20200

LEAGUES OF ADVENTURE



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Leagues of Adventure

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WWW.TRIPLEACEGAMES.COM

First Published 2012
ISBN 978-1-908237-01-9

1 3 5 7 9 10 8 6 4 2
PRINTED IN THE USA

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INTRODUCTION

Even as we looked a high whickering cry, the call of some weird animal, rang clear out of the darkness. It was the very voice of Maple White Land bidding us good-bye. We turned and plunged into the cave which led to home.

Two hours later, we, our packages, and all we owned, were at the foot of the cliff. Save for Challenger's luggage we had never a difficulty. Leaving it all where we descended, we started at once for Zambo's camp. In the early morning we approached it, but only to find, to our amazement, not one fire but a dozen upon the plain. The rescue party had arrived. There were twenty Indians from the river, with stakes, ropes, and all that could be useful for bridging the chasm. At least we shall have no difficulty now in carrying our packages, when to-morrow we begin to make our way back to the Amazon.

And so, in humble and thankful mood, I close this account. Our eyes have seen great wonders and our souls are chastened by what we have endured. Each is in his own way a better and deeper man. It may be that when we reach Para we shall stop to refit. If we do, this letter will be a mail ahead. If not, it will reach London on the very day that I do. In either case, my dear Mr. McArdle, I hope very soon to shake you by the hand. ~ Edward Malone —Arthur Conan Doyle, *The Lost World*

Welcome to *Leagues of Adventure*, a roleplaying game of thrilling exploration and fantastic feats of derring-do set in the late Victorian Age!

Leagues of Adventure is not intended to be a historically accurate Victorian roleplaying. Instead, it freely blends fact with fiction to create an exciting world. In this semi-fictitious world, Sherlock Holmes and Professor Lidenbrock are not works of fiction, but living, breathing members of society. Dastardly villains like Professor James Moriarty and Doctor Moreau vex civilized society with their nefarious schemes. Huge airships already ply the skies, and the armies of the world's nations experiment with tanks and submarines. Mad inventors push the boundaries of science ever outward with their wondrous inventions. Forgotten settlements like Machu Picchu are found decades before their actual historical discovery, and beyond the realms of civilization lie places once thought mere fables.

This is an age where the world is slowly shrinking. Colonial powers extend their grip on Africa and Asia, as brave men and women venture ever further into the great wildernesses in search of lost civilizations, new species of plants and animals, and map the unexplored tracts they discover. Travel between the great population centers across the globe has never been so easy, yet travel into the wilderness remains fraught with danger and mystery.

In this age of fantastic discoveries and enlightened inventions, men and women of means, adventure, and intellect band together in clubs and societies, known commonly as Leagues. Over the evening paper and a friendly rubber of bridge, these good citizens shun talk of the mundane world, focusing their attention instead on the world beyond the daily grind or the latest social scandal. Out there, across the oceans and over the skies, lies a world of adventure and excitement, a world waiting to be brought to the attention of the masses by those with the means and courage to venture forth.

Beyond the smog-shrouded streets of London, far from the boutiques and cafés of Paris, across the globe from the burgeoning metropolis of New York awaits an entire world to be explored. A world of trackless deserts, vast mountain ranges unclimbed by mankind, lost cities which stood proud and strong centuries before the Greeks and Romans lay the foundation stones of their great cities, virgin rainforests inhabited by primitive tribes, and cultures so different to the world of the Victorians as to be positively alien. New species of plants

and animals, uncharted geological formations, and the course of turbulent rivers have yet to be discovered.

For some, the lure to travel is fueled by the desire for adventure and excitement. Others crave the prestige of being the first to do something truly special or make a new find. Curiosity about what lies beyond the next mountain range or across the desert is enough to lift upright, sensible citizens from the comfort of their club and venture into the unknown. For a small few, the simple matter of a wager causes them to don their safari suits and pack their bags for a lengthy voyage. These ventures, and many more, are driven by the social clubs of the age—the Leagues of Adventure!

What Is Victorian Adventure?

The core principle of Victorian adventure stories was exoticism. While colonial empires made it possible for common citizens to hear of foreign places, very few had the opportunity for long-distance travel. Victorian adventure stories gave readers a chance to view the world through the power of the authors' imaginations, propelling them not only across geographical distances, but often into different epochs. Such adventures put the protagonists in great peril, but through faith, scientific knowledge, and a stiff upper lip, they prevailed.

Victorian adventures also concern themselves the scientific, political, and economic interests of the age.

Advances in a plethora of scientific fields brought many benefits, but with them arose many moral questions. Like Prometheus, scientists hold great power in their hands, and with that comes great responsibility. Some authors went beyond the realms of mundane science, taking mankind to the Moon and the far future.

However, few of these tales were written simply to amuse audiences or produce a sense of the exotic. Many are cautionary stories, warning about stepping too far into the unknown, or give voice to the author's political or philosophical views or mirror public opinion.

In our modern age, this Victorian love of science has given rise to the steampunk genre, which arguably has its origins in the stories of the Victorian age.



Dinosaurs have captured the public imagination, and the "terrible lizards" make many appearances in the fiction of the age.

Invasion fiction is rife in the late Victorian age. The Franco-Prussian War, which demonstrated the mobility, superiority, and adaptability of the Prussian army, raised concerns not only with citizens, but with politicians and military leaders. Advanced science often plays its part in the military capabilities of the invaders—the Martians have their deadly tripods, while the unnamed enemy in *The Battle of Dorking* (the origin of the genre) destroy England's mighty navy with a wonder weapon.

One recurring theme across much of the genre is the loss of identity and the wearing down of the protagonists' moral values. Imprisonment, exotic locales, exposure to other cultures, seductive queens, war, science gone awry—all test the Victorian hero's righteousness.

WHAT IS LEAGUES OF ADVENTURE?

Leagues of Adventure is a roleplaying game set in the late Victorian Age. It follows the grand traditions of fiction such as H. G. Wells' *The War of the Worlds, The Island of Doctor Moreau,* and *The Time Machine*, Edgar Rice Burroughs' *Tarzan* series, Sir Arthur Conan Doyle's *The Lost World* and *The Adventures of Sherlock Holmes*, Jules Verne's *Around the World in Eighty Days*, *Five Weeks in a Balloon*, and *The Adventures of Captain Hatteras*, Rudyard Kipling's *The Man Who Would Be King*, and H. Rider Haggard's *King Solomon's Mines* and *She*—works which laid the foundations for the later pulp and steampunk genres.

In many regards *Leagues of Adventure* follows the tradition of the pulp genre, albeit set in an earlier era. It is a world where much is happening:

* While a large portion of the globe has been mapped, brave explorers and adventures are pushing back the remaining boundaries, venturing into previously uncharted regions and making contact with cultures previously unknown to the Western world.

* Colonial officers rule over much of the known world in the name of foreign governments. The colonial powers' lust for new resources and markets has led to "the Great Game," intense political maneuvering between the Great Powers of the day. While diplomats and viceroys work in the open, spies foment dissension and try to uncover their rivals' secrets.

* Weird scientists are at the front of a technological revolution. Despite these advances, science is matched by a rise in occultism and spiritualism. Magic may be dead, but men and women have become fascinated with the hereafter.

* Treasure hunters and antiquarians are discovering not only lost tombs, but entire lost cities, ruins unexplored for centuries or even millennia. Some crave knowledge of these bygone days, while others seek to plunder fabulous treasures.

* Scientists of all disciplines are making new discoveries about our natural world and the heavens beyond.

It is a time of adventure and exploration, of wonder and amazement, of science and the occult, and of the dark days of colonial oppression.

So, the question arises: what exactly is *Leagues of Adventure*? Is it a gritty steam-pulp game where the characters stand in the way of automatons bristling with gears and gadgets, villainously set upon the destruction of London? Is it a pulp action game set in exotic locales, where they meet and handily defeat savage warriors before sitting down to afternoon tea and discussing the damnable heat? Or is it a highly cinematic one in which the characters swing single-handedly from the underside of an early airship whilst bare-knuckle boxing pterodactyls over a lost plateau on which stands a pyramid built by some unknown civilization ... or something else entirely different?

Truth be told, it is all of these, and whatever else you want it to be! This book is not a stone tablet, into which are chiseled firm rules and set ways of playing the game. There is no right or wrong way to use *Leagues of Adventure*, and it is flexible enough to cope with any roleplaying style.

Whatever drives your character, there's a world packed with danger, excitement, and mystery out there just waiting to be explored!

WHAT IS ROLEPLAYING?

In essence, roleplaying is interactive storytelling. It's an opportunity to gather with friends to tap into your creativity, spin a yarn, and make it come to life. *Leagues of Adventure* is a roleplaying game that will provide you with countless hours of imaginative entertainment.

The history books will tell you that roleplaying first came about in the 1970s, when people started playing fantasy wargames with miniature figurines, about the time the very first RPG book was published. But roleplaying has been around for much longer than that. After all, what child hasn't played some form of "house," or "cops-and-robbers"? Those games may be less sophisticated than those we engage in as adults, but they easily demonstrate show that the fundamentals of roleplaying games, if not the mechanics, have been with us for a long time.

As we have grown up, so has the hobby of roleplaying. Much has changed since that first book was published. A myriad of genres now exists for players to explore: fantasy, superheroes, science fiction, horror, and pulp, to name a few. Just as exciting, we have a variety of gaming methods to consider, ranging from broad rules allowing for intensive storytelling, to hack-and-slash combat with detailed rules, and everything in between.

Leagues of Adventure is a roleplaying game set in the late Victorian Age. Its larger-than-life heroes and villains and continuing adventures are powered by *Ubiquity*, an innovative game system that emphasizes storytelling and cinematic action. The *Ubiquity* system provides you with the tools and flexibility to play the kind of game you and your group want to play.

A GUIDE TO USING THIS BOOK

This book is conveniently divided into chapters to allow the reader to reference specific parts of the game.

Chapter the First: What Has Been and What Is to Come takes a cursory look at the history of the late Victorian era through notable events, rulers, and conflicts.

Chapter the Second: Concerning the Nature of Character and Inherent Quality gives step-by-step guidance for creating a variety of globetrotting characters.

Chapter the Third: The Mechanisms of the Known and the Unknown explains how to resolve skill checks, actions, and challenges.

Chapter the Fourth: Fisticuffs, Firearms, and Falling With Grace provides all the rules needed to resolve situations of a combative nature.

Chapter the Fifth: Trappings, Necessities, Weapons, and Conveyances describes weapons, paraphernalia, and vehicles of the era.

Chapter the Sixth: Physics and Metaphysics looks at weird science and wondrous technological artifacts.

Chapter the Seventh: A Guide to Navigating the World of Adventure includes basic advice on the types of adventures you can run and examples to help you design your own rip-roaring adventures.

Chapter the Eighth: Of Travel and the Unseen Marvels of the World explores places of interest and adventure around the globe, background information on many countries, and pbasic advice for handling travel.

Chapter the Ninth: Stalwart Friends and Fiendish Adversaries lists some of the people and organizations that will help or hinder your expedition, as well as providing statistics for a variety of supernatural creatures, humans, and mundane beasts.

And now, without further ado, we invite you to explore the exciting and dangerous world of *Leagues of Adventure*. A vast and largely unexplored world that awaits you…



Chapter the First: What has Been & What Is To Come

"Reality provides us with facts so romantic that imagination itself could add nothing to them." — Jules Verne

This section contains a brief timeline of events taking place throughout the 1890s, as well as lists of notable wars, rulers, and persons. While not intended to be an all-encompassing history of the late Victorian Age, it presents Gamemasters with a useful overview. Note that a few of the entries are fictitious in our world, but are considered historical facts in the *Leagues of Adventure* world. Gamemasters looking for more detail on the countries of the world are referred to **Chapter the Eighth: Of Travel and the Unseen Marvels of the World**.

A Potted History

1890

* The Battle of Wounded Knee results in a massacre of Sioux Indians.
* The Sioux Chief Sitting Bull is killed by soldiers of the U. S. Army.
* The Forth Railway Bridge, the world's longest bridge, is opened by the Prince of Wales.
* The plight of New York City's poor is brought to public attention by the publication of *How the Other Half Lives*.
* Proclamation by U.S. President Benjamin Harrison opens up over 10 million acres of Sioux land for settlement.
* The first rubber gloves are used in surgery.
* Vincent van Gogh commits suicide by shooting himself in the stomach.
* Great Britain trades Heligoland (in the North Sea) to Germany, gaining Zanzibar (in Africa) in return.
* Emil von Behring announces the discovery of antitoxins.
* Zimbabwe is acquired by the British South Africa Company.
* James Scotford of Edmore, Michigan uncovers the Michigan Relics.
* Italy founds the colony of Eritrea in the Horn of Africa.
* Global influenza epidemic.
* Nellie Bly travels around the world in 72 days, shaving over a week off Phileas Fogg's record.
* Bristol hosts Britain's first official County Cricket match.
* Japan holds its first general election.
* William Kemmler has the dubious honor of being the first person to be executed in the electric chair.
* New Scotland Yard opens.
* The Weather Bureau opens in America, providing the first weather reports for the U.S. and its territories.
* The Daughters of the American Revolution, a League dedicated to historic preservation, education, and patriotism is founded. Open to females only, members must prove a lineage back to the days of the American Revolution.
* Queen Wilhemina ascends the throne of the Netherlands. Luxembourg declares independence in protest.
* Corrugated cardboard boxes are invented.
* Punch card reading tabulation machines are used in the U.S. census.
* Flinders Petrie excavates Tell el-Hesi in Palestine.

