (+2 Enhancements)

INCLEMENT TEMPERATURE BODY PROTECTION LOTION

Artifact 1

Leagues: Alpine Club, Challenger Club, Couriers Guild, Curry Club, Hollow Earth Society, Lunar Exploration Society, Old Testament Society, Osiris Club, Polar Club, Royal Geographical Society, Sumeria Club, Survivors Club, Travelers Club, Yeti Club

Whether it is the heat of jungle, the endless sun of the desert, or the biting cold of polar regions, temperature is rarely a globetrotter's friend. For those who have need to travel to foreign climes where the temperature may

be uncomfortable in either extreme, Inclement Temperature Body Protection Lotion is essential.

Smear liberally on the body, the miraculous lotion prevents the burning of exposed skin and loss of water due to dehydration at high temperatures or in bright conditions (both conditions can occur at the polar regions), and yet also insulates the body to prevent excess heat loss at low temperatures.

A batch contains five doses, each of which lasts for one entire day before being completely absorbed into the skin. While the lotion is in effect, it produces a pungent odor. The lotion can be removed in advance with a hardy scrub using soap, wine, or vinegar.

Enhancements: Increased Duration: One Day (+2 Enhancements), Talent: Acclimated (+2 Enhancements)

Limitations: Flaw: Bad Smell (-2 Enhancements)

INVISIBILITY SERUM

Artifact 3

Leagues: Assassination Bureau, Fenian Society, Self-Preservation Society

As far as the scientific world is concerned, the secret of invisibility died with its murderous inventor, a man known only as Griffin. The original notes, in which Griffin records how he used to optics to achieve his invisible form, remain in the hands Thomas Marvel, a tramp who once worked for Griffin, but other scientists have made breakthroughs in the area. Instead of optics, current research is devoted to chemical alteration.

The serum is not foolproof—it does nothing to conceal footprints or sounds, for instance, and sometimes the user is visible as a faintly ghostly form. It also has the unfortunate side effect of causing tissue damage. The user's clothes do not turn invisible, nor do any items he holds. As such, he must remove all garments if he wishes to take full advantage of the serum. Due care should be taken not to be in public when the effect fades, less once cause a terrible scandal.

A batch contains five doses, each of which lasts for an entire combat or scene.

Enhancements: Skill: Stealth 10 (+8 Enhancements)

Limitations: Toxic: 1L (-2 Enhancements)

KARMACEUTICAL SERUM

Artifact 1

Leagues: Pharmacopoeia Society, Red & Black Club

Many people believe that luck is mere chance, a quirk of fate beyond any mortal control. Some hold to the concept of karma: that which you do unto others will be reflected back onto you. A small few are convinced that luck, while intangible and immeasurable, is an actual force, and like any force it can be harnessed. Thus, they proclaim, some people are more lucky than others because they can subconsciously tap into this "luck energy." Though not yet scientifically proven, the existence of Karmaceutical Serum goes some way to settling the matter once and for all.

Each batch contains five doses. Imbibing a single dose grants the character a +2 luck bonus to any one die roll made during the combat or scene. Injecting multiple doses in the same scene increases the number of times a globetrotter may call upon luck or allows him to produce truly fortunate effects (by using more than one +2 bonus simultaneously). Using more than a single dose does not extend the duration, however.

More potent versions of the drug are said to exist, but they are notoriously hard to manufacture. A single dose of these enhanced serums produces the same effect as injecting oneself with multiple doses of lower potency. For instance, an Artifact 3 version has Talent: Lucky 3. Each single dose grants the user three +2 luck bonuses, a single +4 and a single +2 bonus, or a single +6 bonus within the same scene.

Rumors abound of a Negative Karmaceutical Serum. This Artifact 1 inflicts the Unlucky Flaw on the user. Naturally, such a serum would only be employed by cads and bouncers.

Enhancements: Talent: Lucky (+2 Enhancements)

LIFE PRESERVATION MACHINE

Artifact 3

Leagues: Frankenstein Club, Survivors Club

Without the Diehard Talent, death occurs at -5 Health. Thanks to this ingenious device, globetrotters far from medical facilities have a chance of surviving the most grievous injuries.

The Life Preservation Machine comes packed inside a large travel trunk. When assembled and attached to a patient, bellows pump air into the lungs, pistons gently massage the chest to keep the heart pumping, and nutrients are fed into the stomach via a drip feed. A small control console monitors heart and respiratory rates, and blood pressure, displaying the results on dials. The machinery is powered by clockwork, which must be wound every four hours (takes 10 minutes).

A globetrotter who is dying or has reached -5 Health (or whatever his particular death threshold is for those with Diehard) and is attached to a Life Preservation Machine within his Body rating number of combat turns of dying automatically stabilizes—no roll is required. A patient below the death threshold cannot be saved by the device—he is too seriously injured. The device provides no other form of healing, but it will keep the patient alive (albeit in a coma) for one week—hopefully enough time to reach a doctor.

If at the end of the week the patient has not been healed above the death threshold, he automatically dies. Patients detached from the machine for more than their Body combat turns before they are healed above the death threshold automatically die.

Enhancements: Increased Duration: One week (+4 Enhancements), Special: Stabilizes patient and prevents death (+4 Enhancements)

Limitations: Flaw: Total unconsciousness (-2 Enhancements)

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LUMINIFEROUS GLOW TUBE

Artifact 2

Leagues: Hollow Earth Society, Royal Geographical Society, Society of Aquanauts, Speleological Society, Survivors Club, Travelers Club

Thanks to the marvelous discovery of radiative minerals, scientists have been able to create a source of illumination that functions underwater (at any depth) as well as on land. Each tube is made of thick glass, and is divided into two internal compartments by a thin sliver of glass. Each section holds a different chemical.

When shaken (a standard action), the sliver shatters, allowing the two chemicals to mix. The result is a pale, green light that illuminates an area with a 10-foot radius. No heat is generated by the glow. Alas, the radiation is slightly harmful to humans, causing short-term fatigue and occasional dizziness.

One batch contains five tubes, each of which lasts for an entire combat or scene.

Enhancements: Special Operating Conditions: Works Underwater (+2 Enhancement), Talent: Blind Fighting 2 (+4 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements), Increased Weight: +100% (2 lbs.; -2 Enhancements)

LUNAR EXPLORATION SUIT

Artifact 1

Leagues: Gun Club, Lunar Exploration Society

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

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

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

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

MATTER TRANSLOCATION BOOTH

Artifact 2

Leagues: Couriers Guild, Travelers Club

Imagine being able to travel vast distances in the blink of an eye! Well, imagine no more, for the technology is finally here (at least in a rudimentary form).

The Matter Translocation Booth allows the instantaneous transportation of any creature or object of up to Size +1 to a second booth placed anywhere within 1000 miles of the departure booth. The only side-effect is a bout of nausea. Each booth measures a yard square and two yards tall. Its exact appearance is not tied to func-

tionality. Thus, one might design a booth that resembles an Egyptian sarcophagus, or a large packing crate.

Although a herald of a new age to come, the Matter Translocation Booth has a few drawbacks users should be wary of in advance.

First, transportation can only be achieved from booth to booth. Thus, a minimum of two booths are required (each construction roll produces only one booth). Should more than two booths exist, the user must set the required target booth before activation. Failure to do so will result in his body being spread evenly among all possible destinations—a fatal mistake! Anything in the destination booth will exchange places with the contents of the departure booth when the latter is activated.

Second, the destination booth must be located in the place you wish to visit. Naturally, this means it has to be transported there ahead of time, leaving it open to damage, theft, or misuse. Destination booths are thus best placed in secure surroundings, such as second homes or well-guarded camps. It is also of little use if you intend to visit the destination only once—you might as well have traveled there by conventional means.

Third, the fragile machinery requires lengthy maintenance after each use, thus preventing rapid mass transportation of personnel or material.

Fourth, only the departure booth requires power. This means it is possible to travel to a booth placed in a remote location, but impossible to return via the same means. Again, we advise placing the booths near a suitable source of electricity or building in a generator. The latter can be achieved with an Internal Power Source (+2 Enhancements) modification.

Enhancements: Special: 1000 miles (+10 Enhancements)

Limitations: Exhausting: 2N (-2 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

MECHANICAL LEGS

Artifact 1

Leagues: Alpine Club, Couriers Guild, Hollow Earth Society, Self-Preservation Society

Invented with the noble notion that these would become a form of personal conveyor available to the masses, production costs (and a few accidents) have so far kept their use extremely limited. The legs take the form of a bulky, rigid pair of metal trousers, into which the user must insert his legs. Unfortunately, this requires the use of a small ladder or similar elevated position, or a handy manservant to give one a bunk up. Projecting from the rear is a miniature boiler.

Once the pressure is built up, the mechanical legs increase the walker's pace, allowing him to cover ground more quickly and with less physical exertion. Unfortunately, the legs are cumbersome, and mobility is greatly restricted.

Through means of a powerful pneumatic pump, which is controlled by a handle located on the left thigh, the walker can even walk up walls and across ceilings, al-

beit far more slower than if walking across level ground. The crank can be locked into position, allowing the user to dangle from his vantage point without fear of falling.

The device lasts for a single combat or scene, after which it must be recharged. After five uses, it must be recharged.

Enhancements: Skill: Athletics: Running 4 (+2 Enhancements), Special Movement: Walls & Ceilings (Half move; +2 Enhancements), Talent: Swift (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Stealth penalty due to the whirring clockwork and heavy footsteps), Reduced Attribute: Active Defense -2 (-2 Enhancements)

MECHANICAL TURK, MARK 2

Artifact 1

Leagues: Eccentric Club, Red & Black Club, Sporting Gentleman's Association

Based on the Mechanical Turk, an 18th century chess-playing automaton that proved to be a hoax, this mechanical and clockwork marvel of the modern age really does know how to play chess, and a variety of other board games. No gentleman seeking to travel to foreign parts should be without a gaming companion, especially one who cannot cheat or be swayed by favoritism.

The Turk comes in its own oversized steamer trunk, which folds out to make the playing table. A life-sized model of a human upper body comes free with the device, and can be styled into any form the owner desires.

When playing any board game, the Mechanical Turk has Gambling: Board Games rating of 6.

The device lasts for one combat or scene—enough to play a single game. After this, the device requires maintenance before it will operate again.

Enhancements: Skill: Gambling: Board Game 6 (+4 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

MEMORY RECORDER

Artifact 1

Leagues: Any

The memory is a wonderful thing, but all too often details can be remembered incorrectly or forgotten with the relentless passage of time. For those who need to recall specific details at a later date, the Memory Recorder is an essential tool.

The cumbersome machine allows the user to record his memories onto wax cylinders by means of a large headset. At any point in time, he can load a used cylinder into the machine, don the helmet,

and recall his stored memories as if he was experiencing the scene for the first time. Storing and accessing memories takes one entire scene (typically a few hours).

Enhancements: Talent: Total Recall (+2 Enhancements)

MENTAL FOCUS ENHANCEMENT SERUM

Artifact 1

Leagues: Any

Globetrotters will face many perils on their journeys, and mental fortitude and focus will often be tested to the limit. For those whose backbones need extra support, there is the Mental Focus Enhancement Serum. The serum is not without side effects. The ego increase leads to standoffish behavior and obstinacy.

One batch contains five doses, each of which lasts for an entire combat or scene.

Enhancements: Increased Attribute: +2 Willpower (+4 Enhancements), Talent: Iron Jaw (+2 Enhancements)

Limitations: Flaw: Aloof (-2 Enhancements), Flaw: Stubborn (-2 Enhancements)

MERCURIAL DICE

Artifact 3



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Leagues: Red & Black Club, Self-Preservation Society
Normal loaded dice are weighted or slightly misshapen so as to encourage them to land on a certain face. These dice contain a drop of mercury and a cunningly concealed series of tubes and valves.

By pressing the faces in a certain pattern, the holder can shift the mercury, and thus weight the dice in his favor. Fervently shaking them returns the mercury to its neutral position. Since most people perform this automatic action, the dice can be handed to other players without fear of being revealed as weighted or giving them any advantage.

For those who know the specific operating patterns (set by the user after purchase), the dice give a +4 bonus to Gambling: Dice Games rolls. Simpler versions (Artifact 1) have Skill: Gambling 4 and provide only a +2 bonus.

Enhancements: Skill: Gambling 4 (Dice Games only; +2 Enhancement), Talent: Skilled Assistant 2 (+4 Enhancements)

METAL DETECTOR

Artifact 1

Leagues: Hollow Earth Society, Osiris Club, Prospectors Club, Royal Geographical Society, Society of Antiquarians

A Metal Detector comprises a heavy backpack in which is mounted a heavy induction coil, a long pole that ends in two immense magnets placed 6" apart, and a pair of large headphones. When powered, the induction coil generates an alternating magnetic field. A metallic object entering the field causes a high-pitched bleep to be heard through the headphones.

A Metal Detector allows the user to make Perception rolls to locate buried metal objects. The electromagnetic field has a standard depth penetration of just 12", but can be improved by tweaking the distance between the magnets at the cost of a reduction in accuracy. For each additional 12" (or part thereof) of depth, the user has a cumulative -1 penalty to his Perception roll.

The effects last for one combat or scene. After five uses, the device must be recharged.

Enhancements: Extra Sense: Metal Detection (+2 Enhancements)

METEOROLOGICAL MANIPULATOR

Artifact 4

Leagues: Alpine Club, Christmas Society, Eccentric Club, Meteorological Society, Royal Astronomical Society, Society of Aeronauts, Survivors Club

This massive (five tons) and highly complex machine has the power to manipulate the weather at a localized scale. It can induce blizzards and hurricanes, whip up tornadoes, or dispel any of the above to produce bright sunny days. Activating the machine merely involves setting the dial to the desired meteorological effect, ensuring the boiler is well stoked, and pulling a lever.

The weather effect builds over a period of several

hours (unless the basic conditions are already present, such as heavy clouds if you want a thunderstorm or thin clouds if you desire a sunny day) and remains for an entire day, after which it dissipates naturally. Typically, the altered atmospherics affect an area five miles in diameter, centered on the machine (which cannot be moved during this period).

Secondary effects, such as flooding, reduced temperatures, structural damage, or lightning strikes must be adjudicated by the Gamemaster to suit the needs of the story.

Enhancements: Increased Duration: One day (+2 Enhancements), Manipulate Weather (+10 Enhancements)

Limitations: Requires Maintenance: Difficulty 4 (-4 Enhancements)

MIND TRANSFERENCE ENGINE

Artifact 4

Leagues: Assassination Bureau, Chess Club, Eccentric Club, Frankenstein Club, Self-Preservation Society

While the Anatomical Transmogrifier allows a person to change his physical appearance, even to mirror that of a specific individual, the Mind Transference Engine literally swaps his persona with that of another person. Both persons must lie on adjacent couches and wear a special headpiece for the process to work (meaning unwilling subjects must be drugged or strapped down).

The globetrotter retains his Charisma, Intelligence, Willpower, Skills, Talents, and Flaws (save for those that directly affect his physical form), and gains the Body, Dexterity, Strength, Size, Resources, and physical Talents and Flaws of his new body.

The device does not give the user his new form's memories, personality, or mannerisms, and thus Con rolls may be required to fool those who know the character's new form well. Similarly, without access to memories, the character may not know to what Resources his new form has access. For that reason, it is always best to study your host body before exchanging minds with him.

At the end of 24 hours, the minds are automatically returned back to their native bodies, no matter the distance separating them. If either person involved in the exchange should die while the minds are swapped, then both parties are ultimately doomed—one is already dead, and the other will die when it enters a corpse.

Enhancements: Increased Duration: One Day (+2 Enhancements), Special: Mind Transfer (+6 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)

MORPHEUS REDUCTION TONIC

Artifact 1

Leagues: Any

Sleep, while necessary to continued wellbeing and often welcomed after a hard day exploring or excavating, consumes a third of a globetrotters' every day. This mar-

velous concoction reduces the need for sleep, permitting the user to be active for longer.

A batch contains five doses and remains active for one entire day. While the tonic is in his system, the imbiber requires only four hours of sleep each day to avoid suffering a nonlethal wound from sleep deprivation. Taking two doses simultaneously negates the need for any sleep for 24 hours. The tonic is not without side effects. The mind becomes over stimulated, making the user restless and prone to act without thinking.

It is rumored there is a more powerful but highly addictive version of the tonic that allows the imbiber to function without any sleep for an entire week.

Enhancements: Increased Duration: One Day (+2 Enhancements), Talent: Light Sleeper (+2 Enhancements)

Limitations: Flaw: Impulsive (-2 Enhancements)

MOUNT MOTIVATOR SADDLE

Artifact 3

Leagues: Couriers Guild, Jockey Club

Giving a mount an electric shock to encourage it to perform better may be cruel, but there are times when it is necessary. The device resembles a standard saddle, save for the two buttons on the pommel and the electrodes underneath. The pommel unscrews to reveal a large voltaic cell, which must be replaced or recharged after five uses.

Enhancements: Talent: Callous Rider (+2 Enhancements), Talent: Mounted Charge (+2 Enhancements), Talent: Swift Mount (+2 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)*

* Does not apply when using *Callous Rider*, which already inflicts 1N damage.

NAVIGATIONAL ANALYTICAL ENGINE

Artifact 3


Leagues: Alpine Club, Automobile Club, Challenger Club, Couriers Guild, Hollow Earth Society, Lunar Exploration Society, Prospectors Club, Railway Club, Royal Geographical Society, Society of Aeronauts, Society of Aquanauts, Survivors Club, Travelers Club

Does fear of becoming lost in an inhospitable wilderness stop you becoming a globetrotter? Well fear no more, for your salvation is at hand!

Simply insert a map into the navigational analytical engine, set the marker at your current location, and go about your travels. Thanks to a specially gyroscopically stabilized construction, the Navigational Analytical Engine will track your every move to within a few miles, automatically moving the pointer across the map as you explore the globe.

Warning: The Navigational Analytical Engine is only as good as your map.