1891

* Chilean Civil War begins.
* Travelers Cheques are introduced by the American Express Company.
* Kaiser Wilhelm II visits London.
* A republican revolution breaks out in the Portuguese city of Porto.

* The south coast of England is wracked by a terrible storm.
* Eleven Italians accused of the murder of the New Orleans' police chief are hanged by a lynch mob.
* The first escalator is patented.
* Basketball devised. Members of the Gentlemen's Sporting League flock to Springfield, Massachusetts to learn the game.
* New York's Music Hall (now Carnegie Hall) opens its doors.
* Striking workers in Paris are fired upon by soldiers, leaving 9 dead and 30 wounded.
* Nikolai Alexandrovich, heir to the Russian throne, survives an assassination attempt in Japan.
* The Ames power plant in Colorado conducts the first long-distance transmission of alternating current.
* Germany, Austria-Hungary, and Italy extend the Triple Alliance for another 3 years.
* The Sporting Gentlemen's Association founds the Central Uruguay Railway Cricket Club.
* Stanford University opens.
* A powerful earthquake strikes Japan, killing 7,000 people.
* Russia wracked by famine.
* Dr John Watson gives permission to Arthur Conan Doyle to publish Sherlock Holmes' first case.
* Start of the Trans-Siberian railway.



1892

* Alessandro Barsanti discovers the tomb of Akhenaten at Amarna.
* Series of unexplained explosions reported along the English Channel.
* Ellis Island is opened to process immigrants coming to the U.S.
* Buenos Aires opens the world's first fingerprinting bureau.
* Founding of the General Electric Company.
* A prototype of the first Maxim gun used in battle by British troops in Central Africa.
* Britain extends its colonial power into central Nigeria.
* The Homestead Strike in Pennsylvania ends in a battle between workers and private security guards (the Pinkertons).
* The Ghost Club launches an expedition to Mexico from Cornwall using the ship *Plutonia*.
* Samoa alters its time zone to be three hours behind California, crosses the international date line, and celebrates July 4th twice.
* Viruses discovered by Dmitri Ivanovsky.
* The French town of Saint Gervais is devastated as a previously unknown lake bursts through a glacier on Mont Blanc.
* The Dalton Gang's crime spree comes to a bloody end.
* The U.S. Pledge of Allegiance is introduced in public schools.
* French troops occupy the capital of Dahomey.
* Andrew Carnegie monopolizes the U.S. steel industry by combining his four companies.
* Otto Lilienthal designs the first hang glider.
* Chicago builds the world's first elevated railway.

1893

* Henry Ford constructs his first automobile.
* Women in New Zealand granted the right to vote; Colombia grants women the vote later the same year.
* Edison finishes constructing the first motion picture studio.
* The Ivory Coast becomes part of French West Africa.
* World's Fair opens in Chicago (see page 196 for more details).
* In Hawai'i, Queen Lili'uokalani's government is ousted by U.S. Marines.

* The tomato is declared to be a vegetable by the U.S. Supreme Court.
* Gold discovered in western Australia.
* Cultured pearls are grown for the first time.
* Louis Boutan invents the first underwater camera.
* Charles and Frank Duryea drive the first gasoline-powered automobile on America's public roads.
* Carl Anton Larsen becomes the first man to ski in Antarctica.
* The *Plutonia* returns from Mexico to Cornwall amid great secrecy.
* France conquers Laos.
* Global stock market crash.
* Fridtjof Larsen fails to reach the North Pole, but proves the existence of drifting sea ice.
* A revolt against the rule of the British South Africa Company is crushed in Matabele-land.

1894

* Coca-Cola sold in bottles for the first time.
* French anarchists begin a reign of terror in France and London.
* First Sino-Japanese War.
* Bubonic plague strikes Hong Kong.
* The Pullman Strike in the U.S.
* Large meteor shower witnessed over southern France.
* Dahomey completely incorporated into French West Africa.
* The International Olympic Committee meets for the first time.
* London's Tower Bridge opens for traffic.
* The President of France, Sadi Carnot, is assassinated by an anarchist.
* Serious fire at the Chicago World's Fair site destroys most of the buildings.
* The Owl Club opens in South Africa.
* The Dreyfus Affair rocks France.
* Following a failed Martian invasion, Percival Lowell begins studying the planet on the pretense of mapping the canals.
* The Donghak Peasant Revolution sweeps through Korea. China and Japan send forces to quell the unrest, but end up fighting each other.
* Uganda becomes a British Protectorate.
* Death duties introduced in England.
* Marconi demonstrates wireless telegraphy.

1895

* The Lumiere brothers invent the Cinematographe, a portable motion-picture camera, film processing unit, and projector.
* Alfred Dreyfus, a French officer, is sentenced to life imprisonment on Devil's Island for supplying military secrets to the Germans. The political scandal has divided France.
* The National Trust is founded in England to preserve the nation's monuments.
* Volleyball created under the name Mintonette. The Sporting Gentlemen's Association is quick to try the new sport.
* Japanese troops invade Taiwan.
* Bridget Cleary of County Cork, Ireland, is murdered by her husband, who claims she was a faerie changeling.
* Russian peasants near Odessa report being attacked by a strange creature.
* Earthquake strikes Slovenia.
* Oscar Wilde sentenced to two years hard labor for sodomy.

Imperial Units

Leagues of Adventure uses Imperial units. For those not accustomed to these older measurements, here is an approximate conversion guide to the metric system.

Imperial	Metric
Length	
1 inch (in or ")	25 mm
1 foot (ft or ') = 12 inches	30 cm
1 yard (yd) = 3 feet	0.9 m
1 furlong = 220 yards	200 m
1 mile = 8 furlongs	1600 m
1 league = 3 miles	4850 m
1 fathom = 6 feet	1.8 m
Area	
1 acre = 43,560 sq ft	4000sqm
Weight	
1 pound (lb) = 16 ounces (oz)	0.45 kg
1 stone (st) = 14 pounds	6.5 kg
1 hundredweight (cwt) = 112 pounds	50 kg
1 ton (t) = 2,240 pounds	1000 kg
Volume	
1 fluid ox (fl oz)	28.5 ml
1 pint (pt) = 20 fl oz	570 ml
1 gallon (gal) = 8 pints	4500 ml
Temperature	
Fahrenheit	Subtract 30 and halve to get Celsius



Speaking Proper

Characters in *Leagues of Adventure* are middle or upper class members of society. Yet it's not just money that separates the two classes—language does as well. Below are a few examples of the different words used by the two classes. Drop a few of these into play to help set the right flavor at the gaming table.

Middle Class	Upper Class
Calling card	Card
Cemetery	Graveyard
Dinner	Lunch
Dress suit	Dinner jacket
Glasses	Spectacles
Greens	Vegetables
Home	House
Jack (cards)	Knave
Lounge	Drawing room
Mirror	Looking-glass
Pardon?	What?
Perfume	Scent
Sick	Ill
Supper	Dinner
Sweet	Pudding
Take a bath	Have a bath
Wealthy	Rich
Wire	Telegram

* First automobile race held in Chicago.
* First public motion picture film sown in Paris, France.
* Italian forces suffer a humiliating defeat at the hands of the Ethiopian army.
* Professor H. G. Wells publishes his first theory of time travel to much ridicule.
* The Jameson Raid against the Transvaal strains relations between Great Britain and the Boers.
* Konstantin Isiolkovski publishes his principles of rocketry, opening a new field to inventors across the globe.
* X-rays discovered by Wilhelm Roentgen.
* France invades Madagascar.
* Empress Myeongseong of Korea assassinated by Japanese agents.
* Alfred Nobel lays the groundwork for the foundation of the Nobel Prize on his death.
* Ottoman atrocities against the Armenians result in 3,000 Armenians being burned to death.

1896

* Utah becomes the 45th U.S. state.
* The first X-ray photograph is published.
* Walter Arnold given a fine for exceeding the national 2 mph speed limit in England.
* *La bohème* premieres in Turin, Italy.
* The Prime Minister of Italy forced to resign after Italian forces suffer yet another defeat while trying to conquer Ethiopia.
* Niagara Falls hydroelectric plant opens.
* The Klondike Gold Rush in northwest Canada begins.
* The Louvre purchases the gold tiara of the Scythian king Saitapharnes.
* First modern Olympic Games held in Athens, Greece.
* Helium discovered by Sir William Ramsay.
* An earthquake and resulting tsunami kill over 25,000 in Japan.
* England's first recorded automobile-related death occurs when Bridget Driscoll is run down.
* Queen Victoria becomes Britain's longest serving monarch.
* The carcass of a giant octopus washes ashore in Florida.
* New York Telephone Company founded.
* Construction of the Uganda railway begins.
* Radioactivity discovered by Antoine Henri Becquerel.
* Britain gains control of Malaya.
* Famine strikes India.
* The Shah of Persia, Nasser el-Din, is assassinated (see page 209 for more details on the Shah).
* The world's shortest recorded war between the United Kingdom and the island of Zanzibar lasts a mere 45 minutes.
* Nepalese archaeologists use ancient Chinese records to rediscover the pillar of Ashoka.

1897

* The Ghost Club helps convict the husband of Elva Zona Heaster of her murder by communicating with her ghost.
* First U.S. subway opens in Boston.
* Mosquitoes are discovered to be carriers of malaria.
* Thomas Chamberlain publishes his theory of how the Earth was formed.
* Professor H. G. Wells publishes a paper on invisibility and how it can be induced in animal tissue through certain chemical compounds.
* Slavery abolished in Zanzibar.
* Grant's Tomb dedicated in New York City.
* The British Museum purchases a life-size crystal skull at auction.
* Queen Victoria's Diamond Jubilee.
* Cigar-shaped flying machine crashes in Texas.

* The Ottoman Empire declares war on Greece; the war lasts 31 days, ending in an Ottoman victory.
* The Arctic Balloon Expedition vanishes somewhere in the Arctic Circle.
* Great Britain opens a fingerprinting bureau in Calcutta.
* Mount Saint Elias, the second highest peak in North America, is conquered.
* Twenty-one soldiers of the 36th Sikh Regiment of British India slay 600 Afghans before being wiped out; the Afghan army numbered over 10,000.
* Puerto Rico granted autonomy by Spain.
* The word "computer" is coined.
* J. J. Thomson discovers the electron.

1898

* New York City annexes land to form the Five Boroughs of the modern age.
* The USS *Maine* mysteriously explodes in Havana harbor, sparking the Spanish-American War.
* The first game reserve is designated in South Africa.
* Italian troops fire on a workers' rally in Milan, killing hundreds. In 1900, King Umberto I is assassinated for praising the massacre.
* Seconda Pia photographs the Turin Shroud, revealing the image to be a photographic negative.
* The Philippines declare independence from Spain.
* Joshua Slocum becomes the first person to sail solo around the world. His voyage takes three years.
* Hawaii becomes part of the United States.
* Radium and polonium discovered by Marie and Pierre Curie.
* Yukon Territory is formed.
* Pepsi-Cola is marketed for the first time.
* The Kensington Rune Stone unearthed in Minnesota, suggesting that Vikings settled North America in the 14th century.
* Empress Elisabeth of Austria-Hungary is assassinated by Luigi Lucheni.
* The Boxer Rebellion begins in China. The Guangxu Emperor of China is arrested as Empress Dowager Cixi engineers a coup.
* Britain and France clash in the Sudan in what is known as the Fashoda Incident. France withdraws, leaving Sudan to the British.
* American government forces are defeated by Ojibwe tribesmen in Minnesota in the Battle of Sugar Point.
* The Paris Metro subway opens.
* Professor H. G. Wells, having witnessed the first Martian invasion and suffered derision at the hands of his peers for his earlier scientific treaties, writes a warning to the world of a potential second invasion in the guise of a novel.
* Britain leases Hong Kong from the Chinese for a period of 99 years.
* World's first game reserve created in South Africa.

Mourning Periods

In the Victorian Age it is considered essential to mourn in the correct manner—elaborate funerals and tombs, wearing black clothing and jewelry, self-imposed social exile, using black stationery, and such like, is considered the norm. The correct period of mourning is an unwritten timetable, but one everyone implicitly understands.

While the globetrotters might have occasion to mourn a loved one or family member, the Gamemaster can use these times as potential story hooks. For instance, an attractive and wealthy widow has been mourning her husband, and as the end of her mourning period draws near, her numerous suitors are preparing to make their attentions known.