Enhancements: Increased Duration: One Day (+2 Enhancements), Skill: Survival: Navigation 6 (+4 Enhancements)

 = FEATURED IN ROCKET RACE CARD GAME

NERVE DESTIMULIZER PILL

Artifact 1

Leagues: Alpine Club, Assassination Bureau, Challenger Club, Dueling Club, Fenian Society, Hollow Earth Society, Lunar Exploration Society, Royal Geographical Society, Society of Aquanauts, Speleological Society, Survivors Club, Travelers Club

Falling unconscious in a hostile environment due to injury can be a death sentence, especially if one is alone. One of these tiny pills numbs the nerves and reduces bloodflow, allowing one to stay conscious longer when subjected to horrendous physical trauma. The slight numbness that results in swallowing a pill reduces agility and dexterity as a side effect.

One batch contains five doses, each of which is good for an entire combat or scene.

Enhancements: Talent: High Pain Tolerance (+2 Enhancements), Talent: Robust (+2 Enhancements)*

Limitations: Reduced Attribute: Dexterity -1 (-2 Enhancements)

* *Injuries subtract from these extra Health levels first, which represent the ability to ignore slight wounds*

NOCTURNAL VISION ENHANCEMENT GOGGLES

Artifact 1

Leagues: Alpine Club, Assassination Bureau, Challenger Club, Eccentric Club, Ghost Club, Holy Brotherhood, Hollow Earth Society, Prospectors Club, Self-Preservation Society, Vengeants Society, Women's Suffrage Society

This large pair of goggles comprises lens made of special colored crystals, ground to a smooth finish. When worn, it eliminates all penalties for darkness.

Wearing the Nocturnal Vision Enhancement Goggles during the day causes the wearer to be blinded. He suffers penalties based on the amount of ambient lighting (see *Visibility in Leagues of Adventure*). The goggles take one standard action to don or remove.

Enhancements: Extra Sense: Infrared (+2 Enhancements)

NUMB TONGUE TONIC

Artifact 3

Leagues: Assassination Bureau, Eccentric Club, Fenian Society, Self-Preservation Society

Numb Tongue Tonic is something of a misnomer, for the chemical compound completely paralyzes the vocal cords. To use the Numb Tongue Tonic, simply place a drop on a cigarette or candy or into food or drink, inject your intended victim, or spray it into his face using a perfume diffuser. You then make a Medicine 6 roll. Compare the results to your opponent's Body rating. If you roll more successes than his Body rating, he gains the Mute Flaw for the remainder of the scene. If you roll more

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than double his Body rating, he suffers from the Mute Flaw for an entire day. Each additional dose applied simultaneously adds +2 to the Medicine roll.

One batch contains five doses, each of which lasts for an entire combat or scene.

Enhancements: Inflict Flaw: Mute (+2 Enhancements), Skill: Medicine 6 (+4 Enhancements)

NUMISMATIC FABRICATOR

Artifact 1

Leagues: Couriers Guild, Eccentric Club, Numismatic Society, Royal Geographical Society, Savage Club, Society of Antiquarians, Travelers Club

Have you ever reached a foreign town only to discover they don't accept your native currency and you haven't got the right coins in your pocket? Now you never have to worry about being embarrassed or frustrated again! Simply insert whatever coins you have about you into the top slot, set the dial to the country you are currently in, patiently wait an hour or so, and freshly minted local coins of equivalent value are deposited from the bottom slot. Thanks to the wonders of chemistry, the Numismatic Fabricator can even transform your low-value bronze coins into high-value gold ones (though still of equivalent value to what you feed in).

Note, the Numismatic Fabricator does not convert any metal discs into coins, nor can it produce antique or

defunct coins—it only converts legal tender coins, and it only manufactures coins currently in circulation.

Enhancements: Special: Currency Conversion (+2 Enhancements)

NUTRITIONAL SUBSTITUTION PILL

Artifact 2

Leagues: Alpine Club, Challenger Club, Couriers Guild, Epicurean Society, Hollow Earth Society, Lunar Exploration Society, Polar Club, Royal Geographical Society, Survivors Club, Travelers Club, Yeti Club

Packed with essential nutrients that are released slowly, swallowing a single pill allows a globetrotter to go a full 10 days without needing to consume food. The pills have no effect on water consumption, and have an unfortunate side effect—chronic flatulence. Excess intestinal gas production lasts for the duration of the pill's effect—use sparingly in polite company! A batch contains five pills, each of which is good for a single week.

Enhancements: Increased Duration: One week (+4 Enhancements), Talent: Famine Hardy (Food only; +1 Enhancements)

Limitations: Flaw: Repulsive (Chronic flatulence; -2 Enhancements)

OCULAR REJUVENATION TONIC

Artifact

Leagues: Any

Spectacle-wearing globetrotters quickly learn that having their spectacles knocked off, or worse, broken or lost, places them at a severe disadvantage. This is especially true when one loses or breaks them while in uninhabited or primitive lands, where the odds of finding suitable replacements are extremely slim. One drop of Ocular Rejuvenation Tonic can remove all lesser conditions (it has no effect on blindness) for a short time.

One batch contains five doses, each of which lasts for an entire combat or scene.

Enhancements: Remove Flaw: Poor Vision (+2 Enhancements)

PARFUM D'APHRODITE

Artifact 1

Leagues: Assassination Bureau, Dandy Club, Eccentric Club, Savage Club, Self-Preservation Society, Society of Mediators, Women's Suffrage Society

Distilled from rare plants, or so the manufacturer claims, this fragrant perfume makes one more appealing to members of both sexes. A dab or two be-

hind the ears and across the neck is enough to produce the desired effect. One batch contains five doses, each of which lasts for an entire combat or scene.

A more potent version, designed to weaken the resolve of those one wishes to seduce, provides Skill: Con: Seduction (+2 Enhancements) as well. It is an Artifact 2. Even more potent versions exist, but they are designed for those completely lacking in the art of seduction.

Enhancements: Talent: Charismatic (+2 Enhancements)

PHILOSOPHICAL ENGINE

Artifact 3

Leagues: Eccentric Club

Who am I? Where did I come from? What is my purpose in life? Man has pondered these heady questions since time immemorial, and will likely do so until the Day of Judgment.

The Philosophical Engine, a logic computator of great complexity, was created to answer these questions, and many others, once and for all. While it did indeed possess a deep understanding of logic, and was the equal of any ancient Greek philosopher or Tibetan sage, it could not provide a definitive solution to the questions it was created to answer. For those who ponder questions of philosophy or seek guidance in a chaotic world, the engine is a fine guru.

Rumors that one Philosophical Engine, supposedly named Profound Thought, has developed a cult following are unproven. Similarly, there are stories that one engine appears to have developed a serious fault, answering every question with the enigmatic answer "42."

A variant of the Philosophical Engine, the Enigma Engine, swaps Academics: Philosophy for Investigation: Enigmas. It is primarily used by law enforcement and intelligence agencies to analyze and correlate information. It also makes an expensive toy, for it is capable of both setting and answering riddles.

Enhancements: Skill: Academics: Philosophy 8 (+6 Enhancements)

PHYSIQUE ENHANCEMENT SERUM

Artifact 2

Leagues: Alpine Club, Circle of Nannies, Pharmaco-peia Society, Prospectors Club, Vengeants Society

Not every globetrotter is blessed with strong muscles or the constitution of an ox. Yet there are times when even the hardest explorer requires a little boost to help overcome an obstacle. Increased muscle mass and endurance comes at the price of a dramatically increased appetite. A batch contains five doses, each of which is good for 24 hours.

Enhancements: Increased Attribute: +1 Body (+2 Enhancements), Increased Attribute: +1 Strength (+2 Enhancements), Increased Duration: One Day (+2 Enhancements)

Limitations: Flaw: Ravenous (-2 Enhancements)

PNEUMATIC MASSAGE CHAIR

Artifact 2

Leagues: Christmas Society, Eccentric Club

A globetrotter's life can be arduous, and nothing helps one relax after a hard day's travel more than a good massage. The pneumatic massage chair alleviates the burden of having to find a trained masseur. Simply wind the clockwork mechanism, lie down, and relax to the sound of the automated bellows as the many pistons and rollers remove your stress.

The pneumatic massage chair can be used to deliver automated first aid (it rolls 8 dice), but only removes nonlethal wounds. It does not convert lethal wounds into nonlethal ones. Alternatively, it can be used in conjunction with a qualified doctor of medicine to provide a +2 bonus to Medicine: First Aid rolls.

Used to remove general fatigue, such as from strenuous activity, the number of successes reduces the number of hours you have to sleep to recover from fatigue (minimum two hours).

The mechanism runs for just one minute before it requires resetting. After five uses, it must be recharged.

Enhancements: Skill: Medicine: First Aid 8 (+6 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements)

PNEUMATIC ORCHESTRA

Artifact 1

Leagues: Dandy Club, Eccentric Club, Epicurean Society, Savage Club

For those who desire to entertain their guests with music but cannot afford to hire an orchestra, this invention is a must-have.

Roughly the size of two motor cars when assembled (it breaks down to fill four steamer trunks), it comprises a variety of string, brass, woodwind, and percussion instruments linked together by movable arms, pipes, and rubber tubes. Movement and power is provided by a set of bellows, which must be constantly pumped during the recital—an ideal task for a servant.

The basic pneumatic orchestra has a Performance: Music Skill dice pool of 6, which is rolled when playing a recital. At the Gamemaster's discretion, this can be used to provide a +2 Teamwork bonus to a single musician or singer. More advanced versions have a higher dice pool, but are either more complex to construct or more difficult to maintain.

After each use (one combat or scene), the pneumatic orchestra must be maintained—doing so is necessary both to change the music being played, and to retune the instruments.

Enhancements: Skill: Performance: Music 6 (+4 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancement)*, Requires Maintenance: Difficulty 2 (-2 Enhancements)

* For whoever works the bellows.

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PORTABLE PHARMACOPEIA ENGINE

Artifact 1

Leagues: Alpine Club, Challenger Club, Christmas Society, Hollow Earth Society, Pharmacopeia Society, Polar Club, Prospectors Club, Royal Geographical Society, Survivors Club, Travelers Club, Yeti Club

Globetrotters exploring foreign parts need no longer have fear of running out of essential medical supplies. Simply load the Portable Pharmacopeia Engine with any available herbs or minerals, crank the handle, and wait for the salve, pill, or ointment (distilled from all medicinal properties contained in the herbs) to be dispensed.

Enhancements: Talent: Herb Lore (+2 Enhancements)

PROPORTIONAL TRANSMOGRIFYER

Artifact 4

Leagues: —

The Proportional Transmogrifyer comprises 20 hollow metal cones mounted on stout poles. Each cone is a powerful electromagnet. The cones must be set up in a circular pattern with a diameter no larger than 100 feet and evenly spaced around the circumference of the imaginary circle. When powered (the device requires the energy output of a small power station), the cones focus gravity waves on the center of the ring. Any living creature struck by the combined beams has its size altered. It has no effect on non-organic material, and thus subjects must be naked.

A control panel allows the user to manipulate the beams to produce growth or shrinkage, set the exact amount of change (1, 2, 4, or 8 points), and fix the duration of the effect between one hour and 24 hours. Once the duration expires, the creature automatically reverts back to its normal size—a painful experience.

The maximum Size a creature can achieve is Size +8, regardless of its natural dimensions. Attempts to create a larger device have so far failed. Multiple applications have no additional effect. Thus, an average human can have +8 or -8 Size maximum, whereas an ant (Size -8) could be enlarged only to Size 0 (still monstrous for such a creature).

A shrunk creature has its Body and Strength lowered to the maximum listed on the Size Table automatically (see *Leagues of Adventure*). Conversely, each point of Size increase boosts the creature's Body and Strength by one point. Defense and Stealth are modified as normal for a Size other than zero.

Enhancements: Increased Attribute: +8 Size (+4 Enhancements), Increased Duration: Up to One Day (+2 Enhancements), Inflict Decreased Attribute: -8 Size (+4 Enhancements)

Limitations: Toxic: 1L (-2 Enhancements)

PSEUDO-DEATH SERUM

Artifact 3

Leagues: Four Feathers Club, Survivors Club

Ironically, there are times when playing dead can be a

life-saver. Distilled from the excretions of tropical plants, this serum suppresses the user's respiration and slows his heartbeat to a point where even a learned doctor may pronounce him dead. If used on an unwilling subject, the victim may make a Body roll with a Difficulty equal to the Artifact level to resist the effects.

A batch contains five doses. Each dose lasts for one entire combat or scene.

Enhancements: Skill: Con 8 (+6 Enhancements), Talent: Feign Death (+2 Enhancements)

Limitations: Exhausting: 2N (-2 Enhancements)

PUGILISTIC VISUALIZATION HELMET

Artifact 2

Leagues: Assassination Bureau, Circle of Nannies, Sporting Gentlemen's Association, Survivors Club

Some globetrotters claim this device was designed by none other than the great Sherlock Holmes, while others insist it was merely inspired by him.

Regardless of its origins, this snug-fitting, slim metal cap (which can be conveniently concealed beneath most forms of headgear) contains a miniature computer and wires that attached to the wearer's skull. Information regarding an opponent taken in by the wearer's eyes is analyzed in less than a second and fed directly into the user's brain as a series of images. These suggest, but do not guarantee) a specific course of pugilistic blows and the most probable outcome.

Enhancements: Increased Attribute: +2 Intelligence (+2 Enhancements)*, Skill: Brawl 4 (+2 Enhancements), Talent: Calculated Attack, Brawl (+2 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements)

* *The increase to Intelligence applies only to using it as the governing attribute for Brawl by means of the Calculated Attack Talent, hence its reduced cost.*

REINVIGORATION SALTS

Artifact 0

Leagues: Any

These powerful smelling salts have the capacity to awaken those deeply unconscious in an instant. To use one, simply break the glass ampule under the nose of the patient and let the vapors go to work.

When applied, roll the salts' Medicine Skill. Each success removes one point of nonlethal damage, but cannot bring a patient back above 0 Health. If the patient reaches 0 Health, he recovers consciousness. The salts have absolutely no effect on lethal wounds. For each additional dose used after the first, the Medicine roll is made at a +2 bonus. After inhalation, the vapors leave the patient with a reduced sense of smell until the end of the next scene.

A batch contains five doses, each of which is good for a single use.

Enhancements: Skill: Medicine 4 (+2 Enhancements)

Limitations: Reduce Attribute: -2 Perception (Smell only; -1 Enhancements)

REMOTE AUDIO TRANSCRIBER

Artifact 3

Leagues: Assassination Bureau, Chess Club, Self-Preservation Society

An ideal tool for those who wish to spy on the conversations of others from a discrete distance, the Remote Audio Transcriber allows the user to watch two separate speakers simultaneously (so long as they are within 10 feet of each other). Assuming their lips are visible, the device reads their lips and records the conversation on a wax cylinder. This can then be played back on a phonograph at one's leisure. The device merely records—it does not provide translation facilities.

Enhancements: Skill: Linguistics 8 (Lip Reading only; +6 Enhancements)

ROCKET MOTOR, DISPOSABLE

Artifact 0+

Leagues: Automobile Club, Lunar Exploration Society, Mariners Club, Society of Aeronauts

These disposable tubes are filled with an explosive compound. When ignited, the explosion is propelled out of the tube's rear, providing a dramatic boost of speed.

Different sizes of rocket are available based on the size and nature of the vehicle. Mounting too small a rocket leads to no discernible increase in speed, while too large a rocket would either break the chassis or cause the vehicle to disintegrate due to the strain of acceleration. To that end, the creator must state for what specific type of vehicle he is creating the rockets during the design phase. A vehicle may mount a maximum number of rocket motors equal to half its Size (minimum of 1).

One batch contains five rockets, each of which is good for one entire combat or scene. Each rocket ignited increases a vehicle's speed by 100%, but lowers the Handling by one as the vehicle becomes harder to turn.

Enhancements: Improved Speed: +100% (+2 Enhancements), Special: Variable Size (+X Enhancements)*

Limitations: Reduced Handling: -1 Handling (-1 Enhancements)

* Use the *Weapon Turret* table from *Leagues of Adventure*. For this purpose only, the *Size* entry refers to the *Size* of the vehicle to which the rockets are to be attached. For instance, an airship is Size 16, and a batch of airship Rocket Motors would have +10 Enhancements.

SELF-CLEANING CLOTHING

Artifact 1

Leagues: Dandy Club

Dandies have long held that no matter where a gentleman is, he should always be presentable. After all, one never knows when one may encounter a fellow Traveler, or more importantly, a reporter ready to snap a photograph. The thought of being seen in public in muddy garments is just too much for most dandies to bear.

This special fabric repels surface water (such as rain or splashes), and even stubborn stains such as blood, grass, and oil simply brush away when dabbed with water. While it provides some protection against water, the clothing cannot cope with being submerged. As an added bonus, the garment's easy clean nature also reduces laundry bills.

For the true gentleman explorer, this device can be combined with Self-Darning Clothing (see below). Having both in the same garment raises the Artifact level to 3, but near guarantees one will always look one's best, no matter the circumstances.

Each device relates to one specific outfit, chosen at the time of construction.

Enhancements: Special: Repels stains and surface water (+2 Enhancements)

SELF-DARNING CLOTHING

Artifact 2

Leagues: Any



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Even in the wilds, a globetrotter should endeavor to take care of his clothing. Not only is proper dress the mark of a gentleman, torn clothing reduces a garment's effectiveness at keeping out inclement weather. In the vacuum of the ether or underwater, a rip can be fatal. This special fabric has the ability to repair minor holes and rips. Any garment can be made self-darning. Each device relates to one specific outfit, which forms the basis for the weird science device.

Whenever the wearer suffers lethal damage, make a Craft: Tailoring roll with a difficulty equal to the number of wounds taken. Success means the fabric shows no signs of damage, even if the wearer has taken serious damage. One roll is permitted per injury.

Enhancements: Skill: Craft: Tailoring 6 (+4 Enhancements)

SENSORY ENHANCEMENT TONIC

Artifact 0

Leagues: Any

Acute senses can make the difference between life and death. This tonic enhances one sense to preternatural levels. Depending on the sense it boosts, the tonic must be rubbed into one's hands, swilled around the mouth, used as a mouthwash, rubbed into the interior of one's nose, or dropped into one's ears.