Death of	**Mourning Period**
Husband	Two to four years
Wife	Three months
Parent or child	One year
Sibling	Six months
Grandparent	Three months
Aunt or uncle	Three months
Niece or nephew	Three months
Great uncle or aunt	Two months
First cousin	Six weeks

* The Ghost and the Darkness, two man-eating lions, plague the Kenya-Uganda railway.
* John D. Rockefeller gains controls over 80% of American oil fields and pipelines.

1899

* Cuba gains independence from Spain.
* U.S. Congress approves the building of a mighty fleet comprising 12 ships, including three battleships.
* Anglo-Egyptian Sudan comes into being.
* The Great Blizzard of 1899 engulfs America as far south as Florida.
* Kaiser Wilhelm II visits England again.
* Ernest Rutherford discovers alpha and beta waves.
* The Second Boer War begins.
* Aspirin patented and trademarked.

* Martha M. Place becomes the first woman to be sentenced to death in the electric chair.
* Launch of the Harriman Alaska Expedition, a party of scientists, naturalists, artists, and photographers.
* Three Colorado newspapers publish a story that China's Guangxu Emperor plans to demolish the Great Wall of China. The story later proves false, but it spurs several Leagues to visit the Wall.
* Invention of the paperclip.
* The Battle of Tobago sees the destruction of a French mission in Chad.
* The highest peak of Mount Kenya is scaled by Mackinder, Ollier, and Brocherel.
* Opening of the Bronx Zoo in New York City.
* Gold discovered in Nome, Alaska.
* Chilean agents assassinate Riro, the last king of Easter Island while he visits Chile.

List of Wars

While most globetrotters are unlikely to be involved in war as frontline soldiers, wars can serve as a source of intelligence-gathering missions as well as provide a backdrop of danger for travelers in the region. Listed below are some of the major conflicts of the age.

* 1890, First Franco-Dahomean War (France vs. Dahomey)
* 1890, Pine Ridge Campaign (USA vs. Sioux tribes)
* 1891, Chilean Civil War
* 1892-94, Second Franco-Dahomean War (France vs. Dahomey)
* 1893, Franco-Siamese War (France vs. Siam)
* 1893-94, First Matabele War (Great Britain vs. Northern Ndebele people)
* 1893-94, First Rif War (Spain vs. Moroccan Rif Confederacy)
* 1894-96, Fourth Anglo-Ashanti War (Great Britain vs. Ashanti Empire)
* 1894-95, First Sino-Japanese War (Japan vs. China)
* 1894-95, Second Madagascar Expedition (France vs. Madagascar)
* 1895-96, First Italo-Ethiopian War (Ethiopia vs. Italy)
* 1895-98, Cuban War of Independence (Cuba and USA vs. Spain)
* 1896, Anglo-Zanzibar War (Great Britain vs. Zanzibar)
* 1896-1898, Philippine Revolution (Philippines and United States vs. Spain)
* 1896-97, Second Matabele War (Great Britain vs. Northern Ndebele people)
* 1897, Greco-Turkish War (Ottoman Empire vs. Greece)
* 1897-1898, Anglo-Pathan War (Pathans of Afghanistan vs. Great Britain and India)
* 1898, Spanish-American War (USA, Cuba, and Philippines vs. Spain)
* 1899-1901, Boxer Rebellion (Japan, Russian, Great Britain, France, USA, Germany, Italy and Austro-Hungary vs. China)
* 1899-1902, Second Boer War (Great Britain vs. South African Boers)
* 1899-1913, Philippine-American War (USA vs. Philippines)

List of Rulers

Dates listed below refer to the reign length, not the life span, of the ruler.

Afghanistan: King Abdur Rahman (1880-1901)

Argentina: Presidents Miguel Juárez Celman (1886-1890), Carlos Pellegrini (1890-1892) Luis Sáenz Peña (1892-1895), José Evaristo Uriburu (1895-1898), Julio Argentino Roca (1898-1904)

Ashanti Confederacy: Kwaku Dua III Asamu (1880-1896), Opoku Mensa, Chairman of the Committee of Administration (1896-1900)

Austria-Hungary: Emperor Franz Joseph I (1848-1916)

Belgium: King Leopold II (1865-1909)

Brazil: Acting President Floriana Peixoto (1889-1894), Presidents Prudente José de Morais Barros (1894-1898), Manuel Ferraz de Campos Sales (1898-1902)

Burundi: King Mwezi IV Gesabo (1852-1908)

Canada: Prime Ministers Sir John Macdonald (1878-1891), Sir John Abbott (1891-1892), Sir John Thompson (1892-1894), Sir Mackenzie Bowell (1894-1896), Sir Charles Tupper (1896), Sir Wilfrid Laurier (1896-1911).

China: Guangxu Emperor (1875-1908) along with Dowager Empress Cixi (1935-1908)

Denmark: King Christian IX (1863-1906)

France: Presidents Marie François Sadi Carnot (1867-1894), Jean Casimir-Périer (1894-1895), Félix Faure (1895-1899), Émile Loubet (1899-1906)

German Empire: Emperor and King of Prussia Wilhelm II (1888-1918); King Otto of Bavaria (1886-1913); King Albert of Saxony (1873-1902)

Greece: George I (1863-1913)

Holy See: Pope Leo XIII (1878-1903)

India: Viceroys the Marquis of Lansdowne (1888-1894), the Earl of Elgin (1894-1899), Lord Curzon of Kedleston (1899-1905)

Italy: King Umberto I (1878-1900)

Kingdom of Bulgaria: King Ferdinand (1886-1918)

Japan: The Meiji Emperor (1867-1912); Prime Ministers Aritomo Yamagata (1889-1891), Masayoshi Matsukata (1891-1892), Hirobumi Ito (1892-1896), Masayoshi Matsukata (1896-1898), Hirobumi Ito (1898), Shigenobu Okuma (1898), Arimoto Yamagata (1898-1900)

Korea: King Gojon (1864-1907); titled Emperor after 1897

Luxembourg: Grand Duke Adolphe (1890-1905)

Mexico: President Porfirio Diaz (1884-1911)

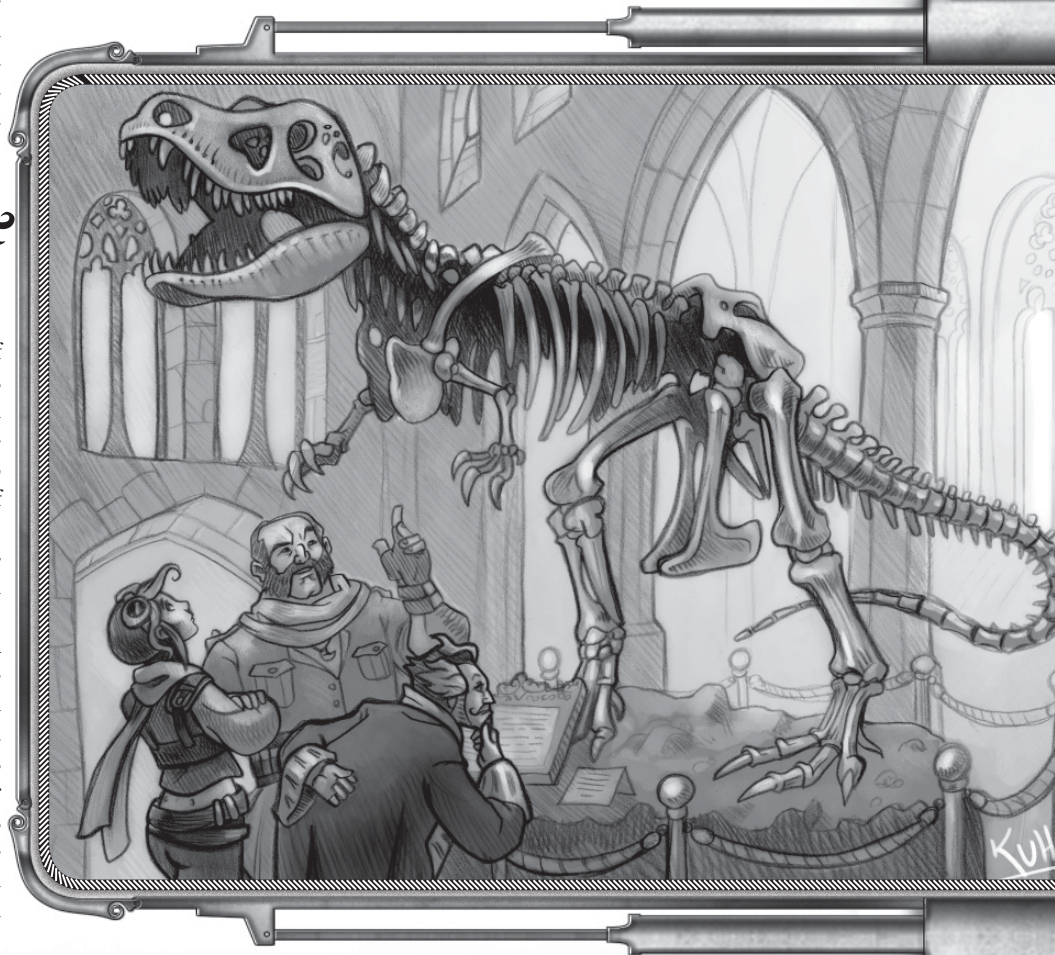
Montenegro: King Nicholas I (1860-1918)

Netherlands: Queen Wilhemina (1890-1948)

Ottoman Empire: Sultan Abdulhamid II (1876-1909)
Persia: Shahs Nasser-al-Din (1848-1896), Mozaffar al-Din (1897-1907)
Peru: Presidents Andrés Avelino Cáceres (1886-1890), Remigio Morales Bermúdez (1890-1894), interim caretaker Justiniano Borgoño (1894), Andrés Avelino Cáceres (1894-1895), interim caretaker Manuel Candamo (1895), Nicolás de Piérola (1895-1899), Eduardo López de Romaña (1899-1903)
Portugal: Kings Luis I (1861-1889), Carlos I (1889-1908)
Romanian: King Carol I (1881-1914)
Russia: Tsars Alexander III (1881-1894), Nicholas II (1894-1917)
Siam: King Rama V (1868-1910)
Sokoto Caliphate: Caliph Umar bin Ali (1852-1908)
Spain: King Alfonso XIII (1886-1931)
Sweden-Norway: King Oscar II (1872-1907)
United Kingdom: Queen Victoria (1837-1901); Prime Ministers Robert Gascoyne-Cecil, Marquis of Salisbury (1886-1892), William Gladstone (1892-1894), Archibald Primrose, Earl of Rosebery (1894-1895), Robert Gascoyne-Cecil, Marquis of Salisbury (1895-1902)
U.S.: Presidents Benjamin Harrison (1889-1893), Grover Cleveland (1893-1897), William McKinley (1897-1901)
Zanzibar: Sultans Sayyid Ali bin Said Al-Busaid (1890-93), Sayyid Hamad bin Thuwani Al-Busaid (1893-96), Sayyid Khalid bin Barghash (1896), Sayyid Hamud bin Muhammed Ali Busaid (1896-1902)

Who's Who

Amundsen, Roald (1872-1928): Inspired by Nansen's crossing of Greenland in 1888, Amundsen joins the Belgian Antarctic Expedition (1897-99) as first mate. His experiences in the Antarctic spur him on to greater achievements in the field of polar exploration.
Anderson, Elizabeth Garret (1836-1917): First woman in Great Britain to become a medical doctor.
Baden-Powell, Robert Stephenson Smyth (1857-1941): An officer serving in the British Army, Baden-Powell has a keen interest in bushcraft and scouting. During the mid-1890s he serves as an intelligence officer stationed on Malta. Throughout this time he travels disguised as a butterfly collector, concealing maps in drawings of butterflies' wings. In 1896, during the Second Matabele War, he returns to Africa to help the British South Africa Company. In 1897 he is appointed commander of the 5th Dragoon Guards in India and promoted to major. By 1899, and the outbreak of the Second Boer War, he is back in South Africa, this time as the youngest-ever colonel in the British Army. After the Siege of Mafeking in 1900, he achieves the rank of major-general.
Becquerel, Antoine Henri (1852-1908): French physicist, discovers radioactivity in 1896.
Beeton, Isabella Mary (1836-1902): Though she contracted fever after the birth of her fourth child, Mrs. Beeton (as she is universally known) pulled through. Her practical books on cookery and running a household have made her a household name.
Bell, Alexander Graham (1847-1922): Scottish scientist, inventor, and engineer. Inventor of the telephone and metal detector.
Bierce, Ambrose (1842-1914): Editor, journalist, satirist, and writer of supernatural tales.
Bly, Nellie (1867-1922): In 1890, Nellie (real name Elizabeth Cochran) completes a trans-global journey in 72 days. Although an impressive deed, she comes to the public's attention first in 1887 after publishing an expose on the poor state of America's lunatic asylums. Her information was gained first-hand, getting herself committed after she feigned insanity.



Boaz, Franz (1858-1942): German American anthropologist. During the 1880s he studies the Eskimos and tribes of the Pacific Northwest. Becomes Curator of Ethnology at the American Museum of Natural History (New York) in 1896.

Booth, William (1829-1912): Methodist minister and founder of the Salvation Army in 1865.

Carnacki, Thomas (1870-1951): Supernatural investigator and a leading member of the Ghost Club. Employs metaphysics and modern science in the course of his work.

Carnegie, Andrew (1835-1919): Industrialist, businessman, and later a philanthropist. In the 1890s, his steelworks company begins the largest in the world.

Cavor, Doctor Arthur (1847-1929): Eccentric British inventor. Cavor refines a mineral from selenite, which he calls Cavorite, with the unique property of gravity negation.

Challenger, Professor George Edward (1856-1930): Geographer, scientist, and explorer, renowned for his belligerent nature and impressive physique.

Churchill, Winston Leonard Spencer (1874-1965): Future British Prime Minister. Awarded commission in 1894 after graduating the Royal Military College. Serves as a war correspondent in 1899 during the Boer War, where he is captured but makes a daring escape, thrusting him into the limelight.

Cody, William Frederick (1846-1917): "Buffalo Bill" Cody served the U.S. Army as a scout between 1868 and 1872, earning the Medal of Honor in his final year. That same year he made his stage debut, and by 1883 he was running Buffalo Bill's Wild West, a touring show of all things related to the Wild West.

Conrad, Joseph (1857-1924): Born Jozef Teodor Konrad Korzeniowski, Conrad became a British subject in 1886. A merchant navy man, avid traveler, and novelist, his most acclaimed work, *Heart of Darkness*, is serialized in 1899.

Crowley, Aleister (1875-1947): Despite his age, Crowley (born Edward Alexander) is widely regarded as a leading light in the world of the occult by 1896. Crowley joins the Hermetic Order of the Golden Dawn in 1898, taking the magical name Frater Perdurabo ("I shall endure to the end"). Crowley joins the Ghost Club later that same year. He purchases Boleskine House, on the shores of Loch Ness, in 1899.

Dewar, James (1842-1923): Discovers method for producing large quantities of liquid oxygen in 1891. In 1892 he invents the double-walled vacuum flask. President of the Chemical Society in 1897.

Dodgson, Charles Lutwidge (1832-1898): A mathematician and inventor, Dodgson is better known by his pen name Lewis Carroll. Among his inventions are an early form of Scrabble, a cardboard measure for ensuring drink measures are poured properly, and the Nyctograph, a tablet of coded squares which allows writing without the use of light.

Doyle, Arthur Conan (1859-1930): Friend of Sherlock Holmes and Dr. John Watson, Conan Doyle begins writing up the pair's adventures in 1887. Doyle practices medicine until 1890, after which he becomes a full-time writer, focusing mainly on Holmes and Watson's escapades. Professor Challenger has approached Conan Doyle, offering him the chance to publish the results of his next major expedition.

Eastman, George (1854-1932): Self-educated founder of the Eastman Kodak Company and inventor of rolled photographic film ("rollfilm").

Edison, Thomas Alva (1847-1931): Pre-eminent American scientist and inventor whose inventions include the incandescent light bulb, the phonograph, the stock market ticker, the dictaphone, and the kinetoscope. He is a leading member of several scientifically-oriented Leagues.

Flashman, Brigadier General Sir Henry Paget, VC KCB KCIE (1822-1915): General Flashman once described his three talents as horsemanship, foreign languages, and fornication. During his military career Flashman served in the First Anglo-Afghan War, the Charge of the Light Brigade, the Battle of Little Big Horn, and the Battle of Isandlwana. Despite being the recipient of the Victoria Cross and being awarded two chivalric titles for bravery, Flashman readily admits to being a craven coward—he simply has a knack for survival that makes him appear exceptionally brave.

Fogg, Phileas (1839-1902): Renowned traveler, famous for completing an extraordinary trip around the world in 80 days, on a wager from a fellow member of the Reform Club. He was the first to congratulate Nellie Bly when she bested his achievement in 1890.

Frazer, James George (1854-1941): Scottish anthropologist and author of the scandalous *Golden Bough*.

Grace, Dr. William Gilbert (1848-1915): An amateur cricketer, Dr. Grace made his debut at the age of 16. He is widely regarded as the best cricketer ever to take up the bat, and is a prominent member of the Gentlemen's Sporting Association.

Gray, Dorian (????-????): An immortal hedonist whose portrait ages instead of him. The worse the sin Gray commits, the faster the painting ages. Gray appears to be in his mid-twenties, but claims to be at least 100 years old.

Hale, George Ellery (1868-1938): Solar astronomer with a keen interest in the solar religions of the ancient world.

Harker, Jonathan (1861-1927): English solicitor, husband of Mina (née Murray), and father of young Quincey. Following his encounter with Count Dracula, Harker became a member of the Ghost Club.

Holmes, Mycroft (1865-1929): Older brother of Sherlock Holmes and prominent member of the Diogenes Club. No less astute than his brother, Mycroft has no interest in performing the legwork necessary to solve crimes. He is employed by the British government as an analyst, though his work for them is sporadic. His brother has claimed Mycroft is the government.

Holmes, Sherlock (1854-1914?): The world's greatest consulting detective. Holmes has a razor-sharp mind and amazing powers of deduction. He suffers

from acute boredom, though, a problem he alleviates through the habitual use of cocaine.

Houdini, Harry (1874-1926): Born Erick Weisz. Houdini is at the start of his career, working as a stage magician. He is also a member of the Ghost Club, working tirelessly to expose fake mediums.

Irving, Henry (1838-1905): Born John Henry Brodribb, Irving is a renowned stage actor and theater manager. He receives a knighthood in 1895, the first actor to achieve such honor.

Jekyll, Dr. Henry (1854-??): In 1889 the well-loved physician took the first dose of a home-brewed potion, unleashing his dark, immoral side, a creature known as Mr. Hyde. Unfortunately, Jekyll has begun to transform into Hyde uncontrollably, for longer periods of time, and he now needs the potion to retain his true nature.

Kingsley, Mary (1862-1900): Female British explorer. She spends a great deal of her time in West Africa, studying the native cultures.

Kitchener, Horatio Herbert, Baron Kitchener (1850-1916): Commander-in-Chief of the British Army in Egypt as of 1892. Leads Britain to victory against the Mahdists in Sudan during the late 1890s. Awarded the title of baron in 1898, and appointed Chief of Staff of British forces during the Second Boer War.

Lister, Joseph (1827-1912): English surgeon and pioneer of using antiseptics in surgical procedures. From 1895-1900, he is president of the Royal Society. In 1897 his work earns him the title Baron Lister of Lyme Regis.

Lowell, Percival (1855-1916): Businessman, inventor, and astronomer. Lowell is made privy to the failed Martian invasion of England of 1883 and has devoted his life to studying the red planet.

Lumière, Auguste (1862-1954) & Louis (1864-1948): Pioneers of the motion picture, the Lumière brothers host the first paid admission movie in 1895, having patented the *cinématographe* earlier that year. They are perfectly willing to give Leagues use of their invention, on the condition the brothers have rights to the first showing of any footage.

Marconi, Guglielmo (1874-1937): Invents wireless telegraphy in 1894. While the Leagues understand the value of this, his ideas are seen to have no practical application by society at large.

Melville, William (1850-1919): Once dismissed from the police for insubordination, he later rejoined as a member of the Criminal Investigation Department. He achieved fame in the right circles in 1887 when he foiled a plot against Queen Victoria. In 1893 he becomes Superintendent of Scotland yard's Special Branch, whereupon he embarks on a series of high profile and well-publicized raids against anarchists operating on British soil.

Mendeleev, Dmitri Ivanovich (1834-1907): A Russian chemist and inventor. Mendeleev's work on the periodic table in the 1860s revolutionized chemistry. Although an old man, he continues in his work in the hope of filling in the missing elements before his death.

Murray, John (1841-1914): Pioneering marine geologist and oceanographer. He is a leading advocate of submarine technology.

Nansen, Fridtjof (1861-1930): Norwegian polar explorer and a skilled skater, swimmer, and skier. Led the first crossing of Greenland on skies in 1883. In 1893 he deliberately allows his ship to drift in the cold waters in the hope it will drift over the North Pole. In 1895, after his experiment proves a failure, he leaves the ship and sets out on foot to reach the North Pole. He fails, but sets a new record by reaching 84° N. During the voyage they become lost, and more than a year elapses before he finds his way home.

Nemo, Captain (18??-1874?): Born Prince Dakkar, Nemo fought in several rebellions against British rule in India. After the death of his family at British lands and the subsequent confiscation of his lands in 1857, he spent what remained of his vast fortune constructing the fabled submarine vessel *Nautilus*, which he used to terrorize the high seas. He is believed to have died in 1874 during a volcanic eruption.

Nightingale, Florence (1820-1910): Famous for her work during the Crimean War, Florence is largely bed-ridden these days. She remains an advocate of social change and, when her infirmity allows, speaks at several women-only social clubs.

Peary, Robert Edwin (1856-1920): American explorer. Completes investigations into the interior of Greenland in 1886 and 1891. Peary is unusual in that he has studied Eskimo survival techniques, giving him an edge over his rivals.

Quatermain, Allan (1814-1887?): English explorer and big game hunter. Quatermain is an advocate of colonialism in that it brings civilization to the dark areas of the world, but also believes Africans should have a voice in how their countries are governed. In his youth he hunted for pleasure, but in later life hunted only to earn a living, having realized his profession was destroying the wilds of Africa. Following the death of his son to smallpox, he sets off on a final expedition, apparently meeting his death in 1887. Rumors abound, though, that he continues to wander the last wildernesses of Africa, either unwilling or unable to truly die.

Raffles, Arthur J. (1865-1937): Renowned gentleman thief, master of disguise, and famous gentleman cricketer (a euphemism for an amateur for plays for fun), Raffles makes a living carrying out ingenious burglaries. Raffles considers himself an amateur thief, since he has no need or desire to engage in criminal work on a regular basis. In 1894 Raffles is seemingly killed, but reappears in 1897 in the guise of an invalid gentleman. In 1899, he volunteers to fight in the Boer War—that South Africa has many diamond mines can surely be no coincidence.

Ramsay, William (1852-1916): Scottish chemist and discover of the noble gases: argon (in 1894), neon,

xenon, and krypton (in 1895). He also isolated terrestrial helium in 1895.

Reuss, Theodor (1855-1923): An Anglo-German who began his adult life as a reporter and music hall singer. During the 1880s he was an anarchist and police spy for the Prussian Secret Service. Around this time he also becomes interested in the occult, becoming part of the attempt to revive the Bavarian Order of Illuminati. Publicly the attempt fails, but in secret the revived Order begins to manipulate events in Prussia.

Scott, Lieutenant Robert Falcon (1868-1912): Ambitious young British Navy torpedo officer. Scott's family suffers hardships in 1894, leaving the young man to support his remaining kin. As a result, he becomes more involved in expeditions, hoping to make a reputation for himself and achieve promotion.

Stanley, Henry Morton (1841-1904): Welsh journalist and explorer. Famous for his expedition to track down Dr. Livingstone in the African interior. His book, *Through the Dark Continent*, details his 999 day expedition of 1874-77, which followed the source of the Congo River to the sea. From 1895 to1900, serves as a Member of the British Parliament.

Stevenson, Robert Louis (1850-1894): Scottish writer and poet, and author of *Treasure Island* and *Kidnapped*. Since 1890, Stevenson has been living in the Samoan Islands, where he is much loved by the natives. Shortly before his untimely death, Stevenson admits that Captain Flint's treasure, fictionalized in *Treasure Island*, is no myth, and that his last years have been spent searching for the buried booty.

Strindberg, Johan August (1849-1912): Swedish polymath: author, playwright, painter, and occultist.

Sullivan, Louis (1856-1924): American architect, father of the modern skyscraper.

Tesla, Nikola (1856-1943): Serb inventor, engineer, and genius extraordinaire. Without peer in the field of electrical energy, his many inventions include alternating current, the induction motor, the Tesla coil, wireless transmission of electrical energy, and the death ray. Tesla, who examined wreckage from the first Martian invasion of Earth, believes he can reverse engineer the higher aspects of Martian technology, though his plans may take many years.

Twain, Mark (1835-1910): Born Samuel Clemens, Twain is a celebrated author and humorist with a fascination for science and technology. He is a popular guests speak on London's club circuit, having been given honorary membership in no less than 16 clubs.

Van Helsing, Professor Abraham (1836-1903): Dutch metaphysician, philosopher, scientist, doctor, and vampire hunter.