One batch contains five doses, each of which is good for one entire combat or scene. The sense to be enhanced must be determined during the design phase.

Enhancements: Talent: Keen Sense (+2 Enhancements)

SHOCK COLLAR

Artifact 0

Leagues: Menagerie Club

A Shock Collar is a metal collar fitted with a powerful voltaic cell and a Hertz wave receiver. Each Collar comes with a miniature Hertz wave transmitter set to a specific frequency. When the button on the transmitter is depressed, a powerful electric shock paralyzes the nerves governing control of the legs, rendering the prisoner unable to walk, and in many cases even crawl, for one minute. The transmitter has an operating range of 100 feet and is good for five uses, after which time both voltaic cells must be replaced or recharged. Failed attempts to pick the Collar's lock cause it to activate automatically.

Enhancements: Inflict Exhausting: 1N (+1 Enhancements), Inflict Flaw: Crippled (+2 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements)

SIXTH SENSE SERUM

Artifact 1

Leagues: Assassination Bureau, Circle of Nannies, Fenian Society, Four Feathers Club, Holy Brotherhood, Hunters Club, Pharmacopoeia Society, Self-Preservation Society, Survivors Club, Vengeants Society

When injected, this milky serum activates the user's dormant sixth sense. This instantly enhances his normal senses while simultaneously making him more aware of hidden dangers. Unfortunately, the user's sixth sense becomes so acute that he sees danger everywhere, resulting in paranoid behavior while the serum is in his bloodstream.

A batch contains five doses, each of which lasts for one combat or an entire scene.

Enhancements: Increased Attribute: +2 Perception (+2 Enhancements), Talent: Danger Sense (+2 Enhancements)

Limitations: Flaw: Paranoia (-2 Enhancements)

SMOKE STICK

Artifact 0

Leagues: Fenian Society, Four Feathers Club, Survivors Club

Sometimes discretion is the better part of valor, and sometimes you must throw gentlemanly behavior out of the window in a bid to gain an advantage over your foes. Resembling, and based on, sticks of dynamite, Smoke Sticks produce a dense cloud of thick smoke instead of exploding. The smoke is especially dense, thwarting all sight in, out of, or through the cloud. A single stick produces smoke in a 25 feet radius.

A batch contains five sticks, each of which produces smoke for one minute. After this time, the smoke automatically disperses.

Enhancements: Increased Area of Effect: 25 ft. (+4 Enhancements), Inflict Flaw: Blind (+2 Enhancements)

Limitations: Inferior Damage Type: No Damage (-4 Enhancements), Reduced Duration: One Minute (-2 Enhancements)

| Dmg | Str | Range | Rate | Area | Weight |
|-----|-----|--------|------|--------|--------|
| — | 2 | 10 ft. | 1 | 25 ft. | 1 lb. |

SPECIES IDENTIFICATION ENGINE

Artifact 3

Leagues: Challenger Club, Hollow Earth Society, Hunters Club, Menagerie Club, Pharmacopoeia Society, Royal Geographical Society, Survivors Club, Yeti Club

Knowing what sorts of animals are in your vicinity when journeying through a region can sometimes mean the difference between life and death. While biologists and seasoned explorers can identify a creature from its spoor or tracks, a single hair, feather, scale, or drop of blood is rarely enough to make an on-the-spot accurate identification. The Species Identification Engine can analyze the smallest biological sample and match it to any documented fauna or flora. Simply feed the sample into the compact device (the same size as a small suitcase), sit back, and wait for ten minutes. The results are printed out on tickertape. Species unknown to science produce an "Unknown Species" result.

Updating the engine to account for a new species can

be undertaken in the field. For instance, if you find a hair from a previously unknown species and then capture a strange beast, it only requires plucking and analyzing a hair from the living specimen to determine if there is a match. By then taking samples of spoor, fur, hair, skin, blood, scale, or whatever from the living creature, feeding them into the engine, setting the device's dials to the correct settings, and giving the previously unknown beast a name (via a miniature typewriter keyboard), a new data bank entry can be created in a matter of hours.

Enhancements: Skill: Science: Biology 8 (+6 Enhancements)

SPRING BOOTS

Artifact 1

Leagues: Alpine Club, Assassination Bureau, Couriers Guild, Eccentric Club, Self-Preservation Society

Available in both ladies' and gentlemen's fashion, the soles of these sturdy boots conceal a powerful spring. Activation requires the wearer to make a small jump. On landing, the springs release, propelling the wearer upward, backward, or forward, depending on the angle of his body. Landing is cushioned by the springs, and also secures the springs back in the sole, allowing them to be used again without any fuss.

Enhancements: Talent: Jump (+2 Enhancements)

SPRING BOOTS, MARK 2

Artifact 2

Leagues: Assassination Bureau, Challenger Club, Couriers Guild, Eccentric Club, Hollow Earth Society, Royal Geographical Society, Society of Antiquarians, Sporting Gentleman's Association, Travelers Club

An improvement over the standard spring boots, this variant has the springs permanently protruding from the sole, thus allowing the wearer to bounce along at a greatly increased movement rate. The springs are exceptionally springy, causing the user to wobble even while standing motionless.

Enhancements: Talent: Jump (+2 Enhancements), Talent: Run (+2 Enhancements), Talent: Swift (+2 Enhancements)

Limitations: Reduced Attribute: Dexterity -1 (-2 Enhancements)

STEAM-POWERED BATTLE SUIT

Artifact 2

Leagues: —

What government would not desire a company of armored soldiers equipped with rapid-fire weapons and encased behind bullet-proof armor?

Built of iron, the suit affords great protection against enemy attacks, while its watertight design, internal air supply, and self-oxygenating boiler allow it to operate in vacuum or underwater. Steam-powered pistons boost the user's strength tremendously, and offensive capabil-

ity is provided by means of a machine gun installed in place of the left arm.

The suit has several notable flaws. The lack of a left arm can hamper the wearer in certain circumstances; the suit is cumbersome, reducing the wearer's manual dexterity; the smoke stack reduces one's stealth; it requires frequent maintenance to prevent the joints and pistons locking; and its boiler is only sufficient for a limited duration. Removal of some flaws is possible, but doing so has made the suit far more complex, resulting in lengthier design and construction times.

Enhancements: Increased Attribute: +4 Passive Defense (+2 Enhancements), Increased Attribute: Size +1 (does not increase Health; +0 Enhancements), Increased Attribute: +2 Strength (+4 Enhancements), Life Support: One Scene (All; +4 Enhancements), Talent: Pack Mule (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements)*, Flaw: One Arm (-2 Enhancements), Reduced Attribute: -1 Dexterity (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

* *The user has a -2 Stealth penalty due to the grinding of metal and stench of smoke.*

SUBSTRATUM CARTOGRAPHIC ENGINE

Artifact 1

Leagues: New Argonauts Club, Old Testament Society, Osiris Club, Prospectors Club, Royal Geographical Society, Society of Antiquarians

Discovering the layout and extent of an ancient ruin buried beneath the ground once meant weeks of back-breaking digging. This device can perform the same work without a shovel or pickaxe. The Sub-stratum Cartographic Engine resembles a cross between a travel trunk and a wheelbarrow. A beam of energy is sent into the ground to a maximum depth of 10 feet. When it strikes a buried object, such as a wall, the signal bounces back, and a line is drawn on a sheet of paper (placed inside the machinery). The resolution is very poor, and it requires a Science: Geology roll to determine whether one has found an ancient ruin or a natural geological feature.

To map an area, one simply walks up and down in a series of adjacent thin strips. When the pen reaches the end of the paper, a bell rings, alerting the user to turn around. One acre (1/640 of a square mile, or 4840 square yards) can be covered in half a day.

Enhancements: Extra Sense: Radar (+2 Enhancements)

SUBTERRANEAN ECHOLOCATORGRAM

Artifact 1

Leagues: Hollow Earth Society, Prospectors Club, Speleological Society

Pioneered by Professor Sir Oliver Lindenbrook, a Scottish geologist and senior member of the Speleological Society, this ingenious device helps determine the source of sounds in an enclosed environment, where

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echoes can lead to much confusion. It is especially useful when one team member becomes separated from his companions and must call for assistance, though its ability to detect the direction of the source of running water (or monstrous roars) can be a lifesaver.

The basic device comprises a sturdy wooden box, into which are built a compass and an ear trumpet. To locate the source of noise, one simply turns the device until the trumpet catches the last echo. The direction of the source is then read on the compass dial. Accuracy is only as good as the user, who must make a Perception roll to catch the last echo.

The gadget is far from foolproof, but this is not due to any design flaw—the underworld is very much a three-dimensional realm, and rarely does a straight line course lead to the source of the noise. Often one has to initially head in a totally different direction to eventually reach the source as the sound bounces along tunnel walls. Still, one can at least follow a general bearing, and that is better than wandering blindly in a realm of utter darkness and deadly pitfalls.

Enhancements: Extra Sense: Determine direction of echo source (+2 Enhancements)

TELESCOPIC TERTIARY ARM

Artifact 2

Leagues: Alpine Club, Automobile Club, Self-Preservation Society, Society of Aeronauts, Society of Aquanauts

There comes a time when one finds a third arm useful, or when one wishes to reach an object without having to move one's feet (or the wish to expose one's limbs to potential harm), or when you really need to manipulate three tools at once. The Telescopic Tertiary Arm is the answer to these desires.

Made of non-conducting metal, telescopic to a range of 10 feet, and fitted with a grabbing claw capable of lifting 50 pounds, the mechanical appendage extends from a sturdy wooden carrying case fitted to one's back. Control is cerebral, with thoughts turned into actions by a close-fitting metal cap. One side-effect of this is the need for constant concentration (a stray thought can lead to all manner of socially unacceptable incidents), which distracts the user.

Enhancements: Extra Limb: Strength 3 (+4 Enhancements), Increased Range: 10 ft. (+2 Enhancements)

Limitations: Reduced Attribute: Intelligence -1 (-2 Enhancements)

TEMPORAL ACCELERATOR

Artifact 3

Leagues: Temporal Society

The Temporal Accelerator has the outward appearance of a regular pocket watch. The face shows only 60 second increments and there is but one hand. When the cover is opened and the release button pressed again, the hand begins to move. Until the face is closed or 60 seconds expire, whichever occurs first, the holder is enveloped in temporal energy.

This bubble allows him to act at an accelerated pace, giving him the impression the world around him has slowed down. Prolonged use is not recommended, as being subjected to the accelerated flow of time causes cellular damage.

Enhancements: Talent: Dodge (+4 Enhancements)*, Talent: Quick Reflexes (+2 Enhancements), Talent: Swift (+2 Enhancements), Talent: Vigorous Defense (+2 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements), Toxic: 1L (-2 Enhancements)

* *Due to seeing time around him move slower, the user can dodge melee and ranged attacks. For this reason, the cost of the Enhancement is increased.*

TEMPORAL VISUALIZING MONOCLE

Artifact 4

Leagues: Temporal Society

Physically transporting a person through time has so far eluded scientists, but recent breakthroughs have allowed for viewing the distant past. Unfortunately, access to the future has proven beyond current weird scientists, though that is a boundary many members of the Temporal Society are striving to penetrate.

The temporal visualizer comprises an oversized crystal monocle with several overlapping lenses, and a special boiler worn strapped to the user's back. The boiler burns tiny nuggets of Eternium, an extremely rare and expensive element. Once correctly tuned into the temporal energy field, the operator can view his current location in the modern age as it existed in history. As he moves, so the view changes accordingly. Absolutely no contact is permissible with ancient world—the device allows one to look, not touch, converse, or otherwise interact. Tuning the device to a specific era requires a Science: Temporal Mechanics roll. Academics: History may be used as a Skill synergy. Operators with the Time Sense Talent gain a +2 bonus to this roll.

The Difficulty depends on the era the operator wishes to view, as shown below. Selecting a specific date incurs a -2 penalty, and a specific event on that day a further -2 penalty. Failure expends the Eternium wafer and results in chaotic or fuzzy visions that reveal no information.

The effects last for one combat or scene, after which time the device must be maintained. After five uses it must be dismantled and rebuilt to ensure proper calibration of the temporal energy flux capacitor.

| Time Period | Difficulty |
|-----------------------|------------|
| Up to 1 year ago | 1 |
| 1-10 years ago | 2 |
| 11-100 years ago | 3 |
| 101-1000 years ago | 4 |
| 1001-10,000 years ago | 5 |

Aside from its special fuel requirement, the device causes the operator to be bathed in temporal energy,

prematurely aging his body. Maintaining the device requires a Craft: Mechanics roll, but the engineer *must* also have Science: Physics or Temporal Mechanics 4.

Enhancements: Extra Sense: Time-viewing (+2 Enhancements), Time Travel: Ten Millennia (+14 Enhancements)

Limitations: Requires Maintenance: Difficulty 3 (-4 Enhancements), Requires Special Fuel: Eternium Wafers (-2 Enhancements), Toxic: 1L (-2 Enhancements)

TISSUE REGENERATION ELIXIR

Artifact 3

Leagues: Alpine Club, Challenger Club, Christmas Society, Dueling Club, Hollow Earth Society, Lunar Exploration Society, Sporting Gentleman's Association, Survivors Club, Travelers Club

This marvel of the modern age speeds up tissue regeneration, making it a literal lifesaver for globetrotters exploring the far-flung reaches of the globe.

When taken, the elixir makes a Medicine: First Aid roll at 6 dice. Administering multiple doses at the same time gives a +2 bonus per extra dose. Alternately, a single dose can be combined by a human doctor working on the patient to grant a +2 Teamwork bonus to a Medicine: First Aid roll and the Lifesaver Talent.

One batch contains five doses, each of which is good for a single application.

Enhancements: Skill: Medicine: First Aid 6 (+4 Enhancements), Talent: Lifesaver (+2 Enhancements)

TOXIN RESISTANCE PILLS

Artifact 1

Leagues: Challenger Club, Hollow Earth Society, Menagerie Club, Pharmacopoeia Society, Survivors Club, Travelers Club

While few globetrotters have much need to fear being poisoned by assassins or jealous rivals, in many lands there is a very present danger from a variety of venomous animals. While there are some antitoxins available, their number is limited and a different one is required for each different species of deadly beast.

Anti-Toxin Pills are not a generic antidote to every toxin—they are taken before any encounter, and work by boosting the body's natural defenses.

A batch contains five doses, each of which lasts for one entire combat or scene.

Enhancements: Talent: Poison Tolerance (+2 Enhancements)

TRUTH SERUM

Artifact 2

Leagues: Assassination Bureau, Chess Club, Fenian Society, Self-Preservation Society, Society of Mediators

Contrary to public misconception, a Truth Serum does not cause the victim to suddenly blurt out everything he knows. Rather, it makes him more pliable to questioning

and less able to lie under interrogation. If used on an unwilling subject, the victim may make a Body roll, with a Difficulty equal to the Artifact level + the number of doses administered, to resist the effects.

A batch contains five doses, each of which is good for an entire combat or scene. Each additional dose administered in the same combat or scene lowers the victim's Willpower by one additional point, but also inflicts an additional 1N damage.

Enhancements: Inflict Flaw: Honest (+2 Enhancements), Inflict Reduced Attribute: -1 Willpower (+2 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)

UNIVERSAL ULTRATOOL

Artifact 1

Leagues: Automobile Club, Frankenstein Club, Lunar Exploration Society, Mariners Club, Society of Aeronauts, Society of Aquanauts, Survivors Club

This amazing, all-in-one tool has everything a craftsman needs to build or repair virtually any item. It also includes ready to use instructions that walk a novice user through most projects. The only downside to this versatile tool is its heavy weight.

Enhancements: Skill: Crafts 4 (+2 Enhancements), Talent: Skill Mastery: Crafts (+2 Enhancements)

Limitations: Increased Weight +100% (Str 2, -2 Enhancements)*

* *Weights five pounds.*

VELOCIREADER

Artifact 2

Leagues: Bibliophile Society

Reading a lengthy volume to determine its meaning or locate a single reference takes times, more so if the text must be translated from a foreign language. The Velocireader removes this onerous chore. The Velocireader resembles a box camera. To operate it one simply winds the clockwork mechanism, selects the appropriate setting, places a book in front of the lens, adjusts the lens to focus (as one would a camera), and begins turning pages. The gadget can scan a maximum of 20 pages per minute.

There are just two settings. The first gives the user a very brief précis of the contents. The device has no ability to critique written work, identify authors purely by their style, and so on. For instance, Milton's *Paradise Lost* might be summarized as "The Fall of Adam, Eve, and Satan"—while accurate, it hardly does the epic poem justice.

The second setting causes it to search for one specific keyword per scan. The word (entered into the device by means of a speaking tube) can be in any language—the device's computer is proficient at translating into all known languages. In this mode, the Velocireader emits a beep when the word is located on the current page it is scanning. It has just enough intelligence to detect similar words that might be the result of spelling mistakes.

Warning! The Velocireader précis setting should not

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be used to summarize legal contracts or similar documents one is about to sign. The Velocireader can only summarize the most basic purpose of a contract, and the manufacturer accepts no liability for problems arising from scanning such documents.

Enhancements: Skill: Linguistics 6 (Translation only; +2 Enhancements)*; Skill: Spying 6 (Speed Read only; +2 Enhancements)*

** Each Skill is limited to just a single Specialization. For this reason the Enhancement cost has been halved.*

VERTICAL POSITIONING SPRINGS

Artifact 2

Leagues: Any

Contained in leather patches designed to be sewn onto the outside of any sort of clothing, these powerful springs automatically extend when a sharp blow is delivered, such as when one falls over. As they uncoil, the springs push the user upright, saving him the effort of having to stand. Once used, the springs are simply discarded and replacement patches sewn on in their place.

One batch contains five springs, each of which is good for a single use.