Verne, Jules (1828-1905): French author and close friend to Axel Lidenbrock, Phileas Fogg, and the mysterious Captain Nemo. Verne, an accomplished inventor, writes his many books not from his imagination but the many exploits he has enjoyed in his long life.

Watson, Doctor John (1842-1922): Former British Army surgeon now in private practice. A crack shot, Watson assists Sherlock Holmes, with home he once shared rooms, in his investigations. He marries Mary Morstan in 1889 (who dies in 1896).

Wells, Professor Herbert George (1866-1946): Inventor and scientist, Professor Wells has put forward theoretical designs for a time machine, an invisibility serum, and a Moon rocket, but has so far failed to raise funding to have any prototypes built. He is the founder of the Temporal Society and a member of several prominent scientific Leagues. In 1898 he publishes *War of the Worlds*, a fictional work, a cautionary tale intended to alert the British public to the very real threat of a Martian invasion.

Westcott, William Wynn (1848-1925): English coroner and Freemason. Co-founder of the Hermetic Order of the Golden Dawn in 1887. He gives up his public involvement with the Order in 1896, as any association with the study of the occult was deemed unseemly for a coroner.



Chapter the Second: Concerning The Nature of Character & Inherent Qualities

2

"I think that at that time none of us quite believed in the Time Machine. The fact is, the Time Traveller was one of those men who are too clever to be believed: you never felt that you saw all round him; you always suspected some subtle reserve, some ingenuity in ambush, behind his lucid frankness. Had Filby shown the model and explained the matter in the Time Traveller's words, we should have shown him far less scepticism. For we should have perceived his motives; a pork butcher could understand Filby. But the Time Traveller had more than a touch of whim among his elements, and we distrusted him. Things that would have made the frame of a less clever man seemed tricks in his hands. It is a mistake to do things too easily. The serious people who took him seriously never felt quite sure of his deportment; they were somehow aware that trusting their reputations for judgment with him was like furnishing a nursery with egg-shell china." —H.G. Wells, *The Time Machine*

The heart of this setting isn't the rules or setting background, but the player characters. It is these individuals, with their unique goals and motivations, which drive the stories the Gamemaster will tell. Players have the duty to create interesting characters who will interact with the game world and play an active role in adventures. Each time you play, you'll be assuming your character's role, much like an actor in a play. As the game progresses, the character will grow and develop. Given some luck and a dash of bravado, your character will rise from novice to great hero, renowned among the citizenry and respected by his or her peers.

While you can easily create a character on your own, it's best for the players to sit down together along with the Gamemaster and make them. This way, the Gamemaster can answer any questions relating to the style of game she will run, as well as guide the players through the character creation process.

Creating a character involves several steps. Take each step in turn and work through it slowly, thinking about the sort of character you want to play as you do. By the time you've finished, you should have a fully fleshed out character, not just in terms of numbers and game mechanics, but also his persona, desires, and goals.

Readers should note the terms "globetrotter," "adventurer," "hero," "character," and "party" all refer to player characters.

A NOTE ON NATIONALITY

Of the great nations of the Western world, four stand out as most suited for characters in *Leagues of Adventure* as Victorian-era stereotypes: Great Britain, France, Germany, and the United States of America. This is the age of the well-mannered British gent, the cultured Frenchman with his secret love of cabaret, the monocle-wearing German in his starched, pressed uniform, and the brash American keen to make his name in the world. While these are considered the core adventuring nations, they don't have to be the only ones—a great character could just as easily be a Russian explorer, a Dutch merchant, or a Chinese diplomat. As long as the character concept is appropriate to the Victorian era, it should work quite well.

France: The Third French Republic is the second greatest colonial power after Great Britain, its major territories in Canada, West and North Africa, and Indochina. In the last century France witnessed the bloody uprising of the French Revolution, the rise of Emperor Napoleon I, the restoration of the monarchy, a second revolution, the creation of the Second Empire under Napoleon II, and, a mere 20 years ago, the creation of the Third Republic.

Germany: Since the unification of the 39 states in 1871, Germany has emerged as an industrial power. Under Kaiser Wilhelm I, German signed a tripartite military pact with Austro-Hungary and Italy as protection against the two superpowers of the age, Great Britain and Russia. Due to internal differences between the Kaiser and



Regarding the Sexes

Historically, the Victorian world was male-dominated, with women firmly kept in subordinate and supporting roles, denied many rights and choices according only to men. *Leagues of Adventure* is set in an alternate world, one where women have certain privileges their historical counterparts lacked. As such, many professions, and virtually all Leagues, are open to female characters.

Common sense should still be applied, though. For instance, introducing female clergy or military officers would be a huge (and jarring) change to the Victorian world, and some Gamemasters may wish to limit Archetypes like politician to men only—while *Leagues of Adventure* is a more enlightened and accepting world, it still isn't anywhere as equal as our own.

the Chancellor, Germany's colonial ambitions were seriously delayed. As a result, its overseas territories pale in comparison to those of Great Britain and France.

Imperial Germany is militaristic, favoring a crisp uniform with a chest full of medals over noble titles and swollen bank accounts. Prussia, the largest state, dominates the government and military with ruthless efficiency.

Great Britain: Great Britain boasts the world's largest empire, city, economy, and military, and holds claim to many of the great inventions of the age. It is the age of the *Pax Britannica*, watched over by Queen Victoria, and governed by an elected Parliament. Like most nations of the time, Great Britain is a stratified society where the wealthy enjoy opera, the arts, and theater, while the poor and downtrodden seek refuge in gambling, prostitution, and drinking. Changes are afoot, though, and many reforms are being passed to improve conditions. For Britain's elite in the late Victorian Age, it is the heyday of great luxury and opportunity.

United States: At the dawn of the last decade of the 19th century, the U.S. comprises 44 States and several territories. Though bound together by common purpose, the States remain largely independent in terms of local laws, and each has a distinct identity. Adding to this cultural melting pot are the countless immigrants from across the globe who come to America seeking a new and better life. Although the chaos and destruction of the American Civil War is ended, America faces a new financial crisis, caused by the collapse of several railway firms.

Character Generation Overview

Step One: Archetype (p. 17)

Choose an Archetype or make up one of your own. Your Archetype represents your character's role and is used as a guide for character creation.

You should also skip ahead to the Rank Resource description (see page 59). Every character automatically begins as a member of a League, a body of men and women dedicated to a specific goal or cause. Looking at the sample Leagues now will give you a better understanding of the type of character you might want to play.

Step Two: Motivation (p. 21)

Choose a Motivation or make up one of your own. Your Motivation represents your character's driving goal and gives him a reason to be in the game.

Step Three: Primary Attributes (p. 25)

Choose Attributes. You have 15 Attribute points to buy Primary Attributes ratings, which are purchased on a one-for-one basis. You must put at least one point, but no more than five points, in each of the six Attributes.

Step Four: Secondary Attributes (p. 28)

Calculate Secondary Attributes. Your Secondary Attribute ratings are calculated based on your Primary Attributes:

Size = 0 (Average Human)
Move = Strength + Dexterity
Perception = Intelligence + Willpower
Initiative = Dexterity + Intelligence
Defense = Body + Dexterity – Size
Stun = Body
Health = Body + Willpower + Size

Step Five: Skills (p. 30)

Choose Skills. You have 15 Skill points to purchase Skill Levels, which are purchased on a one-for-one basis. You may purchase up to five Levels in any one Skill at character creation.

Zero-Level Skills: Globetrotters begin play with four Skills at Level 0. Two of these may be freely chosen by the player, and represent his character's background. The other two *must* come from the character's League (see page 59). Note that some Leagues allow the choice of one or more free Skills, representing a wide variety in membership.

Skill Specializations (Optional): You may want

to have your character specialize in a particular aspect of a Skill. Every time your Specialization applies to an action, you receive a +1 bonus to your Skill roll. Skill Specializations cost a half-point each, and you must have at least one Skill Level in a Skill to purchase a Specialization for it. You may only have one Specialization in any one Skill at character creation. Advanced Skill Specializations may be purchased with Experience points during play.

Step Six: Talents and Resources (p. 39)

Choose one Talent or one Resource. Talents represent your character's special abilities while Resources represent your character's power, wealth, and influence. Talents are never lost, but Resources may be gained or lost during play.

Zero-Level Resources: Globetrotters begin with Followers and Rank at Level 0. These represent a trusty servant and membership status within a League.

Step Seven: Flaws (Optional) (p. 66)

Choose a Flaw. Flaws represent your character's physical, mental, or social shortcomings. If your character is hurt or hindered by his Flaw during play, you earn Style points that may later be spent for bonus dice on a roll. Taking a Flaw at character creation gives your character one starting Style point.

Step Eight: Experience (p. 72)

Spend starting Experience points. Your character starts play with a certain amount of life experience. You have 15 Experience points to spend on Primary Attributes, Skill Levels, Skill Specializations, or additional Talents and Resources. Unspent Experience points may be carried into play with Gamemaster approval.

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Talent	15 points
Resource	15 points

Note: The Gamemaster may vary the amount of starting Experience points depending on the power level of the game she is running. If a player is creating a new character to join an existing party, he may be given additional starting Experience points so as not to lag behind the other characters.

Step Nine: Finishing Touches (p. 72)

Now that you have determined your character's skills and abilities, it's time to fill in the rest of the details. Name your character and write a physical description.

Building a Party

Talk to the other players about the Archetypes each of you will be playing, as everyone should have a sense of what role their characters fill in the party. In addition, make sure to define each character's area of expertise. You don't want to end up far from home without a critical skill or ability! The game will be smoother and more fun if everyone knows how his or her character contributes to the group, with each contributing in different ways whenever possible.

By the same token, it's a good idea to talk about character Motivations with the other players. You don't have to be explicit about your character's Motivation if you don't want to, but it helps to know which ones are incompatible with the rest of the party. Even if everyone knows their character's role, the game could dissolve into infighting if characters have conflicting goals. Discussing Motivations ahead of time lets the group set the level of interpersonal conflict, if any, they'd like to have in the game.

Check with the Gamemaster if there are any questions about which Archetypes or Motivations might be best suited for the game.

Make up a character background and pick out his gear. Your character is almost ready to play!

Step Ten: Style (p. 72)

Calculate starting Style points. If you took a Flaw during character creation, you start play with one Style point. The Gamemaster may award additional Style points for writing a character background, creating props or costumes for a session, or other activities that contribute to or enhance a gaming session.

Archetypes

The first step in character creation is choosing an Archetype to play. Archetypes represent classic roles and iconic character types for you to portray. Think of them as concepts and stereotypes for you to build upon, not as templates of skills and abilities.

Whereas as some roleplaying games allow total freedom of choice when it comes to character types, *Leagues of Adventure* assumes the heroes are of sufficient social status to belong to a gentlemen's (or ladies') club.

Hence, heroes should be middle-class and upward or of good adventuring stock, rather than the lower class or criminal professions.

You'll find a selection of well-suited Archetypes you can pick from below. Choose the Archetype that most appeals to you (or will fit best with the other characters) and put your own spin on it. There are many different Archetypes; the ones most common to *Leagues of Adventure* are listed below. Archetypes needn't be read in isolation. Doctor Watson, for example, was a retired Army doctor who practiced medicine in civilian life. If none of these take your fancy, by all means work with your Gamemaster to create an entirely new one.

Academic

Knowledge is power, a fact not lost to professors. Academic covers everything from scholars who pry ancient secrets from cryptic texts written millennia ago in languages now long dead, to those who seek to classify the many wonders of the universe and preserve knowledge for future generations, to practical scientists seeking to understand the natural world through direct observation and experimentation.

Academics need at least one area of expertise. Such fields include antiquarianism (an early form of archaeology), students of a specific historical period, and art or literature historians. As such, they are fonts of useful information, very helpful to any expedition. Not all Academics are confined to the library, with many of them thriving and excelling in the field.



Adventurer

Adventurers are always on the move in an endless quest for danger and excitement. They are typically well traveled and often have a useful skill, such as an unerring sense of navigation or even the ability piloting an aero craft, making them an asset to any expedition. They are experienced at getting into and out of tight spots and can fight when the situation calls for it. Adventurers are fiercely independent and tend to do things for their own reasons.

Aristocrat

As the huddled masses of the poor slave for a pittance in factories, in dark mineshafts, or in the fields, while the middle classes serve to ensure industry and bureaucracy run smoothly, the aristocracy lives a life of unparalleled luxury. Few nobles have any need to work for a living, and thus have excessive amounts of time to spend on the pursuit of leisure. At the same time, they are charged with the governance of their lands and management of the wealth that they have. Minor Aristocrats have small estates with modest incomes, while the royal line holds large swathes of land, both at home and abroad.

Artist

Artist covers stage magicians, sculptors, ventriloquists, painters, escapologists, actors, writers, and pretty much any other artistic occupation you can imagine. Some Artists become globetrotters out of idle curiosity or the desire to witness new, inspiring vistas they can bring to their art. Others wish to be the first to paint unseen landscapes, or to marvel at the artistic wonders of the ancient world long lost in the endless jungles or buried beneath shifting desert sands. For some, travel not only broadens their horizons—it broadens their popularity.

Big Game Hunter

In remote corners of the darkest jungles, hunters speak in hushed whispers of far greater prey, prey which, if bagged, could make a man's reputation. Hunters are expert scouts and trackers, hunting animals for food and/or

sport. They also track people, which is useful for bounty hunting or search-and-rescue operations. They are often deadly with ranged weapons, but they may seek to challenge themselves by using less effective weapons. With their ability to protect and provide for other people, they are a huge benefit to any expedition they join. Whether after tigers in India or elephants in Africa, big game hunters must be wary, lest the hunter become the hunted.

Businessman

Businessman is a catch-all Archetype covering occupations such as factory owners, bank managers, and merchants. Firmly entrenched in the middle classes, these captains of industry and bureaucracy represent the backbone of the civilized world, keeping the wheels of industry and commerce running smoothly and the factory chimneys belching thick clouds of thick, acrid smoke. Businessmen are often social climbers or out the secure new sources of wealth, both of which can require travel to new lands.

Celebrity

Celebrities are famous for their talent, their looks, their wealth, or for performing an amazing or outrageous action. They often have some useful skill or ability and can bring attention (for good or ill) to any expedition they join. Some Celebrities have tired of the spotlight, or care more for their craft than the notoriety that comes with it. These individuals will go to any lengths to either find inspiration or simply to get away from it all.

Clergyman

While European clergy are Catholic or Protestant (or one of the many denominations), a foreign clergyman might be Buddhist, Hindu, Jewish, or Muslim. Fire-and-brimstone preachers in the densely-packed slums of the great, smoke-choked cities rail loudly against social injustice and urge continual abstention from the many vices that wrack society's poor. Plump, gentile men of the cloth administer to the inhabitants of quaint, rural villages, sipping tea and quaffing cakes, while discussing the latest cricket scores with the local squire. Fervent missionaries brave virulent diseases and hostile natives to bring the word of God to heathen lands.

Criminal Mastermind

While anyone can be of criminal bent, it takes a certain amount of arrogance and genius to be a true criminal mastermind. These cunning and quick-witted villains think big—why rob a bank when you can steal the Crown Jewels? Criminal masterminds come in many forms—an inventor creating a deadly war machine, an anarchist seeking to overthrow democracy, a crazed military officer looking to stir up war in Europe, or even a nobleman looking to become the world's greatest gentleman thief.

Surname Pronunciation

Certain surnames are most definitely not pronounced the way they are spelled. Mispronunciation is a clear way to show one's social class.

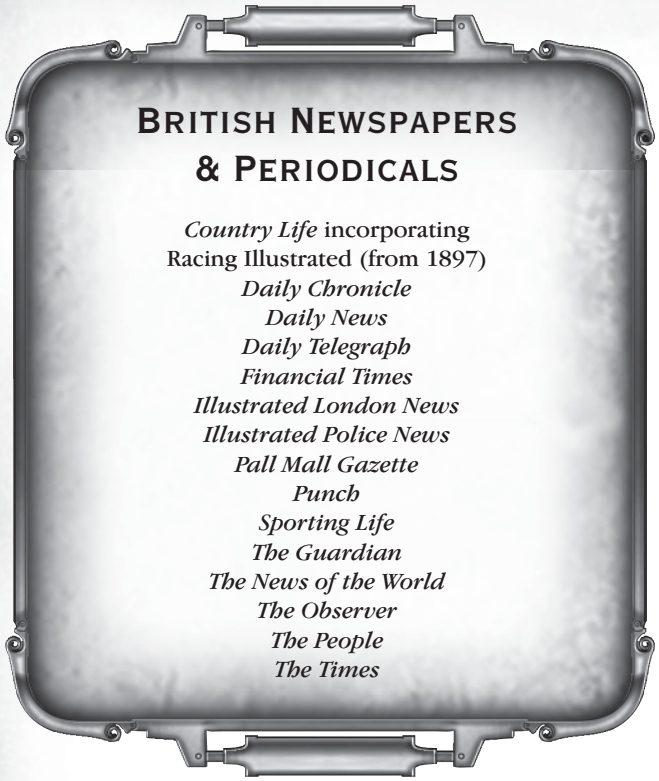
Written	Pronounced
Auchinlech	Afflek
Beauchamp	Beacham
Beaulieu	Bewley
Belvoir	Beaver
Blyth	Bly
Cholmondley	Chumley
Cockburn	Coburn
Colquhoon	Calhoon
Featherstonehaugh	Fanshaw
Houghton	Horton
Le Fanu	Leff-new
Mainwaring	Mannering
Maugham	Mawm
Menzies	Ming-is
St Clair	Sinclair
Woolfhardisworthy	Woolsey
Wymondham	Wind-am

Everyman

Everymen are the men and women that make up the general populace. They are regular people with jobs and families, whose biggest concern is simply making ends meet. While henchmen tend to be general laborers or tradesmen such as bookkeepers, cooks, or mechanics, globetrotters fill a middle class role, such as accountants or bank clerks. Their lives may not be exciting, but they keep the wheels of industry turning. Whether sensible and dependable or dreaming of a life of adventure, these working class heroes never actually expect to save the world—and yet they often seem to end up in that position. When the chips are down and the situation looks grim, they are capable of saving the day in the most unlikely and unexpected ways.

Explorer

The invention of the train and airship has aided in making the world more accessible to the daring traveler, but there is still much of the globe that remains unexplored. Step outside the quiet villages and over-crowded cities of Western Europe, cross beyond the edges of the map, and one enters a world of dark jungles, immense



British Newspapers & Periodicals

Country Life incorporating
Racing Illustrated (from 1897)
Daily Chronicle
Daily News
Daily Telegraph
Financial Times
Illustrated London News
Illustrated Police News
Pall Mall Gazette
Punch
Sporting Life
The Guardian
The News of the World
The Observer
The People
The Times

deserts, endless steppes, vast mountain ranges, deep valleys, and fog-shrouded plateaus. In these remote places, forgotten even by the natives, lie the remains of countless ancient civilizations, each with its own story... and priceless treasures. Exploration, therefore, can be its own reward, both financially and in terms of reputation.

Government Official

As the hands of the colonial power stretch across the globe, snatching up countries and spreading the wonders of technological civilization, so the wheels of bureaucracy grow ever bigger. Responsible for ensuring everything runs smoothly are the government officials. This broad Archetype includes many possible occupations. Diplomats are placed in a foreign land to ensure their home nation's interests are placed before those of rival powers. Governors watch over the populace of conquered lands, juggling the needs of the homeland against those of the indigenous population. Politicians, sitting thousands of miles from regional outposts, dictate the governance of the burgeoning empires. Lower down the pecking order are the humble clerks, who authorize and stamp the mountains of paperwork generated each day.

Guardian

Guardians are devoted protectors of persons, places, or objects. They might be protective for reasons of greed, ideological convictions, or unexamined subconscious needs, but all Guardians share the will to supplant their immediate desires with constant preparation and eternal vigilance. Whether the threat is physical, political, or otherwise, Guardians train their minds and bodies for the moment of crisis and pass their free time contemplating every scenario which might present a threat. Guardians who have lost their charge sometimes feel that they owe their own lives as penance, but most will seek redemption by attaching themselves to something or someone else in need of protection.

Inventor

Motorized carriages pump out clouds of smoke as they rattle through cobbled city streets. Airships powered by propellers (or even rockets) ferry cargo and passengers over sea and land. Steamships prowl the vast oceans, unhampered by lack of wind. Mole machines tunnel into the earth, allowing the rapid excavation of minerals. Land dreadnoughts and rapid-fire machineguns deal out death on an industrial scale. These technological wonders (considered monstrosities by many) might not be everyday sights, but the fact they exist is testament to the inspired genius of Inventors. From self-taught tinkers in garden sheds to trained professionals in government-sponsored workshops stocked with cutting-edge tools, Inventors are the greatest minds of the age, pushing the boundaries of technology to dizzying—some say terrifying—new heights.

Law Man

From the seedy underbelly of society, with its pimps, opium gangs, muggers, and burglars, to the devious and twisted minds of arch criminals, there are those who seek riches, glory, and power by unlawful means. Pitted against the criminals are officers of the law. This Archetype covers members of Scotland Yard's Special Branch (tasked with fighting terrorism in Great Britain), regular police detectives, Pinkertons, Secret Service Division agents, Texas Rangers, consulting detectives, and inquiry agents (the forerunner of the "private eye"). In general, consulting detectives are more intellectually minded than inquiry agents, the latter preferring a "hands-on" approach.

Military Officer

This is the age of colonialism. Even in lands conquered by dint of diplomacy, it falls to the military to protect the territories and their valuable resources. The emerging flying corps patrols the skies in vast airships bristling with machineguns and laden with bombs. The mighty warships of the navy sail the open seas, protecting trade routes and ever watchful for invasion forces. The army patrols the land on foot, horse, and in war machines, defending the settlements and outposts of the colonial powers from rebellious natives and rival powers. Leading these brave men in all of these services are the gentlemen officers.

Patron

Despite the adventures and fame that await successful globetrotters, few are wealthy individuals. Here enters the Patron, a wealthy and influential individual who can afford to finance pet projects or invest in wild schemes and expeditions. They almost always want something in return for their patronage, usually more wealth, power, or prestige. Some Patrons will choose to sponsor globetrotters simply to be associated with the prestigious expedition, while others seek to use dupes to exploit foreign investments or destabilize governments.

Physician

The increase in travel has brought many new wonders to the civilized world—including many new diseases. The rush to grab land and resources brings nations into dispute, sometimes resulting in brutal conflict. Wherever there is great need for the treatment of illness or injury, one is sure to find a globetrotting Doctor nearby. Travel allows a Doctor to broaden his knowledge of diseases, discover new drugs for the latest pharmacopeia, learn ancient arts such as hypnotherapy and acupuncture, in order to help cure the world's many ills. Physicians might have been stationed overseas on behalf of a government or military, or performing charitable works in distant backwaters. They fill a vital role in any expedition, as having a skilled doctor along can make the difference between life and death for explorers.

Reporter

News is big business. While citizens have a natural curiosity about events taking place in their own backyard, even more clamor for exciting stories and pictures from the wider world. Every day, photographs of Indian maharajas, stories of brave explorers who hacked through dense jungle to discover ancient ruins, and images of natural landscapes unseen in the Western world adorn the front pages of every newspaper, fueling man's desire to travel and explore. Reporters have excellent excuses to pack their bags and travel the globe. After all, what newspaper doesn't want to be the first to report the finding of an intact lost city, the conquest of the world's most secretive realms, or photograph the first meeting between White Men and a heretofore unknown tribe of Amazonian cannibals?

Scientist

Scientists are committed to experimental investigation of the natural world. They tend to focus on life sciences such as botany or zoology, or hard sciences such as geology or physics. Scientists are highly intelligent and extremely knowledgeable in their particular field, making them ideal expedition members. They are usually calm and logical, but all too often there is a fine line between genius and madness.

Who Knows Who?

Given the wide range of Leagues, societies, and clubs the globetrotters can join, not to mention no limit on character nationalities, players may ask how they know each other. Here are some suggestions to get them started.

* The characters start the first adventure as strangers, drawn into a plot and thrown together by circumstance. For example, they may be traveling on the same train when it is hijacked by train robbers or breaks down in the middle of the African veldt. After cooperating on the first adventure, they likely become friends and remain in contact. A variant on this can be having the heroes summoned by a patron who has need of their particular talents.
* There are a multitude of social clubs in London (and in major cities across the globe). The League a character chooses to begin the game with is his major club, not necessarily his only one. Thus, all the heroes might be members of the same bridge club and so know each other socially.
* During character generation, the players might be encouraged to devise "pre-game stories" in which their characters may have encountered each other before. An army officer might have played polo against a nobleman, who in turn has patronized an inventor with a wad of cash, and so on.

Spy

While the world's Great Powers publicly sign treaties or fight wars of words (and sometimes bullets), a secret battle is always being waged, often referred to as the "Great Game." Private businesses and governments alike have a strong desire to keep watch over their rivals and learn their secrets. Across the globe, spies infiltrate rival (and sometimes friendly) governments to steal blueprints, thwart expeditions, sabotage expansion efforts, create scandals that harm rivals (or cover up scandals harmful to their homeland), and learn the enemy's future plans. In *Leagues of Adventure*, being a Spy is a glamorous and dangerous occupation.

Motivations

After selecting an Archetype, the next step is to choose your character's Motivation. Motivation represents your character's driving goal or greatest desire. Characters are

complex, like real people, but there is one thing they want above all else, and it drives their actions.

Identifying your character's primary Motivation is particularly important in *Leagues of Adventure* because very few people are invited to join gentlemen's clubs and explore the world. Understanding why your character is a globetrotter gives your character a real, solid reason to travel abroad in search of adventure, and investing him in the events of the game.