Enhancements: Talent: Rising Handspring (+2 Enhancements)

VISUAL OBFUSCATOR

Artifact 2

Leagues: Assassination Bureau, Hunters Club, Self-Preservation Society, Survivors Club

This device comprises two 10-foot tall metallic rods around which are wrapped thin wires. The rods are joined together by a delicate wire mesh coated in Luminull compound. The Luminull for the coating, a variant of which is a key ingredient in many Invisibility Serums, is produced as part of the design. The base of each rod is a slim spike, allowing them to be rammed into soft earth or wedged into cracks in rocks.

In order to use the device, simply plant one rod in the ground, carefully pull the other rod to the desired distance (maximum 25 feet between the two rods) and shape—taking care not to break the wire mesh—and activate the voltaic cell by flicking a switch. Once electrified, the Luminull becomes active and prevents all light in the visible spectrum passing through the mesh. This effectively turns it into a curtain of darkness. A dimmer switch allows the user to control the intensity of the darkness. The intensity can be set to dim light, near darkness, and complete darkness. The obfuscation affects those on both sides of the barrier.

The device quickly burns through voltaic cells, and must be maintained after each use—the current melts the delicate wire mesh, rendering it useless, and any damage from outside sources must be repaired.

Originally intended as a portable privacy device, the Visual Obfuscator makes an effective deterrent against wild beasts, as well as marauding bandits and other ne'er-do-wells. For those looking to use it as a barrier

against attack, simply pop up from beyond the darkness, fire, drop down and move to a new location to avoid reprisals. Your enemy won't know where to aim!

Enhancements: Special: Line of variable darkness (+4 Enhancements), Range: Up to 25 feet (+4 Enhancements)

Requirements: Reduced Duration: One Minute (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

VOCAL AUGMENTATION COLLAR

Artifact 1

Leagues: Dandy Club

Many people sing for enjoyment, but few have the vocal training, vocal cords, correct breathing techniques, or lungs to truly impress audiences. The Vocal Augmentation Collar might not give one the voice of an angel, but it can certainly make one sound better than a yowling, tone-deaf cat. The collar, which can be hidden beneath a starched collar or scarf, has settings covering everything from opera to sea-shanties. The user simply sets the dial to the desired type of singing, sings away, and lets the weird science make him sound like a professional.

The device is not without its drawbacks. Use results in bruised vocal cords, which leave the wearer mute for ten minutes after his performance has ended.

Enhancements: Skill: Performance: Singing 6 (+2 Enhancements)*

** The Skill is limited to just a single Specialization. For this reason the Enhancement cost has been halved.*

WEATHER PREDICTING COMPUTATOR

Artifact 2

Leagues: Alpine Club, Mariners Club, Meteorological Society, Royal Astronomical Society, Royal Geographical Society, Society of Aeronauts, Sporting Gentlemen's Association, Survivors Club, Travelers Club

The weather is a capricious phenomenon. What begins as a bright, sunny day may later turn into a full-blown thunderstorm and deluge, while a blizzard that looks like ruining a day's exploring may pass inside a few hours. For globetrotters engaged in expeditions, knowing the weather is essential for correct preparation.

When activated, the Weather Predicting Computator analyzes wind speed, humidity, and barometric pressure, computes the weather for the next day, and prints out the forecast on ticker tape. While making its computations (which takes an hour), the device must be kept stationary or a false reading may occur. The device must be disassembled and recalibrated every month.

The Weather Predicting Computator is built inside a sturdy weatherproof steamer trunk.

Enhancements: Increased Duration: One month (+6 Enhancements), Talent: Weather Sense (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 3 (-4 Enhancements)

WEAPONS

AMPLIFIED LIGHT SWORD

Artifact 2

Leagues: —

This weapon resembles nothing more than a sturdy, heavy metal tube, about a foot long, with a button near the top. The base has a screw cap, while the other end is sealed with a carefully cut crystal of absolute purity.

Five special magnesium cartridges fit into the capped end. Pressing the button ignites a cartridge. The resulting burst of light is channeled through a series of lenses through the interior of the tube, emerging through the crystal end as a 24" beam of coherent light. The color of the beam depends on the color of the crystal lenses used during creation (all must be the same color). The resultant blade lasts for a maximum of one minute (10 combat turns). After this time it fades to nothingness. The light blade can be switched off prematurely simply by depressing the button again, but the charge used to fuel the blade is spent.

The blade is solid and relies on pressure to inflict damage, just like a conventional melee weapon. It is hot to the touch, however. Prolonged exposure (an entire combat turn) is enough to scorch flesh and ignite readily combustible substances. This inflicts 1L caustic damage.

The basis for this particular version is an arming sword, though any bladed weapon can be used. The magnesium cartridges can be created as an Artifact 0. A batch contains five cartridges, each of which is good for one minute of continual use unless the weapon is switched off before the duration expires. Regardless of its type, the weapon holds a maximum of five cartridges.

Enhancements: Increased Damage: +4L (+4 Enhancements), Talent: Counterstrike (+2 Enhancements)*, Talent: Riposte (+2 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Reduced Duration: One minute (-2 Enhancements)

| Damage | Str | Cap | Weight |
|--------|-----|-----|--------|
| 7L | 3 | 5 | 6 lbs. |

* The blade of light can be used to block Brawl attacks without the usual -2 penalty.

ANAESTHETIC RIFLE & DARTS

Artifact 2

Leagues: Circle of Nannies, Four Feathers Club, Gun Club, Menagerie Club, Yeti Club

Ideal for pacifists and scientists who want live specimens for study, the lightweight, near-silent Anaesthetic Rifle uses compressed air to launch a dart coated with a potent but nonlethal toxin. Pneumatic compression is achieved by pumping the trigger mechanism in much the same way as with a Winchester repeater. The Anaesthetic Rifle is based on a bolt action rifle.

Darts are created as a Level 2 artifact. A batch contains five darts, each of which is good for a single use.

Enhancements: Improved Damage Type: Caustic +2L (+4 Enhancements), Reduced Weight: 50% (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Inferior Damage Type: Nonlethal Damage (-2 Enhancements), Reduced Rate of Fire: 1 (-2 Enhancements)

| Dmg | Str | Range | Cap | Rate | Weight |
|-----|-----|---------|-------|------|--------|
| 0* | 1 | 100 ft. | 5 (i) | 1 | 4 lbs. |

* The dart impact causes no damage. If the dart hits, the target must make a reflexive Body roll (Difficulty 4) at the start of each turn. Until he scores 10 successes, he suffers 5 points of caustic nonlethal damage each combat turn. Should Health drop below zero, the victim falls unconscious for 10 minus his Body rating hours (minimum one hour). Once he regains consciousness, the wounds inflicted by the drug are removed.

ARMAGEDDON BOMB

Artifact 5

Leagues:—

What mad and depraved mind could conceive of such

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an awesome and destructive weapon? An Armageddon Bomb requires a heavy bomb as the base material, ordinance thankfully not available to civilians. The finished weapon weighs a colossal 8,000 pounds. Because of this, it cannot easily be loaded into even a military airship. Any lunatic wishing to explode such a destructive weapon will need a train to transport it, or must assemble it in place.

Enhancements: Increased Area of Effect: 250 ft. (+2 Enhancements), Increased Damage: +12L (+12 Enhancements)

Limitations: Increased Weight: +200% (-4 Enhancements)

| Dmg | Range | Cap | Rate | Size | Notes |
|------|-------|-----|------|------|---------------------|
| 36L* | — | — | — | 16 | Area Effect 100 ft. |

* When it explodes, it damages everything in its area of effect. Roll the listed damage rating against all opponents in the area. The damage inflicted is reduced by one point for each range increment from the explosion.

AUTOMATED MACHINE GUN

Artifact 5

Leagues: Assassination Bureau, Fenian Society, Gun Club

The Automated Machine Gun is fitted on a small gun carriage. A series of gears and gimbals allows it to rotate horizontally and vertically in a smooth motion.

Fitted to the top is what appears to be a large telescope. This special device detects movement against the static background. A simple dial is used to set the size of a moving object to which the gun will react (the settings correspond to the standard Size rating of -8 to +8). The sensor operates in a 90-degree cone. While it can be set static to cover a fixed area, a clockwork mechanism allows the weapon to rotate automatically to sweep a wider area. The sweep can be set to 90, 180, 270, or 360 degrees. Typically, it covers one 90-degree arc every combat turn. The clockwork mechanism is good for one combat or scene, after which the gun locks in its current position until the clockwork is wound.

Once it detects a target, the gun automatically opens fire without the need for human intervention. Its advanced ballistic computer allows it to decide whether a single shot, burst, or full automatic spray is most applicable. Advanced programming features enable the gun to strafe multiple targets with great accuracy. Firing ceases once the target moves out of sight or range, or remains absolutely motionless, or when the magazine is empty. A human operator may cancel the firing at any time by triggering a cease-fire lever.

The additional features make the weapon far heavier than a standard machine gun. The gun's quick movements and heavy recoil require essential routine maintenance to prevent the gimbals jamming, to ensure the motion detector is aligned correctly, and to recalibrate the sensitive computer.

Enhancements: Attribute: Perception 6 (+6 Enhancements), Extra Sense: Motion Tracker (+2 Enhancements)

ments), Skill: Gunnery 6 (+4 Enhancements), Talent: Strafe 2 (+4 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

| Dmg | Str | Range | Cap | Rate | Weight |
|-----|-----|---------|---------|------|----------|
| 3L | — | 100 ft. | 240 (m) | A | 120 lbs. |

CONCUSSIONITE

Artifact 2

Leagues: Four Feathers Club, Gun Club

Through the addition of a secret chemical, dynamite can be made into a nonlethal weapon designed to stun and bowl over opponents. Concussionite is based on dynamite. Aside from the changes noted below, it otherwise functions as dynamite. Creating Concussionite requires five sticks of dynamite. A batch contains five sticks, each of which is good for a single explosion.

Enhancements: Increased Damage: +2 (+2 Enhancements), Talent: Knockout Blow (+2 Enhancements), Talent: Staggering Blow (+2 Enhancements)

Limitations: Reduced Damage: Nonlethal Damage (-2 Enhancements)

| Damage | Str | Range | Cap | Rate | Weight |
|--------|-----|--------|-----|------|--------|
| 6N | 2 | 10 ft. | n/a | 1 | 1 lb. |

CONFLAGRATION GRENADE

Artifact 1

Leagues: Assassination Bureau, Fenian Society

Filled with a mixture of phosphorous, magnesium powder, and petroleum gel, Conflagration Grenades explode with a searing blast of flame that sticks to victims, causing combustible materials to catch fire. Conflagration grenades are based on dynamite. One batch contains five grenades, each of which is good for a single use.

Enhancements: Improved Damage Type: 2L Caustic (+4 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements)

| Dmg | Str | Range | Cap | Rate | Weight |
|-----|-----|--------|-----|------|--------|
| 2L | 3 | 10 ft. | — | 1 | 2 lbs. |

DISCOMBOBULATOR RAY

Artifact 1

Leagues: Assassination Bureau, Circle of Nannies, Fenian Society, The Gun Club, Self-Preservation Society

The blast from this rifle dazes an enemy for a short while, leaving them easy targets for opponents, or easier to slip past unnoticed. Some variants use flickering beams of light, while others fire a miniature gas grenade or sonic pulses.

Enhancements: Talent: Captivate (+2 Enhancements), Touch Attack (+2 Enhancements)

 = FEATURED IN ROCKET RACE CARD GAME

Limitations: Reduced Rate of Fire (-2 Enhancements)

| Damage | Str | Range | Cap | Rate | Weight |
|--------|-----|--------|-----|------|--------|
| 2* | 2 | 50 ft. | 1 | 1/2 | 4 lbs. |

* To use the *Discombobulator Ray*, make a Firearms touch attack. If successful, consult the *Captivate Talent*, swapping the Performance roll for the damage you would have caused. The effect affects all living creatures within 10 feet of the impact point.

ELECTRO-SHOCK BATON

Artifact 2

Leagues: Circle of Nannies, Dueling Club, Fenian Society, Women's Suffrage Society

Designed for use by pacifists and ladies beset by fell brigands and ne'er-do-wells, the stun baton is a short, thick, wooden rod with a metal tip. When charged and touched against an object, it unleashes a powerful electrical jolt. Inside the wooden shaft are five capacitors, each holding enough electricity to deliver just one shock. Once all five are expended, the device must be stripped down and new charged capacitors installed. This requires rebuilding it using the guidelines for one-shot devices. Wielding an Electro-Shock Baton uses Melee and has a base damage of 0N when used as a conventional weapon.

Enhancements: Increased Damage: +4N (+4 Enhancements), Talent: Knockout Blow (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Reduced Duration: Six Seconds (-4 Enhancements)*

FIN-STABILIZED BULLETS

Artifact 1

Leagues: Assassination Bureau, Gun Club, Hunters Club

Whether shooting big game or dangerous foes, accuracy is paramount for ensuring a clean kill. Shortly after leaving the barrel, stabilizing fins spring out from these bullets. These ensure the bullet flies straighter and truer than conventional rounds.

A batch contains five bullets, each of which is good for a single use. The type of firearm the bullets are intended to fit must be determined at the time of creation. Shotgun shells cannot be fin stabilized.

Enhancements: Talent: Long Shot (+2 Enhancements)

GRAVITY RAY RIFLE

Artifact 1

Leagues: Gun Club

The Gravity Ray Rifle (based on a standard rifle) fires a beam of highly concentrated gravity waves. Hampered by a sudden and dramatic increase in mass, victims find themselves weaker, slower, and less dexterous than normal, placing them at a severe disadvantage.

To use the Gravity Ray Rifle, make a Firearms attack as

THE COST OF CANNONS

Cannons and machine guns in *Leagues of Adventure* are not readily available to members of the public, or even to serving military personnel who fancy a jaunt, and so do not have a cost. Globetrotters who need one for their expedition or weird science devices are expected to rely on their contacts and Leagues for such support. However, money has a way of making anything available, and so typical prices are given below.

Bombs: Light £15; Medium £25; Heavy £40

Cannon: Light £200; Medium £350; Heavy £600; Very Heavy £1,000; Massive £2,000

Machine Gun: £50-150

Torpedo: Light £30; Heavy £50

EXPLOSIVE SHELLS

The cannon entry assumes a solid shell. For high explosive warheads, the following Damage and Area Effect entries should be used.

Light: Damage 5L, Area Effect 5 ft.

Medium: Damage 7L, Area Effect 10 ft.

Heavy: Damage 9L, Area Effect 10 ft.

Very Heavy: Damage 12L, Area Effect 25 ft.

Massive: Damage 18L, Area Effect 50 ft.

normal. If successful, all targets within a 10 ft. radius centered on the impact point are automatically affected. The effect lasts but a single combat turn, requiring the beam to be trained on the targets to produce a prolonged effect.

Enhancements: Increased Area of Effect: 10 ft. (+4 Enhancements), Inflict Reduced Attribute: -2 Dexterity (+4 Enhancements), Inflict Reduced Attribute: -2 Strength (+4 Enhancements)

Limitations: Inferior Damage Type: No Damage (-4 Enhancements), Reduced Duration: 6 Seconds (-4 Enhancements), Reduced Rate of Fire (-2 Enhancements)

| Dmg | Str | Range | Cap | Rate | Weight |
|-----|-----|---------|-----|------|--------|
| — | 2 | 100 ft. | 1 | 1 | 9 lbs. |

HEAVY ROTARY ACTION PISTOL

Artifact 1

Leagues: Assassination Bureau, Gun Club

This monstrous pistol has 12 barrels, each loaded with a heavy revolver bullet. As one bullet is fired, the barrels automatically rotate to line the next one up with the firing pin. Depending on how hard one squeezes the trigger, it can be used to make single shots, burst fire, or strafing attacks. In order to reduce recoil, the shells require a low powder yield, reducing the weapon's range.

In order to construct one, the inventor requires one heavy revolver and 11 additional barrels (£16 total).

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Enhancements: Increased Capacity: +100% (+4 Enhancements), Increased Rate of Fire: Automatic (+2 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Reduced Range (-2 Enhancements)

| Damage | Str | Range | Cap | Rate | Weight |
|--------|-----|--------|--------|------|--------|
| 3L | 3 | 25 ft. | 12 (r) | A | 5 lbs. |

HERTZ WAVE-GUIDED AERIAL BOMB

Artifact 4

Leagues: Gun Club

Aerial bombs are destructive weapons, but they are notoriously inaccurate and indiscriminate instruments of war. The Gun Club's latest invention is intended to make them precision weapons. The weapon's full name is the impressive-sounding but unwieldy Hertz Wave-Guided Computator-Steered Rocket-Assisted Aerial Bomb.

The device comes in two parts. The first instrument is a Hertz wave transmitter that broadcasts a repetitive signal on a specific frequency. The transmitter must be attached to the intended target and then activated. It has power enough for one combat or scene, and has a range of five miles. The core of the weapon system is a bomb modified to include small rocket motors, adjustable fins, a computator, and a Hertz wave receiver. The latter can be manually adjusted to home in on any frequency.

The bomb must be dropped from a height of at least 2,000 feet for each mile from the target (a restriction that limits their delivery to airships). Once unleashed, the onboard computator steers the bomb toward the source of the Hertz wave signal broadcasting on the same frequency without any input from an outside agency. The device is so simple to use that anyone can launch one with great effectiveness. A skilled bombardier knows when best to release it for maximum effectiveness, and so gains a +2 Teamwork bonus to his Gunnery roll.

Unfortunately for weird scientists working out of their sheds, creation of the weapon requires the acquisition of an aerial bomb. The modified bomb and transmitter are both destroyed in the explosion (assuming a successful hit, of course).

Enhancements: Autopilot (+2 Enhancements), Skill: Gunnery: Bombs 8 (+6 Enhancements)

IMMOBILIZER SHELLS

Artifact 1

Leagues: Gun Club, Menagerie Club, Royal Geographical Society, Yeti Club

These shotgun shells contain a tightly packed sticky fiber. When fired, the wad rapidly expands into a web-like structure. Using the shells works like a grapple, except the firer makes a Firearms touch attack.