Motivation not only helps you roleplay your character, it also directly impacts play. In game terms, pursuing your character's Motivation earns you Style points that can be exchanged for bonus dice whenever you need them. Roleplaying your character's Motivation is not only fun, it makes him stronger and more versatile, too!

Check with the Gamemaster to see which Motivations are best suited for the game, as she may have selected certain Motivations as the central themes. These represent conflicts and issues that will crop up again and again, over the course of the story. Taking a theme as your character's Motivation will get him more involved in the game, and give you more opportunities to earn Style points.

Choose a Motivation that appeals to you and works well with the other characters. Heroes and villains with differing motivations create conflict and drama, but player characters with mismatched Motivations can be problematic. Work with your fellow players to choose Motivations that work for everyone.

There are many different Motivations to consider for your character, but the ones most common to *Leagues of Adventure* are listed below. Feel free to make up new Motivations or create your own interpretations of those listed here, but be sure to get your Gamemaster's approval first.

Charity

Some characters are better off than others and see it as their moral duty to help alleviate suffering. Others have little to give, but freely give of what little they have.



Charity need not be money—a shoulder to cry on, food and shelter, or agreeing to perform a task, such as rescuing someone for no reward. Regardless, your character is always willing to help those less fortunate than himself at the drop of a hat.

You earn Style points when your character performs a selfless act that benefits another person's life.

Duty

Your character has a strong sense of duty and obligation. He always does what's right and always keeps his word, even if it puts him on the wrong side of the law. He might be running the family business or traveling the globe to fulfill a promise to his ailing father, to follow in a relative's footsteps, or because he is devoted to the ruler of his homeland. Whatever the reason, he'll do whatever is required to fulfill his responsibilities.

You earn Style points when your character acts responsibly or convinces someone to keep their word.

Escape

Your character may have ended up exploring the world by accident, having been sent overseas on false information or because of a lucky event. On the other hand, she may be fleeing from something in his past life. Perhaps it's something so horrible that she'll run to the wastelands of the Earth to get away from it. It could be a painful memory, or she might be on the run from the law or a marriage. She's desperate to escape her circumstances, whatever they may be.

You earn Style points when your character escapes from danger or helps someone run from her past.

Faith

Your character is a true believer. He is devoted to a higher power, or motivated by other strongly held beliefs. Alternately, he may believe that remnants of lost civilizations still exist in the untracked wildernesses, or hold true that the map his father handed down really does lead to a fabulous treasure.

You earn Style points when your character's viewpoint is supported or he converts someone to his beliefs.

Fame

Your character craves attention and loves the spotlight. She may be famous for being talented and beautiful, or for performing some great deed. She may still be waiting for her big break. Regardless, she wants everyone to know her name. Grand adventures like those enjoyed by globetrotters, many of whose expeditions reach the public eye, are a great way to get noticed—and she'll do anything to hear her name spoken or see it in print.

You earn Style points whenever your character does something noteworthy or increases her reputation.

Drama, Conflict, & Motivation

Drama pulls us into a story, making us care how it turns out. In essence, drama is created when characters (and villains!) with conflicting goals meet each other. We don't know what's going to happen, but we're sure it's going to be exciting! Characters' opposing motivations create conflict, which in turn creates drama and engages us in the story. It is important, therefore, to think about your character's Motivation and how it relates to the other characters in the party. Be aware of which character will be your character's main conflict, and the Gamemaster will ensure the villains' Motivations conflict with the player characters' Motivations, and vice versa.

Glory

Your character seeks to become the stuff of legend. Through daring and amazing deeds, he hopes to inspire songs and stories that will be repeated for years—if not for generations. Often, those who seek glory do not look for immediate attention or recognition, but rather hope to achieve immortality as their names become increasingly heaped with honor, praise, and admiration.

You earn Style points when your character enhances his reputation or encourages a friend or adversary to enhance his reputation.

Greed

Your character is always looking for a quick pound or dreaming of the next big score. He may want to plunder lost ruins simply to sell any artifacts to the highest bidder, travel to win a wager, or he may go overseas simply because he's being well paid to travel. All he cares about is money and he's willing to do whatever it takes to get it. Alternatively, maybe your character is after knowledge, not for altruistic reasons but because knowledge can bring financial reward, as well as other benefits.

You earn Style points when your character gets his hands on something particularly valuable or makes a lot of money.

Honor

Your character prides himself on his honesty and integrity. He always keeps his word and never lies. He is dignified, noble, and magnanimous. Living virtuously is not enough, however, so he constantly seeks glory

and recognition for his deeds. He will not tolerate being slandered or ridiculed and will go to great lengths to safeguard his good name and reputation. Fulfilling his responsibilities and protecting his honor are more important than his life; he would rather die than dishonor himself.

You earn Style points when your character protects his reputation or inspires someone to act honorably.

Hope

Your character is eternally optimistic and believes that everything will work out for the best. She is friendly, compassionate, and always tries to see the best in people. She won't give up on something (or someone) while there is even the slightest chance of success, and refuses to let those around her despair. She is not naive and won't ignore the reality of a situation; she simply doesn't see the point in dwelling on unpleasantness.

You earn Style points when your character's optimism is justified or she convinces someone not to give up.

Justice

Your character has a strong sense of right and wrong and believes in fairness above all things. He will champion the underdog and protect the underprivileged. He will not sit idly by when injustices are committed, and will fight for what's right, whether that means taking legal action, distributing a scathing leaflet, or covertly taking up arms against an aggressor. He is capable of picking his battles and strives to ensure the punishment always fits the crime.

You earn Style points when your character rights a wrong or convinces someone to do the right thing.

Love

Your character will do anything for love, even volunteer to travel to the distant ends of the world to prove his devotion, or vow to find a loved one who has gone missing. His feelings may or may not be returned by the other person, but that hardly matters; he is pursuing his heart's desire and will follow wherever it leads.

You earn Style points whenever your character does something romantic or persuades someone to follow his heart.

Mystery

Your character believes in privacy, security, and the inscrutable nature of the universe. She generally takes things at face value and doesn't like it when others snoop into her business. She doesn't promote ignorance, but understands that knowledge and power can be dangerous in the wrong hands and therefore should be closely guarded. Some secrets should be kept until the world is ready for them, and no one should delve too deeply into things man was not meant to know….

You earn Style points when your character protects a secret or convinces someone not to go looking for the truth.

Power

Your character craves power above all else. Whether it takes the form of immortality, controlling others, or defeating his enemies, it's all he ever thinks about. He will go to any lengths—even to the furthest reaches of civilization—to get what he's after. It's his destiny, and he will destroy anything or anyone that gets in his way.

You earn Style points whenever your character acts selfishly or persuades someone to use their power for personal gain.

Preservation

Your character strives to preserve a threatened way of life or a fading body of knowledge. He is unlikely to receive any reward or recognition for his efforts, but failure means the loss of something even more precious than his own life. Perhaps the object of protection is threatened by an outside force, or perhaps the people have simply turned their back on it due to apathy or disdain. Either way, your character will need to embark on a lifelong quest to protect his traditions and his people.

You earn a Style point when your character preserves something for posterity or encourages someone else to do so.

Redemption

Your character has committed a terrible crime or made a tragic mistake, and cannot forgive himself. Perhaps he betrayed his family or caused the death of someone close to him. He may or may not actually be responsible, but blames himself anyway. He hasn't given up hope that he can set things right, and will do whatever it takes to make up for his misdeed.

You earn a Style point when your character rights a wrong that he committed or convinces someone to seek forgiveness for what they have done.

Revenge

Your character has been wronged and cannot rest until she gets revenge on her enemies. She might want vigilante justice, or just to make the offender stand trial for his crimes (perhaps to clear her own name). On the other hand, she may have been ridiculed for her belief in ancient Atlantis and has sworn to prove her tormentors wrong.

You earn Style points when your character settles a score or encourages someone to seek vengeance.

Survival

Your character will do anything to stay alive: eat in-

sects, tree bark, or even his dead companions if it comes to that. He might be seeking out survival situations to test his mettle. He may even be less concerned with his own existence than the well-being of others.

You earn Style points when your character defies death or saves someone's life.

Truth

Your character is obsessed with knowledge, discovery, and truth. She feels a sense of joy when she unravels a mystery or discovers something new. She wants to share what she knows with the world. People have a right to know what is going on and she's going to make sure they get all the facts.

You earn Style points whenever your character makes a discovery or persuades someone to share a secret.

Wisdom

Your character is searching for answers to a dilemma. He may be driven to find peace over a personal quandary or may be attempting to unravel the mystery of the human condition. To gain wisdom, he may study at the feet of a master or seek out the discoveries and experiences that will help him put everything into perspective.

You earn a Style point when your character gains insight into life's mysteries or helps someone else to do so.

Attributes

Human beings have the natural ability to think, move, and act. Everyone possesses these abilities to different degrees. Some people are just tougher, smarter, or more persuasive than others. We may not think about it much, but our natural abilities affect how we interact with the world around us.

Your character is no different. Each character has Attributes that represent his natural abilities. In game terms, Attributes are the basis for all of your character's Skills and special abilities. Virtually every die roll that you make in the game will involve one of your character's Attributes.

Attributes are separated into two categories: Primary Attributes and Secondary Attributes. Primary Attributes represent your character's inherent physical, mental, and social prowess. Primary Attributes are also used to calculate Secondary Attributes, which represent your character's size, movement speed, perception, and combat abilities.

Primary Attributes are rated from one to five, but exceptional characters may have higher ratings. Secondary Attributes are typically rated between one and ten. Player characters may not have zero Attribute ratings (except for Size), as that indicates a complete lack of ability in an area. However, non-player characters and animals may have zero Attribute ratings.

Primary Attribute Rating	Ability	Secondary Attribute Rating
0	Abysmal	0 – 1
1	Poor	2 – 3
2	Average	4 – 5
3	Good	6 – 7
4	Great	8 – 9
5	Excellent	10 – 11
6 or more	Amazing	12 or more

Attribute Rolls

An Attribute is rolled if there isn't a Skill applicable to a given situation, such as when a character is trying to recall a bit of information, keep his balance, or lift something with brute strength. In these cases, the dice pool is equal to double the appropriate Attribute rating. Examples of Attribute rolls are given with each Attribute description.

Primary Attributes

Body

Body represents your character's constitution and toughness. It determines how much damage your character can take and how resistant he is to injury. It also determines how long he can go without food and water. Characters with high Body ratings are rugged and tough, while characters with low Body ratings are frail and sickly.

Note: Your character's Size rating modifies his maximum Body Attribute. A Size 1 character has a maximum Body rating of 6; a Size –1 character has a maximum Body rating of 4.

Body Rolls

Body is rolled when your character attempts to fight off a disease, resist the effects of a drug or poison, and to determine how long your character can hold his breath.

Resistance

Dice Pool: Body x 2

Type: Reflexive Action

Make a Body roll when your character is poisoned or exposed to a contagious disease. The Difficulty of the roll depends on the potency of the toxin or disease. Failing the roll means that your character is poisoned, or has contracted the illness and will suffer its effects (see Diseases, p. 121 and Poisons and Drugs, p. 125).

Disease/Toxin	Difficulty
Mild food poisoning	1
Common cold	2
Malaria	3
Snake venom	4
Arsenic	5

DEXTERITY

Dexterity represents your character's speed, coordination, and agility. It determines your character's ability to avoid damage, and how quickly he reacts to danger. It is also the base for ranged combat, stealth, and larceny skills. Characters with high Dexterity ratings are quick and graceful, while characters with low Dexterity ratings are slow and clumsy.

Dexterity Rolls

Dexterity is rolled when your character tries to catch something before it falls or snatch something before someone else does. It also determines how well your character keeps his balance under hazardous conditions.



Balance

Dice Pool: Dexterity x 2*
Type: Reflexive Action

Make a Dexterity roll when your character is in danger of losing his balance. The number of successes you roll must equal or exceed the Difficulty of the task being attempted in order for your character to keep his footing. Failing to roll enough successes means that your character loses his balance and falls (see Falling, p. 124).

Balance	Difficulty
Walking on uneven ground	1
Walking across a log	2
Hopping from stone to stone	3
Walking along a narrow ledge	4
Walking a tightrope	5

** Characters with the Athletics or Acrobatics Skill may substitute either Skill rating for this roll.*

STRENGTH

Strength represents your character's vigor and muscle power. It determines how much damage your character does in close combat, and how much weight he can carry. It is the base for close combat and athletic skills. Characters with high Strength ratings are strong and powerful, while characters with low Strength ratings are weak and lethargic.

Note: Your character's Size rating modifies his Strength Attribute. A Size 1 character has a maximum Strength rating of 6; a Size –1 character has a maximum Strength rating of 4.

Strength Rolls

Strength is rolled any time your character tries to lift or break an object through brute force. It also includes shoving another character, or taking an item away from someone.