If your character's attack is successful, no damage is done. Instead, compare the amount of damage your character would have done versus the opponent's Strength rating. If you rolled more damage than her

Strength rating, the opponent is entangled and she must make a Strength roll opposed by the strands' Strength 3 to free herself. If you rolled more damage than twice the opponent's Strength rating, she is trapped and cannot escape until someone frees her.

A batch contains five shells, each of which is good for a single use. The type of shotgun the shells are intended to fit must be determined at the time of creation.

Enhancements: Attribute: Strength 3 (+6 Enhancements)

Limitations: Inferior Damage Type: No Damage (-4 Enhancements)

INCENDIARY DELIVERY SYSTEM

Artifact 1

Leagues: Alpine Club, Gun Club

A revolutionary new weapon, the Incendiary Delivery System delivers a gout of burning gasoline with each pull of the trigger. Even if you don't fancy burning someone alive, a burst is often enough to scare off wild animals and superstitious natives. For those of you planning on exploring the frigid polar regions, the weapon is capable of melting thick ice with minimal effort.

The Incendiary Delivery System comprises two heavy metal tanks—one containing pressurized gas and the other gasoline—worn strapped to the back. These are connected to the business end by thick rubber tubes. The Incendiary Delivery System can be used to make a strafing attack. Each target and 5-foot distance between targets consumes one load of fuel. The weapon cannot be used to deliver burst fire or conventional full autofire attacks.

The basis for this device is a bolt action rifle (at least for cost, damage, and capacity). The additional weight and Strength requirement comes from the need for a heavy metal fuel tanks, propellant, and the fuel, and is thus not covered by Limitations. After five shots, the tank must be refueled. Each quart of gasoline is enough for one shot.

Enhancements: Improved Damage Type: Caustic (+2 Enhancements), Increased Rate of Fire: Restricted Automatic (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Reduced Range: 25 ft. (-4 Enhancements)

| Damage | Str | Range | Cap | Rate | Weight |
|--------|-----|----------|-------|------|---------|
| 4L* | 3 | 25 ft.** | 5 (i) | 1 | 60 lbs. |

**To burn an opponent, make a Firearms touch attack. If your character's attack succeeds, she inflicts the listed amount of weapon damage. If her opponent is wearing something combustible—such as loose clothing—or has been doused with a flammable liquid, he is set on fire and will continue to take fire damage each turn until he puts himself out.*

***Maximum range of the weapon is 75 feet.*

LAND TORPEDO

Artifact 1

Leagues: Assassination Bureau, Gun Club

The name Land Torpedo is misleading, for this weapon is actually a Victorian land mine. Although mines have been used for centuries, this version is a more unwieldy ancestor of its modern equivalent. Designed to protect static emplacements, they have proven equally effective as a weapon of assassination.

A batch creates five Land Torpedoes. Each weapon requires 10s worth of chemicals, plus some scrap metal to fashion a sturdy casing. The case is shaped to channel the blast upward, rather than across a wide area. The detonator can be preset for varying weights between 100 pounds and several tons, thus allowing the user to decide what weight sets them off.

Dynamite is a poor quality explosive, and is notoriously unstable. For this reason, Land Torpedoes use gun cotton (or a homemade equivalent). This has a lower explosive yield than the equivalent amount of dynamite, but is much safer to handle and far more stable at higher and lower temperatures. For this reason, the damage rating is lower than dynamite would produce.

More powerful versions (such as ones designed to destroy land behemoths) can be created by adding Increased Damage Enhancements.

Enhancements: Extra Sense: Pressure Activated (+2 Enhancements)

| Dmg | Str | Area* | Cap | Rate | Weight |
|-----|-----|--------|-----|------|--------|
| 6L | — | 10 ft. | — | — | 8 lbs. |

* Due to the shaped casing, the blast is limited to a 10 foot area.

LIGHT AMPLIFICATION RAY

Artifact 1

Leagues: Assassination Bureau, Gun Club

This five-shot light revolver fires bullets made of concentrated magnesium. When the trigger is pulled, the magnesium ignites, producing a powerful burst of light. This is focused through a concentrator cone at the front of the weapon, which emits a beam of focused light. Heat build up is negated by means of a heat-release valve and miniature coolant cell (filled with water through the pistol's butt). Although the beam of light is visible in low light conditions (but invisible in sunlight or other brightly lit areas), the weapon is completely silent.

The basis for this weapon is a light revolver. Magnesium bullets can be created as an Artifact 0. A batch contains five bullets, each of which is good for a single use.

Enhancements: Increased Damage: +2L (+2 Enhancements), Increased Range (+2 Enhancements)

Limitations: Requires Special Ammunition: Magnesium Bullets (-2 Enhancements)

| Damage | Str | Range | Cap | Rate | Weight |
|--------|-----|---------|-------|------|--------|
| 4L | 2 | 100 ft. | 5 (r) | M | 1 lb. |

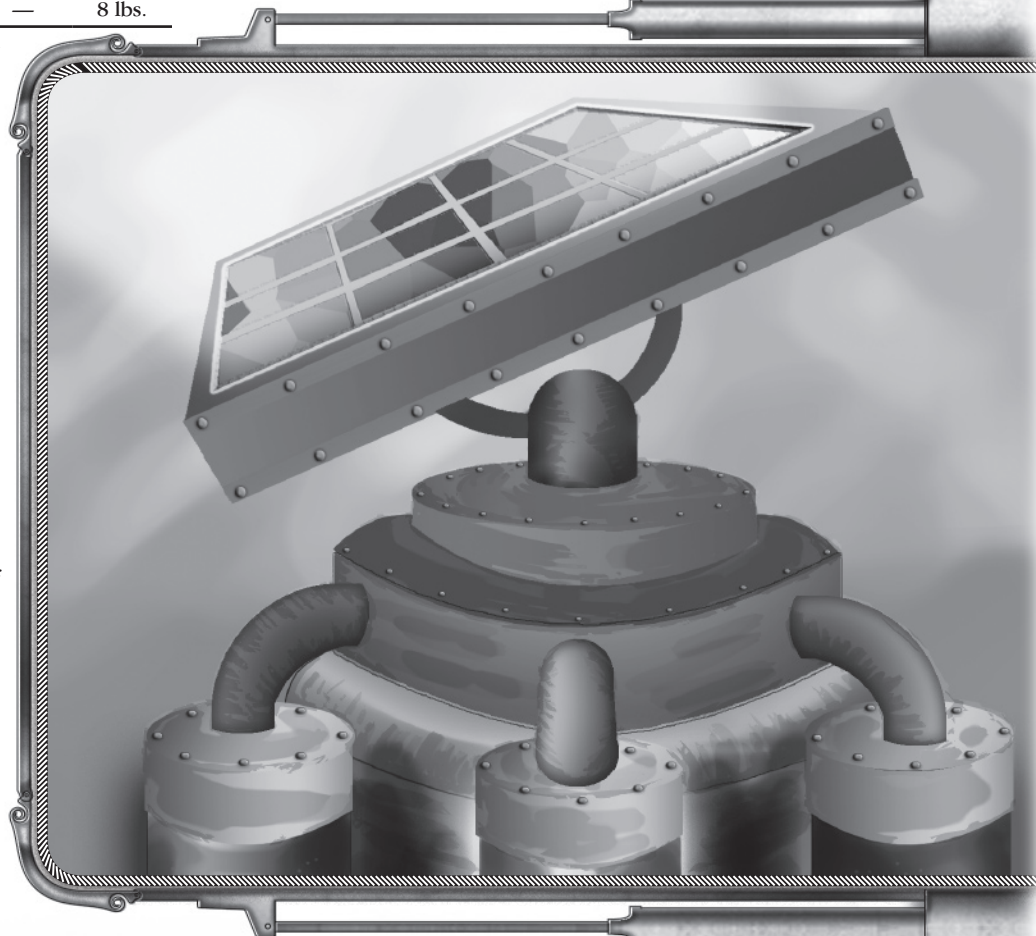
LUCIFER PASTE

Artifact 1

Leagues: Assassination Bureau, Hollow Earth Society, Prospectors Club, Self-Preservation Society, Speleological Society

For those you need to enter somewhere unseen, or perhaps escape a cave-in or false imprisonment, we recommend Lucifer Paste. Simply apply the paste to the chosen surface, ignite it, and watch as it burns through rock and metal in seconds. Lucifer Paste is based on dynamite. Against inanimate objects, such as walls, roll the 12L damage and compare it to the material's Defense. Each additional success burns through 10 feet of wood, 5 feet of stone, or 1 foot of metal, leaving a man-sized hole. Used against vehicles and large creatures, it inflicts damage to Health and Structure as normal.

Applying a tube of Lucifer Paste takes a standard action, and igniting it is a second standard action. At the Gamemaster's discretion, lesser applications of Lucifer Paste may be used to burn through small objects, such as locks.



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One batch contains five tubes, each of which is good for a single use.

Enhancements: Improved Damage: +8 (+8 Enhancements)

Limitations: Reduced Area of Effect: Zero (-2 Enhancements), Reduced Duration: Six Seconds (-4 Enhancements)

MULE SHELLS

Artifact 1

Leagues: Circle of Nannies, Gun Club

The latest in nonlethal ammunition, these special shotgun shells are packed with a gelatinous substance. When fired, the gel expands into a small sphere. While the impact does not penetrate flesh or smash bones, it delivers a punch more than capable of knocking a grown man off his feet. The wallop is similar to being kicked by a mule, hence their name.

A batch contains five shells, each of which is good for a single use. The shells are designed for a specific type of shotgun. The type of shotgun the shells are intended to fit must be determined at the time of creation.

Enhancements: Talent: Knockout Blow (+2 Enhancements), Talent: Staggering Blow (+2 Enhancements)

Limitations: Inferior Damage Type: Nonlethal (-2 Enhancements)

PANZERKNACKER

Artifact 1

Leagues: Aegis of Terra, Assassination Bureau, Gun Club

The rise of the land dreadnought as an instrument of war has spurred the Gun Club to invent a weapon capable of destroying one. The result is the Panzerknacker (German for "armor breaker"), an eight-foot-long, double-barreled rifle capable of punching through thick armor. Its excessive weight and shoulder-shattering recoil means only men of exceptional strength can wield it with any accuracy.

It is based on an elephant gun. It fires ultra-heavy 0.8" magnum shells. These cost £3 per 100.

Enhancements: Increased Damage: +4L (+4 Enhancements), Increased Range (+2 Enhancements)

Limitations: Increased Rate: +100% (-2 Enhancements), Reduced Rate of Fire (-2 Enhancements)

| Damage | Str | Range | Cap | Rate | Weight |
|--------|-----|---------|-------|------|---------|
| 10L | 4 | 250 ft. | 2 (i) | 1/4 | 24 lbs. |

PERSONAL PROTECTION SPRAY

Artifact 1

Leagues: Assassination Bureau, Circle of Nannies, Fenian Society, Women's Suffrage Society

This blend of noxious substances is designed to temporarily incapacitate attackers by robbing them of their sight and disorienting them.

The substance is produced as a volatile liquid—it is the vapors that are noxious. The vapors are dispensed through a standard perfume atomizer (not included in the design, but purchased at any good chemists for 1s). The atomizer has a maximum range of 5 feet and can target only a single opponent. It is a non-damaging attack that uses Firearms to aim.

A batch creates enough liquid five doses. Employing multiple doses against the same target has no benefit while the current impairments are in effect.

Enhancements: Inflict Flaw: Blind* (+2 Enhancements), Inflict Reduced Attribute: -2 Active Defense* (+2 Enhancements)

Limitations: Reduced Duration: One minute (-2 Enhancements)

** To use the gas, simply spray it toward an opponent's face. The target resists using his normal Defense—Active Defense allows him to avoid the spray, while Passive Defense indicates his innate resistance to the fumes. Compare the result of your Firearms roll to your opponent's Stun rating. If you rolled more successes than his Stun rating, he is Stunned. He also gains the Blind Flaw and -2 Active Defense for one minute.*

PNEUMATIC RIFLE

Artifact 1

Leagues: Four Feathers Club, Gun Club

This bulky weapon was invented to be used in civil unrest. When discharged, it fires a jet of highly compressed gas from a pressurized cylinder slung beneath the main body of the weapon. The impact is guaranteed to inflict no physical injury on the target, but instead knocks them off their feet. Note, the manufacturers take no responsibility for injuries to targets knocked over a cliff. After five shots have been fired, the pressurized gas tank must be recharged. The Compressed Air Gun is based on a bolt action rifle.

Enhancements: Increased Damage: +6 (+6 Enhancements), Talent: Staggering Blow (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Inferior Damage Type: None (-4 Enhancements), Reduced Range: 50 ft. (-2 Enhancements)

| Damage | Str | Range | Cap | Rate | Weight |
|--------|-----|--------|-----|------|---------|
| 9* | 3 | 50 ft. | 5 | M | 18 lbs. |

* *The air blast inflicts no actual damage, nor can it stun or knock out opponents. Damage is used only to determine knockback and knockdown.*

PUGILISTIC BELT BUCKLE

Artifact 1

Leagues: Circle of Nannies, Dueling Club, Sporting Gentleman's Association, Women's Suffrage Society

This oversized belt buckle conceals a lead weight attached to a powerful spring. Pressing the sides of the buckle simultaneously causes the front panel to open, propelling the weight to a range of 10 feet. When making an attack using the buckle, the operator rolls the device's Strength + Brawl, a total of 6 dice. After each use the spring must be recoiled and placed back in the buckle before it can be used again (a standard action).

Enhancements: Extra Limb: Strength 2 (+2 Enhancements), Increased Range: 10 ft. (+2 Enhancements), Skill: Brawl (+2 Enhancements)

Limitations: Reduced Duration: Six Seconds (-4 Enhancements)

RETRACTABLE WRIST PISTOL

Artifact 1

Leagues: Assassination Bureau, Circle of Nannies, Fenian Society, Gun Club

The Retractable Wrist Holster mounts either a single or double derringer (purchased separately as the basis for the design) on a spring-loaded frame worn strapped around the wrist. By snapping the wrist sharply right, the pistol extends into the perfect firing position every time, saving you from having to reach for your weapon. Snap the wrist again, and the weapon retracts automatically.

Enhancements: Talent: Quick Draw (+2 Enhancements)

REVOLVING CANNON

Artifact 2

Leagues: Gun Club

While machine guns can lay down a withering barrage of fire, cannons with that capability have not yet been mass-produced (Historical Note: The Hotchkiss Revolving Gun was available in the 1870s. In *Leagues of Adventure*, this devastating weapon is left for globetrotters and madmen to design.)

Constructing a Revolving Cannon requires five light cannons. These are arranged in a circular pattern, similar to a Gatling gun. When the operating handle is cranked, the topmost barrel fires. The next barrel then automatically rotates into the firing position and is loaded from a 10 round magazine. Removing a spent magazine requires one standard action, as does inserting a new one.

Enhancements: Increased Capacity: +100% (+2 Enhancements), Improved Rate of Fire: Semiautomatic (+2 Enhancements)

| Damage | Range | Cap | Rate | Size |
|--------|---------|-----|------|------|
| 8L | 250 ft. | 10 | M | 2 |

RIFLE-LAUNCHED GRENADE

Artifact 2

Leagues: Assassination Bureau, Fenian Society, Gun Club

Rifle Launched Grenades have the explosive power of a stick of dynamite crammed into a metal shell designed to fragment on detonation for added injury. Any rifle fitted with a simple cup modification can fire a rifle-launched grenade. To launch one, the firer drops a grenade into the rifle's cup attachment, places the rifle butt on the ground, and pulls the trigger (make sure a *live* round is loaded or the grenade will not launch). Do not attempt to fire a grenade as you would a normal bullet—the result will be a dislocated shoulder (1N damage and the One Arm Flaw until the injury is healed), irrespective of the firer's Strength.

Although the process is slower than throwing dynamite (note the reduced rate of fire), the increased range and damage more than compensates.

Grenades are based on dynamite. One batch contains five grenades, each of which is good for a single use.

Enhancements: Increased Damage: +2L (+2 Enhancements), Increased Range: 50 ft. (+4 Enhancements)

Limitations: Reduced Rate of Fire: 1/2 (-2 Enhancements)

| Dmg | Range | Cap | Rate | Area | Weight |
|-----|--------|-----|------|-------|--------|
| 6L | 50 ft. | — | 1/2 | 5 ft. | 1 lb. |

THERMAL LANCE

Artifact 3

Leagues: Gun Club, Prospectors Club

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Although originally designed as a mining tool, the Thermal Lance has definite military applications, and is especially useful against land behemoths, ships close to shore, fortifications, and other large targets.

Mounted on a modified automobile chassis, the gun takes up most of the vehicle. The operator's seat is high up behind the weapon, and combines steering and firing controls.

Unlike a conventional cannon, the device has no barrel. Instead, it projects a beam of concentrated heat from a parabolic dish. Although only thin, the beam can slice through rock and metal like a hot knife through butter.

The Thermal Lance is based on a light cannon and an automobile. Slow to maneuver, it cannot attack targets of less than Size 4. When used to melt through rock, the device can evaporate a hole 5 feet wide, 5 feet high, and 10 feet deep per minute.

Enhancements: Increased Damage: +6L (+6 Enhancements), Increased Rate of Fire: 1 (+2 Enhancements)

Limitations: Reduced Range: 100 ft. (-2 Enhancements)

| Damage | Range | Cap | Rate | Size |
|--------|---------|-----|------|------|
| 14L | 100 ft. | — | 1 | 1 |

TORPEDO NET CUTTER

Artifact 0+

Leagues: Gun Club

For several years, the torpedo was a deadly threat to stationary ships. The advent of the torpedo net has returned the balance in favor of capital ships. Naturally, navies across the world have been searching for a counter solution. The result, still highly experimental and of varying success, is numerous designs of blade attachments fitted to the front of torpedoes to slice through the iron nets.

Enhancements: Increased Damage: Varies (+1 Enhancement per 3 damage points)*

* *The damage bonus helps only to offset the Gunnery roll penalty when firing torpedoes against ship protected by torpedo nets (see below). Should all 24 points be cancelled, any excess "damage" from the artifact is ignored.*

UNDERWATER BOMB

Artifact 1

Leagues: Gun Club

It is almost impossible to detect a submerged submersible. Despite this, the Gun Club has invented a means of blowing one up—a bomb designed to be dropped into the ocean that detonates at a predetermined depth.

The depth at which the charge will explode can be manually set in increments of 50 feet, to a maximum of 300 feet. The necessary enhancements to function underwater can be added to any bomb. For most weird scientists getting hold of a bomb is the hardest part.

Underwater Bombs are not without serious risks for the vessel dropping them. In the same way that it isn't possible for a character to dodge an explosion, neither it is possible for a vehicle. (For simplicity, a vehicle's Defense rating when it is targeted by an area effect attack is two-third its full rating, rounded down.) The bombs sink quite quickly, and the larger the explosive charge the greater the area of effect. Dropping anything heavier than a light underwater bomb is recommended only for very fast or very sturdy surface vessels.

Enhancements: Extra Sense: Depth (+2 Enhancements)

UNDERWATER DECK GUN

Artifact 3

Leagues: Gun Club, Society of Aquanauts

While torpedoes are excellent for dispatching enemy surface vessels, they are next to useless against other submersibles or aquatic beasts. This modified light cannon (the only artillery piece small enough to be mounted on a standard submersible) is designed to fire not only underwater, but also from within the safety of the submersible.

An internal, self-loading three-round magazine allows the weapon to launch multiple shells before it requires reloading. This must be carried out by a diver if the vessel wishes to remain submerged.

Enhancements: Increased Capacity: +300% (+6 Enhancements), Special Firing Conditions: Underwater (+2 Enhancements)

Limitations: Reduced Range: 100 ft. (-2 Enhancements)

| Damage | Range | Cap | Rate | Size | Notes |
|--------|---------|-------|------|------|-------|
| 8L | 100 ft. | 3 (i) | 1/2 | 0 | — |

UNDERWATER SPEAR LAUNCHER

Artifact 1

Leagues: Gun Club, Society of Aquanauts

Unfortunately for those who must explore the aquatic realm, modern ballistic weapons do not function underwater. In order to ensure sub-aquatic globetrotters are not defenseless against sharks and other menaces, inventors have perfected the Underwater Spear Launcher.

The short spear (treat as an arrow for the purposes of acquiring ammunition) is rammed hard down the barrel, pushing back an extremely powerful spring. When the trigger is pulled, the spring releases, launching the projectile.

Manufacture requires a flintlock rifle.

Enhancements: Aquatic Use (+2 Enhancements), Reduced Weight: -50% (+2 Enhancements)

Limitations: Reduced Range: 50 ft. (-2 Enhancements)

| Dmg | Str | Range | Cap | Rate | Weight |
|-----|-----|--------|-------|------|--------|
| 3L | 2 | 50 ft. | 1 (i) | 1 | 5 lbs. |

VEHICLES

AERIAL AUTOMOBILE

Artifact 1

Leagues: Automobile Club, Couriers Guild, Society of Aeronauts

Some globetrotters enjoy the thrill of aerial travel. Others enjoy the excitement of automotive transportation. For those who enjoy both modes of transportation, there is the Aerial Automobile.

When the control lever is depressed, a cylinder of pressurized hot gas (filled automatically by the engine exhaust) inflates a balloon. Engine exhaust gases provide continual buoyancy. At the same time, a propeller, powered by the engine, emerges from the rear of the vehicle. The angle of the propeller can be adjusted by turning the steering wheel, allowing normal maneuverability while the vehicle is in aerial mode.

Warning: the balloon has a finite operating period (one combat or scene). When this ends, it automatically deflates and retracts into its container, causing a rapid loss of altitude. A horn sounds two minutes before the balloon deflates to alert the driver to begin landing procedures.

Note that operating the vehicle in aerial mode requires Pilot: Balloons.

Enhancements: Special Movement: Aerial (Half-Speed; +2 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|------|-----|------|------|
| 1 | 4 | 6 | 12/6 | 0 | 0 | 4 |

AUGMENTED AUTOMOBILE

Artifact 2

Leagues: Automobile Club, Couriers Guild

Not content with simply driving automobiles, the Automobile Club has created a machine built for speed.

With its chassis and bodywork heavily reinforced to cope with the additional velocity, this galloping jalopy can cruise at an unbelievable 36 miles per hour, and at-

tain a top speed of over 70 mph in a straight line! As a result of its tremendous velocity, the automobile can be difficult to handle.

Enhancements: Improved Speed: +200% (+4 Enhancements), Improved Structure: +2 (+2 Enhancements)

Limitations: Reduced Handling: -1 Handling only (-1 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 1 | 4 | 8 | 36 | -1 | 1 | 3 |

DRIVERLESS AUTOMOBILE

Artifact 2

Leagues: Automobile Club, Couriers Guild

The Driverless Automobile is the last must-have conveyance for recluses and automobile enthusiasts who cannot afford to employ a chauffeur and who cannot actually operate an automobile.

Operation is handled by a computer; this in turn frees up the driver's seat for passenger capacity. The computer knows only a single location (usually the owner's home or club), but has the necessary intellect, analytical power, and inertial compass to find its way to that destination from anywhere on earth via the optimum route.

The vehicle's big flaw is that it has absolutely no manual steering controls. Fortunately, the computer also accepts verbal commands, allowing a passenger to "steer" to alternate destinations or avoid hazards (such as roadblocks and rivers) through voice alone. A code phrase, programmed by the owner, is required to activate the vocal guidance system.

Enhancements: Autopilot: Pilot 6 (Automotive only; +4 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 1 | 4 | 6 | 12 | 0 | 0 | 4 |

GLOBETROTTERS' GUIDE TO WEIRD SCIENCE

EXPLORATION STEAMER

Artifact 3

Leagues: Mariners Club, Royal Geographical Society, Society of Aquanauts

The Exploration Steamer is designed to provide globetrotters with research and scientific facilities during their journeys to distant lands. The living quarters have been upgraded to provide gentlemen explorers with a taste of home, but they are by no means luxurious.

A large part of the cargo hold has been converted into three separate work spaces. These might hold laboratories, workshops, or research libraries. The nature of these areas is decided during the design process, but Skills must be chosen from Academics, Anthropology, Craft, Medicine, or Science. Disciplines must be specified as normal where applicable.

The work areas are well stocked, certainly the equal of anything commonly found on land. For example, a Science: Biology laboratory might contain state-of-the-art laboratory equipment for conducting experiments, veterinary medicines and drugs for looking after live specimens, a small reference library, an operating table for dissecting specimens, and sturdy holding cages of varying sizes for containing living creatures awaiting examination. Although the facilities can be used by laymen at a basic level, they are best used by skilled scientists and craftsmen (who receive a +2 Teamwork bonus).

In addition, a portion of the remaining cargo hold has been converted to accommodate a single Size 2 vehicle or two Size 1 vehicles. A crane allows for land vehicles to be moved ashore (given a suitable berth), while doors in the hull provide access for miniature submersibles. A vehicular workshop is fitted as standard so vehicles can be repaired or modified. Any vehicles must be built or purchased separately.

When borrowing an Exploration Steamer from a League, the globetrotter who acquired the ship picks the three Skills for the work spaces. Other vehicles intended to be carried within the steamer must be acquired separately.

Enhancements: Skill: Craft: Mechanics 4 (+2 Enhancements), Skill: Pick one 4 (+2 Enhancements), Skill: Pick one 4 (+2 Enhancements), Skill: Pick one 4 (+2 Enhancements)

Limitations: Increased Crew Requirement: +100% (-2 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 8 | 6 | 24 | 10 | -2 | 40 | 10 |

MINIATURE AIRSHIP

Artifact 3

Leagues: Couriers Guild, Society of Aeronauts

Airships have revolutionized global travel, at least for the rich. Since they fly only along fixed routes and stop only at select cities, they are less useful for globetrotters who desire to visit some remote part of the world. Fortunately, inventors have now perfected a miniature version

ideal for globetrotters' specialist needs. Far smaller than commercial models, the interior is extremely crammed and basic. Sleeping accommodation comprises three double-occupancy cabins with just enough floor space to dress, kitchen and toilet facilities are primitive, and the only relaxation area is a tiny lounge fitted with four seats similar to those found in automobiles. The control cabin is little bigger than the front half of an automobile.

Although capable of traveling an average of just under 300 miles a day, the vehicle requires regular stops for engine fuel (regular gasoline) and essential maintenance. Hydrogen is only available in cities with an airship landing facility, though other light gases (such as methane) can be used at a push.

Construction of a Miniature Airship requires four hot air balloons, two carriages, and an automobile.

Enhancements: Improved Speed: +100% (+2 Enhancements), Improved Structure: +4 (+4 Enhancements), Increased Duration: One Day (+2 Enhancements), Life Support: Aerial (One Day; +4 Enhancements), Special Movement: Aerial (100%; +4 Enhancements)

Limitations: Increased Crew Requirements: +50% (-1 Enhancement), Reduced Defense: -2 (-2 Enhancements), Reduced Passenger Capacity: -50% (-2 Enhancements), Reduced Handling: -1 (-2 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 4 | 5 | 12 | 24 | -1 | 2 | 4 |

MOLE MACHINE

Artifact 4

Leagues: Hollow Earth Society

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

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

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

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 4 | 8 | 10 | 6 | 0 | 3 | 3 |

MOON CAPSULE

Artifact 5

Leagues: Gun Club, Lunar Exploration Society

No one has yet been able to build a vehicle powerful

enough to reach the Moon, but there are plenty of inventors hard at work on the task, and some are very close to success. Professor Cavor, for instance, is experimenting with a new substance that defies gravity (Cavorite), while the Gun Club is constructing a huge cannon to blast a one-use moon module up into the aether.

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

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

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

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 2 | 5 | 8 | * | -1 | 2 | 3 |

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

PERSONAL AERIAL CONVEYANCE

Artifact 1

Leagues: Couriers Guild, Eccentric Club, Society of Aeronauts

Man has conquered the air through means of lighter-than-air gases, but his understanding of heavier-than-air flight remains in its infancy. A few airplanes are taking to the skies, but they are flimsy and fragile things, and require space to take off and land.

The personal aerial conveyor is a heavy, metal engine worn across one's back. Magnesium fuel pellets are placed in the top of the device, burn in the center, and release a jet of flame and smoke out the base. This provides sufficient thrust to launch the wearer into the sky, albeit for only a short flight. The designers thankfully made it possible to recharge the device in flight.

Piloting the device requires either Athletics or Pilot: Aerial Craft (pilot's choice).

Enhancements: Special Movement: Flight (Move 18; +6 Enhancements)

Limitations: Reduced Duration: One minute (-2 Enhancements), Requires Special Fuel: Magnesium Pellets (-2 Enhancements)

POCKET WARSHIP

Artifact 3

Leagues: Mariners Club, Society of Aquanauts

For fairly obvious reasons, most governments take a very dim view of private citizens who outfit their vehicles with armaments and armor, and then proceed to parade around in them in public areas. Still, the world is a dangerous place, and globetrotters on the high seas (and some rivers) have to contend with pirates and hostile nations, not to mention the threat of sea monsters (or so some Leagues would have you believe). Thus was born the Pocket Warship.

Construction is designed around a small steamer (not the cheapest thing in the world, but older models can be acquired for £4000). Although the Pocket Warship mounts turrets fore and aft for naval guns, the weapons are not part of the build, and thus must be purchased separately. If a Pocket Warship is borrowed from a League, however, these are automatically included in the package.

Enhancements: Improved Defense: +4 (+4 Enhancements), Turret: Light (Aft; +2 Enhancements), Turret: Medium (Fore; +4 Enhancements)

Limitations: Increased Crew Requirement: +100% (-2 Enhancements), Reduced Passenger Capacity: -50% (-2 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 4 | 10 | 20 | 10 | -1 | 20 | 4 |



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POLAR EXPLORATION AUTOMOBILE

Artifact 3

Leagues: Alpine Club, Automobile Club, Hollow Earth Society, Polar Club, Royal Asiatic Society, Royal Geographical Society, Travelers Club

Conventional automobiles are of little use in the Polar Regions. Snow and ice prevent traction, the open compartment lets in the biting wind and exposes the occupants to freezing temperatures, and the boiler or engine quickly freezes solid.

The Polar Exploration Automobile defeats all these obstacles. Tracks provide grip on the most slippery of surfaces; the vehicle is enclosed and well insulated, as is the engine and fuel tank; and excess heat is blown into the interior for added warmth.

The conveyance is slower than a conventional automobile, turns only slowly, and requires regular maintenance to prevent the tracks slipping and the engine from succumbing to the frigid conditions.

Enhancements: Extra Sensors: Detect Thin Ice (+2 Enhancements), Improved Structure: +4 (+4 Enhancements), Life Support: Arctic (One Week; +6 Enhancements), Special Movement: Tracks (Full Speed; +4 Enhancements)

Limitations: Reduced Handling: -1 Defense & Handling (-2 Enhancements), Reduced Speed: -50% (-4 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 1 | 3 | 10 | 6 | -1 | 1 | 3 |

RECIPROCATING ENGINE VELOCIPEDE

Artifact 1

Leagues: Automobile Club, COuriers Guild

Take an ordinary safety bicycle, add a powerful, light-weight reciprocating engine, and what do you get? That's right, an extremely fast but hard to steer safety bicycle. While the vehicle has a reinforced frame (more to take the weight of the engine than anything else), a high-speed collision is still liable to involve a lot of pain for the driver.

Enhancements: Improved Speed: +100% (based on Str 2; +2 Enhancements), Improved Structure: +2 (+2 Enhancements)

Limitations: Reduced Handling: -2 (-2 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 0 | 6 | 4 | 40 | -1 | 1 | 0 |

STEAM TRIPOD

Artifact 2

Leagues: Aegis of Terra

When Professor Wells published his fictional account of a Martian invasion of Earth, he was actually trying to prepare the world for what he knew would come again.

One of the most closely guarded secrets of the age is that the Martians did invade, just a few years before the timeline begins, but their army was small, landed far from any major settlements, and was quickly defeated. Wells' descriptions of the Martian tripods in his novel, immune to mankind's heaviest weapons, is a stark warning that a defeated enemy with any intelligence quickly adapts before making another attempt at conquest.

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

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

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

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

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 2 | 8 | 12 | 9 | -1 | 3 | 0 |

SUBMERSIBLE, MINIATURE

Artifact 3

Leagues: Society of Aquanauts

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

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

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

Limitations: Reduced Passengers 75% (-3 Enhancements)

| Size | Def | Strc | Spd | Han | Crew | Pass |
|------|-----|------|-----|-----|------|------|
| 1 | 4 | 6 | 12 | 0 | 1 | 1 |

LIVING CREATIONS

CLOCKWORK CHAUFFEUR

Artifact 1

Leagues: Automobile Club, Mariners Club, Society of Aeronauts, Society of Aquanauts

Travel is an essential part of every expedition. While a rare globetrotter may have operational knowledge of one or two modes of transportation, most are completely flummoxed by mechanical vehicles, and few are even capable of driving a carriage.

Those who favor automobiles or need only to drive around one city or its near environs might favor the Driverless Automobile (see *Globetrotters Guide to More Weird Science*), but this is of little use if one must take to the air or water. Living chauffeurs can certainly be employed, but again, few are skilled with more than one type of transport. The Clockwork Chauffeur is quite capable of operating everything from a horse-drawn carriage to a submersible, as well as being proficient in their maintenance and the operation of any vehicular weapon systems.

Enhancements: Follower 1 (+2 Enhancement), Increased Duration: One Day (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

“DRIVER”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4

Skills: Craft: Mechanics 5, Gunnery 5, Pilot 7, Ride 5

Talents: Well-Educated: Pilot (Treats Pilot as a general Skill)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Requires Maintenance

Weapons: Punch 0N

CLOCKWORK KNIGHT

Artifact 0

Leagues: —

Old castles and stately homes often contain suits of archaic plate armor standing around collecting dust. Through the power of advanced clockworks and primitive analytical engines, these otherwise decorative armors can be turned into animated guardians. A Clockwork Knight can be kept wound indefinitely, with orders to activate if certain simple conditions are met (such as it sensing a stranger or on a command word).

With no telltale steam engine driving them, an inanimate Clockwork Knight passes as a mundane suit of armor unless a thorough inspection is carried out. Construction requires a suit of plate armor and a melee weapon.

The model below is the most basic variety. More advanced models have additional Talents to improve their combat prowess.

Enhancements: Follower 1 (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

“SIR CLANKALOT”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5(9)***, Stun 3, Health 5

Skills: Athletics 5, Intimidation 4, Melee 5, Stealth 4

Talents: Parry (can Parry as a reflexive action)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Requires Maintenance

Weapons: Arming sword 8L

* *Dexterity has been reduced by 1 due to inflexibility of armor.*

** *Plate armor grants +4 Passive Defense bonus.*

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CLOCKWORK OWL

Artifact 1

Leagues: —

In European cultures owls have been associated with wisdom since at least the time of the Ancient Greeks. Powered by clockwork, and fitted with a computator and vocabulator, this marvel of miniaturized engineering was invented to be a travelling companion, translator, mobile reference library, and aerial scout for globetrotters. Its clockwork mechanism needs winding only once a day, but the miniature device requires constant maintenance.

Globetrotters planning on visiting Kenya, areas of the Americas inhabited by indigenous peoples, and Arab nations should be aware that owls are associated with bad omens and other evils by the native cultures. Even in this enlightened age of scientific achievements, the presence of a talking owl may lead to unexpected consequences.

Enhancements: Follower 1 (+2 Enhancement), Increased Duration: One Day (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

“ATHENA”

Follower 1

Archetype: *Artifact; Motivation: Duty*

Primary Attributes: Body 2, Dexterity 3, Strength 1, Charisma 0, Intelligence 4, Willpower 2

Secondary Attributes: Size -2*, Move 4 (Fly 8), Perception 6 (Sight 10), Initiative 7, Defense 7, Stun 2, Health 2

Skills: Academics: History 5, Academics: Philosophy 5, Academics: Religion 5, Linguistics 9, Survival 6

Talents: Keen Sense (+4 to Perception when making sight-based rolls)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Requires Maintenance

Weapons: Bite 0L

* Has a +2 bonus to *Stealth* rolls due to its size.

CLOCKWORK PHYSICIAN

Artifact 1

Leagues: Christmas Society, Hollow Earth Society, Lunar Exploration Society, Polar Club, Travellers Club, Survivors Club

For expeditions far from civilization and/or which lack a qualified doctor, or simply for the gentleman who detests having to pay doctors each time they make a house call, free medical assistance is always at hand with the Clockwork Physician.

The anthropomorphic automaton's clockwork mechanism allows it to walk along at a leisurely pace for as much as an entire day. Using it in its surgical capacity requires much more computational power, not to mention its arms and its internal vocabulator, and thus shortens its operating time to one combat or entire scene. Recharging it requires nothing more than 30 minutes of turning a key.

While modestly talented at creating pharmaceuticals and tending injuries on its own recognizance, the Mobile Physician lacks imagination. Thus, it is best used as an assistant to a human physician.

Enhancements: Follower 1 (+2 Enhancements)

“DOC”

Follower 0

Archetype: *Artifact; Motivation: Duty*

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

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

Skills: Craft: Pharmacology 4, Medicine 5

Talents/ Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty)

Weapons: Punch 0N

CLOCKWORK SPARRING PARTNER

Artifact 1

Leagues: Sporting Gentlemen's Association

Designed for the gentleman who lacks regular teammates or sparring partners, or who wishes to practice a new maneuver without fear of ridicule or harming another living being, this clockwork automaton is programmed in the combat arts, as well as all known sports. One simply winds the mechanism, sets the proficiency level, and begins the contest. Reinforced panels (easily removed for maintenance) help protect the automaton's delicate internal mechanisms.

There are ten small dials on the chest plate arranged in two rows of five. Five of them are marked with symbols indicating one of the device's skills. The others are marked zero through five. By altering these, a globetrotter can adjust the device's proficiency to suit his own abilities. A vocal recognition system is programmed with stock phrases, such as "Begin" and "Stop," as well as the names of martial styles and sports, so ensuring the device knows the rules of the game and, more importantly, can be halted before it inflicts any serious harm.

In game terms, you may readjust the automaton's Skill levels. No Skill may have more than five levels, and no more than 10 levels in total may be selected.

Enhancements: Follower 1 (+2 Enhancements), Increased Attribute: +2 Active Defense (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

“PLAYER”

Follower 1

Archetype: *Artifact; Motivation: Duty*

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

Secondary Attributes: Size 0, Move 6, Perception 4, Initiative 5, Defense 7, Stun 2, Health 6

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Skills: Brawl 5, Firearms 5, Melee 5, Riding 5, Sports 5

Talents: Robust (+2 Health)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Requires Maintenance

Weapons: Punch 5N, Rapier 7L

DUAL UNDERWATER & CAVERNOUS ENVIRONMENT EXPLORER

Artifact 2

Leagues: Hollow Earth Society, Society of Aquanauts, Speleological Society

Danger is inherent in the exploration of subterranean and underwater environments. For those who wish to plumb the depths of these mysterious realms, the Dual Underwater & Cavernous Environment Explorer (or DUC-EE; pronounced “Ducky”) is an invaluable companion.

Powered by an advanced clockwork mechanism capable of running for several hours under normal conditions (but notably less in stressful situations, such as combat), the rugged automaton is fully waterproof and rust resistant.

Its unique shape and its ability to pressurize its internal spaces allow it to operate at depths of up to 1000 feet, far greater than any generally available submersible vehicle. Its computator allows it to recognize, analyze, and categorize biological, geological, and speleological specimens. As a further aid to explorers who might be far from civilization, the automaton can deliver rudimentary medical assistance.

The DUC-EE is vaguely anthropomorphic, but lacks a neck and head. Its computator and sensory equipment are built into the barrel-shaped torso to ensure they are protected both from pressure and accidental damage. It has a single, large “eye” in the top centre of its torso, and can see in both visual light and the infrared. Its hearing is no better or worse than an average human.

When submerged, two miniature screws extend from the soles of its feet, propelling it through the water at speeds easily equivalent to a standard submersible vehicle.

Enhancements: Extra Sense: Infrared (+2 Enhancements), Follower 1 (+2 Enhancement), Life Support: One Scene, Underwater (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

“DUCKY”

Follower 0

Archetype: *Artifact*; **Motivation:** *Duty*

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

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

Skills: Athletics 5, Medicine 4, Science: Biology 4, Science: Geology 4, Science: Speleology 4

Talents: Swim (Improved swimming speed)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Requires Maintenance

Weapons: Punch 0N

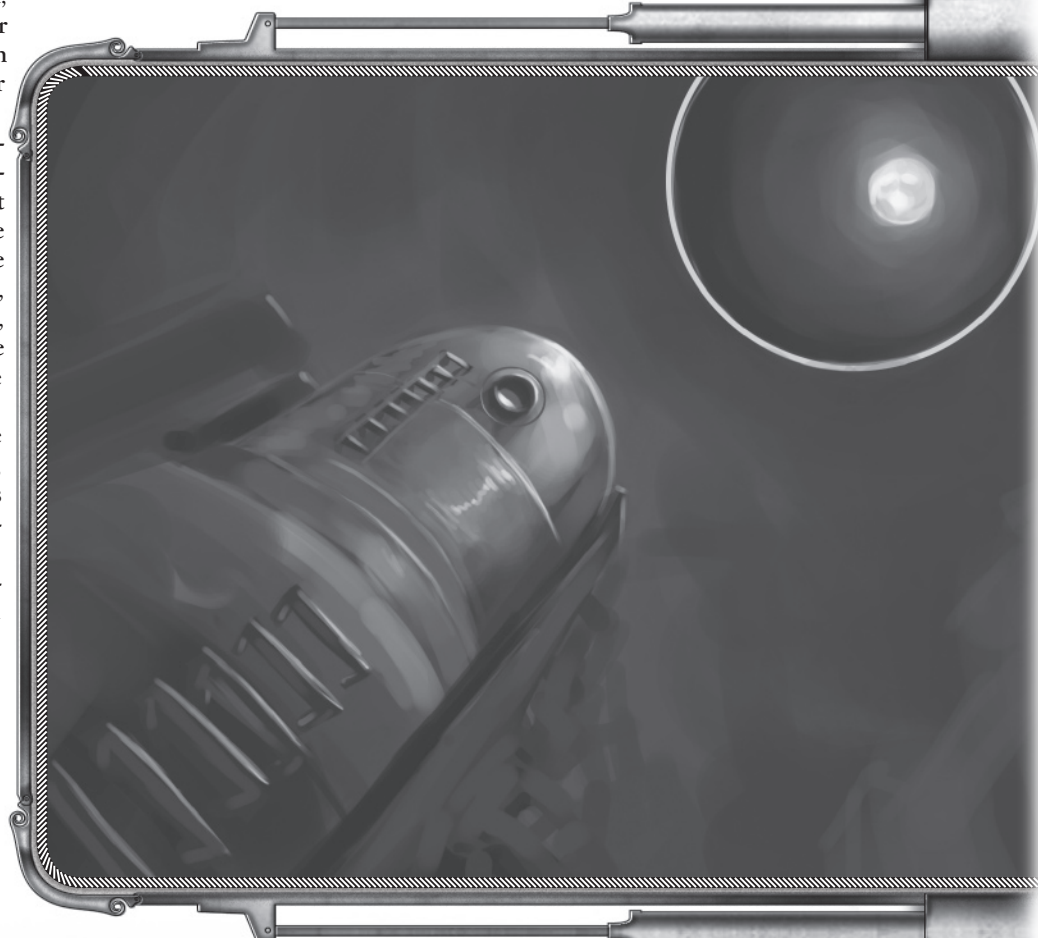
EPICUREAN SOCIAL COMPANION

Artifact 0

Leagues: Curry Club, Eccentric Club, Epicurean Society, Savage Club

Not every globetrotter has the refined palate necessary to detect an excellent vintage wine, eye for telling Renaissance grand masters apart, or nose for differentiating between blends of tobacco, and yet there are times when such abilities can prove most fortunate to the gentleman traveler (if only to avoid looking like a plebeian).

The Epicurean Social Companion is a lightweight (some might say extremely fragile) anthropomorphic automaton powered by clockwork. Its finely tuned senses can identify, if not truly appreciate on a human level,



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the finer things in life, while its computator allows it to pass judgments on its findings. Although only capable of monotone vocabulation, when it comes to revealing its analysis of a given topic or substance the automaton is both pretentious and condescending—unusual for a collection of springs, gears, and cogs, and often embarrassing for those it upstages.

Enhancements: Follower 0 (+1 Enhancement), Talent: Skill Aptitude (Connoisseur; +2 Enhancements)

Limitations: Flaw: Condescending (-2 Enhancements)

“KRYTEN”

Follower 0

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 5, Defense 3, Stun 1, Health 2

Skills: Academics: Literature 6, Connoisseur 7

Talents: Skill Aptitude (+2 Connoisseur rating)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Condescending (+1 Style point whenever it proves someone else wrong or establishes its own superiority)

Weapons: Punch 0N

MECHANICAL BODYGUARD

Artifact 2

Leagues: —

Fitted with advanced visual receptors and a powerful computator, the coal-powered Mechanical Bodyguard is astute at detecting danger, performing risk and threat assessment, and protecting its master and his companions from harm. Whenever the automaton detects a potential threat, it shouts “Danger! Danger!” and frantically waves its arms to attract its master’s attention.

Despite its high intelligence, these are the only words it is capable of uttering—its computator is hard-wired to analyze potential threats and react to dangerous situations, not interact socially or provide detailed analysis of potential threats. A living creature, the automaton is loyal, but not suicidal.

Enhancements: Follower 1 (+2 Enhancements), Increased Duration: One day (+2 Enhancements), Talent: Danger Sense (+2 Enhancements), Talent: Guardian (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements), Requires Maintenance: Difficulty 3 (-3 Enhancements)

“SHIELD”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size 0, Move 4, Perception 6 (10), Initiative 5, Defense 4, Stun 2, Health 5

Skills: Athletics 5, Brawl 6, Empathy 6

Talents: Danger Sense (retains full Defense rating when surprised), Guardian (grant allies within 10 ft. a +2 Defense bonus), Keen Sense (+4 to sight-based Perception rolls)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (-2 Stealth penalty due to grinding of metal and stench of smoke), Requires Maintenance

Weapons: Brawl 6N

MECHANICAL GUARD DOG

Artifact 1

Leagues: —

What is better than man’s best friend? Man’s best friend that can take itself for a walk (although it does require daily mechanical maintenance), doesn’t eat (beside a shovel full or two of coal each day), doesn’t foul the carpet (except with ash), and doesn’t ever sleep.

Affectionately named “Rex” (but more commonly known as the “Horrible Hound”), this mechanical guard dog answers to the verbal commands of its master and is guaranteed to give burglars the fright of their lives.

Coal is shoveled directly into its mouth, which when open reveals the glow of the furnace. Thanks to a clever mechanism, when the ash pan is full it automatically empties itself, just like a real dog.

Enhancements: Follower 1 (+2 Enhancements), Increased Damage: +2L (+2 Enhancements), Increased Duration: One day (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

“REX”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

Primary Attributes: Body 4, Dexterity 2, Strength 3, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size -1, Move 5, Perception 5, Initiative 3, Defense 7, Stun 4, Health 5

Skills: Athletics 5, Brawl 5, Intimidation 4, Stealth 3

Talents: Alertness (+2 Perception rating)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (-2 Stealth penalty due to the grinding and stench)

Weapons: Bite 8L

MULTI-ARMED ASSISTANT

Artifact 3

Leagues: —

If there is one common complaint among globetrot-

 = FEATURED IN ROCKET RACE CARD GAME

ters on expedition it the lack of reliable help or the need for an extra pair of hands when having to craft something. Worry no longer, for a solution is at hand!

This steam-powered humanoid construct is not only programmed with a variety of useful practical skills, it has four arms, allowing it to work on two projects simultaneously (so long as they are in arm's reach). Its torso comprises two revolving sections, each with an arm on either side. To facilitate working on different projects, its head is capable of full 360-degree rotation. The automaton's main weakness is its relatively short working life before the complex mechanisms must be maintained.

The automaton is primarily designed to serve as an assistant, but it can function adequately on its own recognition on minor tasks, allowing you to get on with more important work. A range of plug-in modifications means it never without the appropriate tool.

Enhancements: Extra Limbs: Two arms, Strength 2 (+4 Enhancements), Follower 1 (+2 Enhancement), Talent: Skilled Assistant 2 (+4 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements), Requires Maintenance: Difficulty 3 (-3 Enhancements)

“MAX”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4

Skills: Brawl 4, Craft: Carpentry 4, Craft: Chemistry 4, Craft: Electrics 4, Craft: Mechanics 4, Craft: Metalworking 4, Craft: Pharmacology 4, Demolitions 4, Pilot: Pick one 4

Talents: Skilled Assistant 2 (Provides Teamwork bonus equal to Rating on all Skills of 4 or less), Tinker (Ignores penalty for using improvised tools)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (-2 Stealth penalty due to grinding of metal and stench of smoke), Requires Maintenance

Weapons: Punch 4N

SELF-DIRECTED DEMESNE DEVISOR

Artifact 4

Leagues: Christmas Society, Eccentric Club, Travelers Club

The Professor R. U. Neslinger, former professor of theoretical engineering and applied physical sciences at a prestigious university that now wishes to deny any association with the eccentric inventor, loves to travel but hates leaving home. To solve this conundrum he devised a method to have homes away from home.

His machine, affectionately referred to as Sidd, is able to examine any single structure of any size and design, and reproduce it in spirit from available materials in a

CARING FOR YOUR AUTOMATON

Below are some questions and answers regarding caring for mechanical automatons. Artifacts represent a sizeable Experience Point expenditure, and these rules are designed to allow characters to keep using their creations. Biological living creations use the same rules as player characters.

Q: How do you fix a damaged automaton?

A: Craft: Mechanics is used in place of Medicine. Each roll takes one hour and suffers a -2 penalty if at least basic tools are not available. “First aid” does not need to occur in the first hour of the injury.

Q: Can automatons take nonlethal damage?

A: Yes. Nonlethal damage represents misalignment of moving parts, minor breakages, loose bolts, and so on.

Q: Can they recover injuries through rest?

A: No. Damaged parts, even minor ones represented by nonlethal injuries, are not self-repairing. However, Craft: Mechanic rolls may be applied at any time, and you may make multiple rolls to recover your creation's Health.

Q: Can a dead automaton be repaired?

No. You either have to create a new one from scratch or buy the Artifact Resource again.

Q: How do you handle environmental hazards?

A: Apply common sense. Metal, wood, and clockwork doesn't succumb to disease, drugs, or poison, but it is usually affected by drowning (rusting parts, flooded boilers, and so on), electricity, exposure (metal fatigue, brittle cogs, ruptured pipes), falling, fatigue (general wear and tear), and fire.

different location. Proper selection of a site and availability of specific building materials falls upon the user, and if directed to erect a demesne in a site lacking the proper materials, Sidd will do its level best using whatever is at hand. The first prototype built Philbin Castle from a stone wall, a lot of mud, sod, and several startled sheep (later tests were conducted with more care for livestock).

The great drawback of the machine is that it can only be used once for its construction function. It constructs the structure from the inside out, ending the process by building itself in place as the heart of the home. Once so installed it provides central heating and hot and cold running water from its immense boiler, communication relays from room to room, and limited automation of doors and windows. The owner merely needs to speak aloud and Sidd responds. Future upgrades have been floated to enable Sidd to produce furniture, but seem impractical

GLOBETROTTERS' GUIDE TO WEIRD SCIENCE

at this time. Current research is being directed toward enabling Sidd to serve “tea, hot” on verbal command.

Sidd is not a small machine—it is 20 feet long and weighs 4 tons—nor does it move to the construction site particularly fast. It resembles a cross between a bulldozer and a digger (either is yet to be invented as a separate device, and they are used only as a visual reference), albeit with the addition of a conveyor belt, a brickmaking kiln, a cement mixer (also yet to be invented), drills, saws, trowels, and claws. Still, no one who has seen Sidd in action can deny it is a quick worker. Given sufficient raw materials, fuel, and maintenance, Sidd can create an unfurnished dwelling in a number of days equal to the square of the equivalent Refuge: Size Level of the building. For example, a large manor house (equivalent to Level 3, a small estate) would take just 9 days.

Enhancements: Extra Limbs: Four arms, Strength 3 (+10 Enhancements), Extra Sense: Sonar (+2 Enhancements), Follower 1 (+2 Enhancements), Increased Duration: One Day (+2 Enhancements)

Limitations: Flaw: Conspicuous (–2 Enhancements), Reduced Speed: 50% (–2 Enhancements), Requires Maintenance: Difficulty 3 (–3 Enhancements)

“SIDD”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size 2*, Move 3, Perception 4, Initiative 6, Defense 3, Stun 2, Health 5

Skills: Art: Architecture 6, Athletics 5, Craft: Carpentry 4, Craft: Masonry 9

Talents: Skill Aptitude (+2 Craft: Masonry rating)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (–2 Stealth penalty due to grinding of metal and stench of smoke), Requires Maintenance

Weapons: Punch 1N

* Sidd has a –2 Stealth penalty due to its size.

STEAM STEED

Artifact 2

Leagues: Couriers Guild, Jockey Club

Horses are magnificent beasts, but they are expensive to maintain and a broken leg can be fatal. Not so the Steam Horse, a mechanical mount that needs only a few shovels of coal each day for fuel, and is designed to operate in extreme temperatures.

Caution: While the Steam Horse can swim, it is not designed for underwater use! The head and tail must be kept above water to avoid the boiling flooding (and potentially exploding).

Enhancements: Follower 1 (+2 Enhancements), Increased Duration: One Day (+2 Enhancements), Talent: Acclimated (+2 Enhancements), Talent: Giant (+2 Enhancements)

Limitations: Flaw: Conspicuous (–2 Enhancements), Requires Maintenance: Difficulty 2 (–2 Enhancements)

“BLACK BESS”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

Primary Attributes: Body 3, Dexterity 4, Strength 3, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size 1, Move 9 (Run 18), Perception 4, Initiative 4, Defense 6, Stun 3, Health 6

Skills: Athletics 7, Brawl 8, Stealth 2
Talents: Alertness (+2 Perception rating)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (–2 Stealth penalty due to grinding of metal and stench of smoke)

Weapons: Kick 8N

AUTOMOBILIST

Archetype: *Celebrity*

Motivation: *Fame*

Style: 3

Health: 4

Primary

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

Secondary Attributes

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

| Skill | Base | Levels | Rating | Average |
|----------------------|------|--------|--------|---------|
| Bureaucracy | 3 | 1 | 4 | (2) |
| Craft: Mechanics | 3 | 3 | 6 | (3) |
| Diplomacy | 3 | 2 | 5 | (2+) |
| Firearms | 3 | 1 | 4 | (2) |
| Pilot: Automotive | 3 | 4 | 7 | (3+) |
| <i>High Speed</i> | | | 8 | (4) |
| Science: Engineering | 3 | 3 | 6 | (3) |
| Survival | 3 | 2 | 5 | (2+) |
| <i>Navigation</i> | | | 6 | (3) |

Talents

Weird Science: Engineering

Resources

Fame 1 (Famous automobilist; +2 Social bonus)

Follower 0 (Mechanic)

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

Flaw

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

| Weapons | Rating | Size | Attack | Average |
|----------------|--------|------|--------|---------|
| Punch | 0N | 0 | 0N | (0)N |
| Light Revolver | 2L | 0 | 6L | (3)L |

**“YOU BET SHE’S FAST!
SHE’LL DO THE KESWICK
RUN IN 12 HOURS!”**

CHARACTER BACKGROUND

Father was the first person in our village to purchase an automobile. Well, he is the squire, and we aren't short of money. Oh, it was both frightening and exhilarating in equal measure watching it chugging up the drive in a cloud of black smoke. I immediately desired to drive it, but Father scoffed at the notion of a woman operating an internal combustion machine. Father can be so old-fashioned at times! Fortunately, Father's driver had a bit of a crush on me, and whenever Father's duties took him to town, the driver would teach me how to drive. I admit it was a little scary at first, but I quickly got the hang of it. I think my driving scared him a little, but it gave me a sense of freedom.

I heard about the Automobile Club's annual race from London to Edinburgh, and without thinking I applied. Of course, I couldn't take Father's automobile without raising his ire, but luckily a charming young man I knew in the next village agreed to loan me his. I think he thought of me driving an automobile dashed alluring.

As no doubt you know, I came a respectable fifth place in the race. Sadly for the winner, the press seemed more interested in me, and the next morning my picture appeared in all the major newspapers. I thought Father might disown me, or at least condemn me to a nunnery, but he seemed rather pleased his daughter had found fame and adoration from a receptive public. In recognition of my achievement, the Automobile Club made me a member. Not the first women, but certainly the best female driver, even if I do say so myself.

Since then I've driven automobiles all over Europe in various races, and I've even won a few. That doesn't seem to matter to the spectators—they just want to see me racing through the streets in my hyper-charged automobile. I did all the modification myself. I know, a female mechanic—delightfully shocking, isn't it.

Well, must dash! Race starts in a few minutes and the photographers want to take my picture as usual. Tell you what, if I beat you across the finishing line I'll let you buy me a drink in Paris!

ROLEPLAYING

A girl just wants to have fun, and for you that means taking to the open road in your automobile. Women want to be you, men want to be seen with you, and you love the attention showered upon you. You always need something new to stimulate you, and that means going further and further into the great unknown and pushing your automobile to higher and higher speeds.

DERANGED PHARMACOLOGIST

Archetype: *Inventor* Motivation: *Redemption/Power*

Style: 3

Health: 4

Primary

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

Secondary Attributes

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

| Skill | Base | Levels | Rating | Average |
|-----------------------|------|--------|--------|---------|
| Academics: Philosophy | 3 | 2 | 5 | (2+) |
| Brawl | 3 | 1 | 4 | (2) |
| Craft: Pharmacology | 3 | 4 | 7 | (3+) |
| Diplomacy | 3 | 3 | 6 | (3) |
| Empathy | 3 | 2 | 5 | (2+) |
| Intimidation | 3 | 2 | 5 | (2+) |
| Science: Chemistry | 3 | 3 | 6 | (3) |

Talents

Weird Science: Chemistry

Resources

| |
|---|
| Contacts 0 (Royal College of Pharmacists; +1 bonus) |
| Follower 0 (Deformed Laboratory Assistant) |
| Rank 1 (The Christmas Society; +2 Social bonus) |

Flaw

Multiple Personalities (+1 Style point whenever one of his personalities interferes with the life of the other or when he is rejected because of his bizarre behavior)

| Weapons | Rating | Size | Attack | Average |
|---------|--------|------|--------|---------|
| Punch | 0N | 0 | 4N | (2)N |

“TRUST ME WHEN I SAY THE ROAD TO HELL IS PAVED WITH GOOD INTENTIONS.”

CHARACTER BACKGROUND

You must believe that my motives were pure, even if my reasoning was flawed. I consider myself a man of good heart, though I admit that, like all others, I am subject to sinful thoughts at times. These dark aspects of the human psyche were at the forefront of my research, for I believed that through the application of an elixir I could, if not banish them from my being altogether, at least suppress them. Oh, what folly!

At first I thought my experiments a success. I felt my dark thoughts creep into my mind, and the despair I normally felt at seeing the wretched lives of London's poor did not trouble me. This should have troubled me, for pity is not a weakness, but a motivator for men to perform good deeds to the less fortunate. But I felt absolutely nothing toward them.

He first came that same night. His presence was like a cloud of utter malignancy, devoid of all positive emotions, a creature that God would have cast down into the Pit had he created it in error. My will was broken, and my personality driven to a distant corner of my mind. I was able to see and hear everything the monster did that night, though I shall not repeat them to others. A prisoner was I, helpless as my body was used by another to perform wicked deeds.

At last I felt his presence fade and I was able to regain control of my senses. Oh misery! At once I knew my course—I must find a way to rid me of this creature. Permanently if possible, but otherwise to restore the balance betwixt good and evil, for in that state I know my better self shall prevail.

So far my research has proven fruitless. I have consumed what little monies I had, and even sold my house to fund my research. Now I am forced to offer my services in return for money so my work might continue apace.

Hurry, you must leave now. The beast is awakening, and I hear him beating at the walls of the mental prison in which he is captive. You must...ah, what little plaything do we have here, then? Sit still, this won't hurt...much.

ROLEPLAYING

Your two personalities are diametrically opposed. You, the real you, seeks redemption for his sins by performing charitable deeds for the betterment of others. Your alter ego is a callous brute who seeks power over others. Until you can find a cure for your condition, you must try to repress the monster inside as best you can.

MOLE MACHINE OPERATOR

Archetype: *Explorer*

Motivation: *Honor*

Style: 3

Health: 4

Primary Attributes

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

Secondary Attributes

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

| Skill | Base | Levels | Rating | Average |
|---------------------|------|--------|--------|---------|
| Athletics | 3 | 2 | 5 | (2+) |
| Brawl | 3 | 2 | 5 | (2+) |
| Craft: Electrics | 3 | 2 | 5 | (2+) |
| Craft: Mechanics | 3 | 3 | 6 | (3) |
| Expeditions | 3 | 1 | 4 | (2) |
| Firearms | 3 | 2 | 5 | (2+) |
| Pilot: Automobile | 3 | 1 | 4 | (2) |
| Pilot: Mole Machine | 3 | 3 | 6 | (3) |
| Science: Geology | 3 | 1 | 4 | (2) |

Talents

Direction Sense (Always knows direction she is facing)

Resources

Artifact 1 (Universal Ultratool)

Followers 0 (Mole Machine Crewman)

Rank 0 (Prospectors Club; +1 Social bonus)

Flaw

Independent (+1 Style point whenever her rejection of help causes trouble for her or her friends)

| Weapons | Rating | Size | Attack | Average |
|----------------|--------|------|--------|---------|
| Punch | 0N | 0 | 5N | (2+)N |
| Heavy revolver | 3L | 0 | 8L | (4)L |

“WHEN I NEED YOUR HELP IN BRINGING US OUT OF THIS UNCONTROLLED DESCENT I’LL ASK FOR IT. UNTIL THEN, SIT DOWN!”

CHARACTER BACKGROUND

You don’t think it’s only those cranks from the Hollow Earth Society who build mole machines, do you? Mineral deposits aren’t always easy to reach, and a mole machine is the quickest and cheapest way to reach them. Not that anyone has dozens of the things lying around—they’re hard to come by and only the best get to operate one.

I initially came to the notice of the Prospectors Club through my training as a geologist. Good geologists are hard to find, and gender is never an issue when one has need of expertise. It was only later my peers learned not only of my interest in automobiles, but my modest talents as both an electrician technician and a mechanic. In short, I had all the requisites necessary to operate a mole machine. Well, except for the knowledge of how to pilot one, but training was provided.

Let me tell you, piloting one of those contraptions is no easy task, no matter how much training you’ve had. Not only do you need to be able to think in three dimensions, but you need to continually adjust the drill rotation speed and throttle as you pass through different types of rock—drilling through sandstone is much easier than trying to bore through granite, and if you shatter your drilling tip you might find yourself stranded miles beneath the surface. Then there are the various gauges to monitor—depth, hull pressure, engine condition, heat, speed, angle of movement, and so on. Having four hands and six pairs of eyes would be a huge benefit, but one has to make do with what one has.

Even if all that runs smoothly there are geological hazards to watch out for. Breaking through the roof of an enormous cavern can cause the vehicle to fall hundreds of feet; burrowing into an underwater lakes or lava chambers can swamp the vehicle; and the heat of the drill bit can ignite pockets of gas and chemical rich rocks, resulting in an explosion.

If you’re still interested in learning how to pilot a mole machine I’ll take you for a quick ride. Best you put on those overalls, though—the seats might be comfortable but this is dirty work. Oh, and you have made a will, haven’t you?

ROLEPLAYING

You like to do things your way, and you don’t appreciate others interfering in your work, even if they’re the ones paying your wages. People may not like the way you do things, but you’re a woman of your word and you always keep a promise.

SAMPLE HENCHMEN

DASHING AERONAUT

Follower 0

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

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

Skills: Craft: Mechanics 4, Pilot: Aerial Craft 4

Talents/Resources: None

Flaws: Overconfident (+1 Style point whenever his bravado gets him in over his head)

Weapons: Punch 0N

DEFORMED LAB ASSISTANT

Follower 0

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

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

Skills: Athletics 3, Craft: Mechanics 4, Craft: Pharmacology 4

Talents/Resources: None

Flaws: Disfigured (+1 Style point whenever he is rejected because of his appearance)

Weapons: Punch 0N

LUNARNAUT-IN-TRAINING

Follower 0

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

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

Skills: Pilot: Moon Capsule 5, Survival 4

Talents/Resources: None

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

Weapons: Punch 0N

MAD INVENTOR

Follower 1

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

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

Skills: Craft: Electrics 5, Craft: Mechanics 5, Pilot: Aerial Craft 4, Science: Chemistry 5, Science: Engineering 5

Talents: Weird Science: Engineering

Resources: None

Flaws: Condescending (+1 Style point when he proves someone else wrong)

Weapons: Punch 0N

MECHANIC

Follower 0

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

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

Skills: Craft: Mechanics 5, Science: Engineering 4

Talents/Resources: None

Flaws: Repulsive (+1 Style point whenever his repulsive habit or trait causes him or his party to suffer in social situations)

Weapons: Punch 0N

MOLE MACHINE CREWMAN

Follower 0

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

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

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

Talents/Resources: None

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

Weapons: Punch 0N

SUBMARINER

Follower 0

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

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

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

Talents/Resources: None

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

Weapons: Punch 0N

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: Chemistry (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

**ROCKET RACE
A STEAMPUNK ROCKET
BUILDING CARD GAME**



BUILD-RACE-WIN! CONSTRUCT AMAZING MOON ROCKETS FROM AN ARRAY OF WEIRD SCIENCE DEVICES IN THIS FAST PACED CARD GAME FOR 2-6 PLAYERS.

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LETS BUILD ROCKET'S!

LEAGUES OF ADVENTURE ROCKET RACE IS A FAST-PACED NON-COLLECTIBLE CARD GAME OF VICTORIAN SCIENTIFIC RESEARCH, GROUNDBREAKING ENGINEERING, FINANCIAL ACUMEN, HEROIC ENDEAVOR, AND A DASH OF LUCK FOR 2-6 PLAYERS.

IT IS BASED IN THE WORLD OF LEAGUES OF ADVENTURE (LOA), A HUGE SUCCESSFUL STEAMPUNK ROLE-PLAYING GAME (RPG) OF THE SAME NAME PUBLISHED BY TRIPLE ACE GAMES. WE HAVE TAKEN ALL THE FLAVOR OF LOA, DISTILLED IT, AND INJECTED IT INTO ROCKET RACE! ALTHOUGH BASED ON LOA, ROCKET RACE IS A STANDALONE GAME, SO YOU DO NOT NEED TO KNOW ANYTHING ABOUT THE WORLD OF LOA OR THE RPG TO PLAY ROCKET RACE!



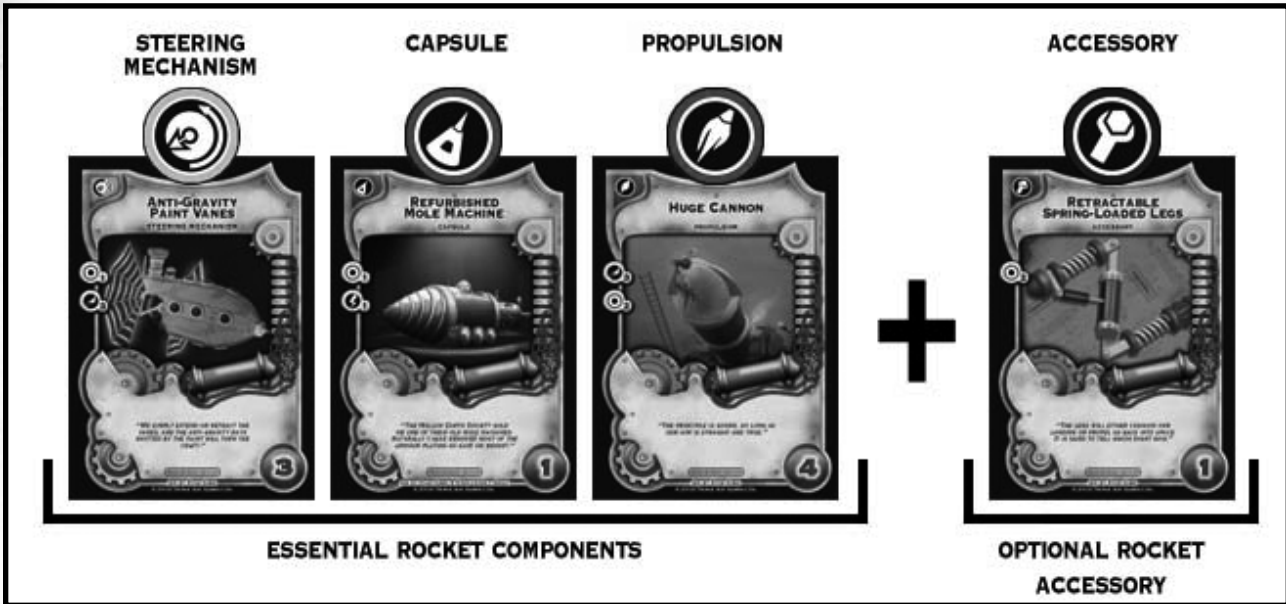
LEAGUES OF ADVENTURE RPG - THE ORIGINS FOR ROCKET RACE.

IN ROCKET RACE, EACH PLAYER REPRESENTS THE COMBINED RESOURCES OF ONE SUCH LEAGUE THAT HAS TAKEN UP THE CHALLENGE TO CONSTRUCT AND LAUNCH A MOON ROCKET!



'AEGIS OF TERRA' IS A LEAGUE
PLAYABLE IN ROCKET RACE.
'AEGIS OF TERRA' IS A LEAGUE
PLAYABLE IN ROCKET RACE.

IN ORDER TO ACHIEVE THIS MAGNIFICENT FEAT YOU NEED TO ASSEMBLE A ROCKET.
YOUR ROCKET MUST COMPRISE A STEERING MECHANISM, A CAPSULE, AND A
PROPULSION SYSTEM, AND YOU CAN ADD ACCESSORIES YOU THINK MIGHT AID YOUR
SUCCESSFUL MOON LANDING AND RETURN TO THE EARTH!



ROCKET COMPONENTS. ROCKET COMPONENTS.

THE SAMPLE ROCKET ABOVE SHOWS HOW IT'S POSSIBLE TO CREATE WEIRD AND
WONDERFUL SPACECRAFT FROM ALMOST ANYTHING LYING AROUND THE WORKSHOP!
ONCE YOUR BASIC COMPONENTS ARE BROUGHT TOGETHER YOU MAY ATTEMPT A
LAUNCH. IF YOU MAKE IT TO THE MOON BEFORE YOUR COMPETITORS YOU WIN THE
GAME, GUARANTEEING ETERNAL FAME AND PLENTY OF MEDALS!

WHAT DO YOU GET IN THE BOX?

GAME COMPONENTS



X8 STEERING MECHANISMS



X8 CAPSULES



X8 PROPULSIONS



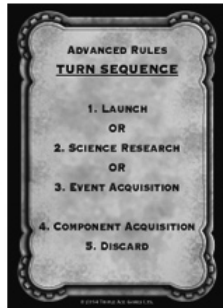
X12 ACCESSORIES



X6 WORKSHOP UPGRADES



X6 EVENTS



X1 TURN SEQUENCE



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