Feats of Strength

Dice Pool: Strength x 2*
Type: Standard Action

Make a Strength roll when your character attempts to pick up an item. The Difficulty of the task depends upon the weight of the object. Failing to roll enough successes means that your character did not pick up the item, or only partially lifted it.

Weight	Difficulty
50 lbs.	1
100 lbs.	2
250 lbs.	3
500 lbs.	4
750 lbs.	5
** Characters with the Athletics Skill may substitute that Skill rating for this roll.*	

CHARISMA

Charisma represents your character's confidence and personality. It also determines how persuasive and attractive your character is to others. It is the base for interpersonal and performance skills. Characters with high Charisma ratings are charming and magnetic, while characters with low Charisma ratings are rude and unattractive.

Charisma Rolls

Charisma is rolled whenever your character tries to charm or ingratiate himself to someone else. It also represents your character's ability to befriend animals.

Influence

Dice Pool: Charisma x 2*
Type: Standard Action

Make a Charisma roll whenever your character tries to influence a non-player character (NPC). The Difficulty of the task is equal to the NPC's Willpower rating. Allies loyal to you are easier to sway, so you receive a +2 bonus to your Charisma roll. Conversely, sworn enemies are harder to influence, so you suffer a –2 penalty to your Charisma roll.

The Gamemaster determines the NPC's initial attitude toward your character, and each success rolled in excess of their Willpower rating improves their attitude by one step. Failing to roll enough successes degrades the NPC's opinion of your character by one step for each success fewer than the required number.

Attitude
Loyal (+2 bonus)
Helpful
Friendly
Neutral
Unfriendly
Hostile
Enemy (–2 penalty)
* Characters with the Diplomacy Skill may substitute that Skill rating for this roll.

INTELLIGENCE

Intelligence represents your character's reason and intellect. It determines how well your character senses the world around him and how quickly he reacts to danger. It is the base for all knowledge and craft skills. Characters with high Intelligence ratings are clever and observant, while characters with low Intelligence ratings are dimwitted and inattentive.

Intelligence Rolls

Intelligence is rolled whenever your character tries to recall a piece of information or commit something to memory. It also determines how proficient your character is at recognizing patterns and putting information together.

Reason

Dice Pool: Intelligence x 2*
Type: Reflexive Action

Make an Intelligence roll when your character tries to make sense of a piece of information or understand the reasons behind a series of events. The Difficulty of the roll depends on the complexity of the information or situation. Failing this roll means that your character is unable to figure it out, or only figures out part of what is going on.

Reason	**Difficulty**
Clear directions	1
Complex instructions	2
Bizarre situations	3
Esoteric information	4
Arcane mysteries	5
** Characters with the Investigation Skill may substitute that Skill rating for this roll.*	

WILLPOWER

Willpower represents your character's courage and resolve. It determines how hard it is for others to manipulate your character. It also represents your character's will to live and determines how much damage he can take in combat. Characters with high Willpower ratings are courageous and determined, while characters with low Willpower ratings are craven and gullible.

Willpower Rolls

Willpower is rolled when someone tries to manipulate your character or when his life is in danger. It also represents his resistance to pain and torture.

Courage

Dice Pool: Willpower x 2
Type: Reflexive Action

Make a Willpower roll whenever your character is in a life-threatening situation. The Difficulty of the roll depends on how threatening the situation is. Failing this roll means that your character is shaken and will try to remove himself from the situation as soon as possible.

Courage	Difficulty
Facing danger	1
Being hurt or wounded	2
Being maimed or disfigured	3
Facing certain death	4
Facing a slow and agonizing death	5

Secondary Attributes

Size

Size represents your character's height, weight, and bulk. Unlike other Secondary Attributes, Size is not calculated: it is set at zero for average human characters. Larger and smaller Sizes are generally for children, animals, and non-human characters.

Your character's Size rating modifies his Defense, Health, and maximum Body and Strength ratings. It is also subtracted from his Stealth and attack rolls. Larger characters are easier to hit, but they're stronger and take more damage to kill. Conversely, smaller

Size Table

Size	Attack/Defense	Health	Max. Body/Strength	Height/Length	Weight	Example
8	–8	+8	14	50–100 ft.	50–100 tons	Blue Whale
4	–4	+4	10	25–50 ft.	10–50 tons	Giant squid
2	–2	+2	8	15–25 ft.	1–10 tons	Elephant
1	–1	+1	6	7–15 ft.	500 lbs.–1 ton	Bear
0	0	0	5	5–7 ft.	100–500 lbs.	Human
–1	+1	–1	4	2–5 ft.	10–100 lbs.	Dog
–2	+2	–2	3	1–2 ft.	1–10 lbs.	Monkey
–4	+4	–4	1	6 in.–1 ft.	½–1 lb.	Toad
–8	+8	–8	0	6 in. or less	½ lb. or less	Insect

Move Table

Move	Combat (turn)	Swimming (turn)	Climbing (turn)	Horizontal Jump*	Vertical Jump*	Walk (hour)	Run (hour)
1	5 ft.	2.5 ft.	2.5 ft.	2.5 ft.	1 ft.	½ mile	1 mile
2	10 ft.	5 ft.	5 ft.	5 ft.	2 ft.	1 mile	2 miles
3	15 ft.	5 ft.	5 ft.	5 ft.	3 ft.	1.5 miles	3 miles
4	20 ft.	10 ft.	10 ft.	10 ft.	4 ft.	2 miles	4 miles
5	25 ft.	10 ft.	10 ft.	10 ft.	5 ft.	2.5 miles	5 miles
6	30 ft.	15 ft.	15 ft.	15 ft.	6 ft.	3 miles	6 miles
7	35 ft.	15 ft.	15 ft.	15 ft.	7 ft.	3.5 miles	7 miles
8	40 ft.	20 ft.	20 ft.	20 ft.	8 ft.	4 miles	8 miles
9	45 ft.	20 ft.	20 ft.	20 ft.	9 ft.	4.5 miles	9 miles
10	50 ft.	25 ft.	25 ft.	25 ft.	10 ft.	5 miles	10 miles

*If your character does not have a running start, his jumping distance is halved.

characters are harder to hit, but are weaker and take less damage to kill. For example, a Size 1 character, being both bigger and stronger than average, may have maximum Body and Strength ratings of 6. He also receives a +1 bonus to his Health rating. Unfortunately, his size makes him a larger target and makes it more difficult for him to hit smaller creatures. Therefore, he suffers a –1 penalty to his attack and Defense rolls. See p. 113 for more information on how Size affects combat.

MOVE

Move represents how fast your character moves during combat and while walking or running. Your character's Move rating is calculated as follows:

Move = Strength + Dexterity*

** Characters with the Athletics Skill may substitute that Skill rating for their Move rating.*

Characters with high Move ratings are strong and fast, while characters with low Move ratings are slow and easily tired. A character's Move rating is used to calculate how fast he can walk, run, swim, climb, and jump. See the chart on page 28 to convert Move ratings to distance.

PERCEPTION

Perception represents your character's ability to notice and interpret his surroundings. It also represents his ability to focus his attention and remain vigilant over long periods of time. The more successes you roll, the more observant your character will be. In some cases, your roll will be opposed by another character's Stealth roll. Failing to roll enough successes means that your character misses something or overlooks a vital piece of information.

Perception = Intelligence + Willpower

Characters with high Perception ratings are insightful and observant, while characters with low Perception ratings are oblivious and unaware.

INITIATIVE

Initiative represents how quickly your character reacts to danger. It also determines when he acts during a combat round. The more successes you roll for Initiative, the earlier your character acts during combat. Your character's Initiative rating is calculated as follows:

Initiative = Dexterity + Intelligence

Characters with high Initiative ratings are quick and vigilant; characters with low Initiative ratings are slow and often surprised.

Negative Health

Small characters tend to be weak and fragile creatures. As such, they receive a penalty to their Health and maximum Body ratings. This may result in a small character starting with a negative Health rating, which is ignored until the character is injured. When the character takes his first wound, the new Health rating takes effect. This usually results in the character falling unconscious; however, a character with a starting Health of –4 or lower will die as soon as he takes his first wound.

DEFENSE

Defense represents your character's toughness and ability to evade attacks. This includes avoiding an attack and protecting vulnerable areas. If an attacker rolls more successes than those resulting from your Defense roll, your character takes the difference in damage, otherwise the attack misses. See p. 114 for more details on Defense and damage.

Your character's Defense ratings are calculated as follows:

Defense = Passive Defense + Active Defense – Size

Passive Defense = Body

Active Defense = Dexterity

Characters with a high Defense rating are tough and hard to wound, while characters with low Defense ratings are weak and easily hurt.

Sometimes your character will only get to use his Active or Passive Defense rating. This normally occurs when your character is unable to evade an attack or when his attacker is only trying to touch him. Some bonuses and penalties will only apply to your Active or Passive Defense ratings; these bonuses and penalties are ignored when the character is unable to use the relevant aspect of Defense.

STUN

Stun represents your character's ability to shrug off damage and keep fighting. If your character takes more damage than his Stun rating in a single blow, he is stunned and loses his next action. If your character takes more damage than twice his Stun rating in a single blow, he is knocked out for a number of minutes equal to the amount of excess damage he took.

Your character's Stun rating is calculated as follows:

Stun = Body

Characters with high Stun ratings are resilient and determined fighters, while characters with low Stun ratings are weak and easily dispatched.

HEALTH

Health represents your character's vitality and capacity to take damage. This covers both Lethal and Nonlethal damage. Your character can take up to his Health rating in damage without suffering any ill effects. When your character's current Health rating drops below zero, he falls unconscious. When he reaches –5 Health, he dies. See p. 119 for more information about healing and damage.

Your character's Health rating is calculated as follows:

Health = Body + Willpower + Size

Characters with high Health ratings are robust and resistant to wounds; characters with low Health ratings are weak and fragile.

SKILLS

Skills represent your character's training and education over the course of his life. They cover a wide variety of topics and activities—everything from translating an ancient manuscript to performing acrobatic stunts on the back of a horse. The specific Skills you choose for your character will reflect his personality and background. Scholars and soldiers, for example, will have very different areas of expertise. Use your character's Archetype as a guide when selecting Skills.

BASE ATTRIBUTE

Each Skill is based on a Primary Attribute that represents your character's natural ability with a particular Skill. Even if your character has no training, he may still have some proficiency. To be a real expert, however, he needs to invest time and energy into mastering a Skill.

SKILL LEVELS

Skill Levels represent the amount of effort your character has put into learning a Skill, either through formal education or hands-on experience. Your character's Skill rating is calculated by adding a number of Skill Levels to the appropriate Base Attribute rating.

Skill Level	Skill Rating
None	Base Attribute –2
0	Base Attribute
1	Base Attribute +1
2	Base Attribute +2
3	Base Attribute +3
4	Base Attribute +4
5	Base Attribute +5

You may not purchase more than five Skill Levels in any one Skill during character creation, but additional Skill Levels may be purchased with Experience points during play.

SKILL RATINGS

Skill ratings represent your character's overall expertise with a particular topic or activity. More importantly, they determine the number of dice you use when making a Skill roll. Typical Skill ratings are between zero and ten, though exceptional characters may have higher ratings.

Skill Rating	Ability
0 – 1	Abysmal
2 – 3	Poor
4 – 5	Average
6 – 7	Good
8 – 9	Great
10 – 11	Excellent
12 or more	Amazing

ZERO-LEVEL SKILLS

Globetrotters are typically versatile men and woman, having been shaped by their upbringing, culture, gender, position in society, and chosen profession, not to mention the League to which they belong. All characters begin play with four 0-level Skills. Two of these Skills *must* come from the character's chosen League (see page 59). Note that some Leagues allow the choice of one or more free Skills, representing a wide variety in membership. The remaining two Skills are left to the player to decide, but should relate to the character's background and upbringing.

Improving a Skill from 0 to 1 during character generation costs half a point. Improving it during play costs 1 Experience point. After the first Skill Level is acquired, Experience cost reverts to normal.

Skill Specializations

Skills cover a broad range of topics and activities, but you may choose to have your character specialize in a specific aspect of a Skill. A Skill Specialization represents a specific topic, activity, or item that your character is particularly familiar with. For example, your character may be better with pistols or rifles than with other firearms. Whenever your character's Specialization applies to the action being taken, you receive a bonus die to your Skill roll. You must have at least one Skill Level in a Skill to specialize in it, and you may not purchase more than one Specialization in a particular Skill during character creation.

There are countless different Skill Specializations for each Skill; the ones most common to *Leagues of Adventure* are listed below. Feel free to come up with your own Specializations, but be sure to get Gamemaster approval first.

Advanced Skill Specializations

You may use your Experience points during play to purchase additional Specializations in a Skill. In fact, you may even choose to purchase the same Skill Specialization more than once, giving your character even greater expertise in the specified area. If your character has an advanced Skill Specialization, you will receive additional bonus dice (up to a maximum of five) each time that Specialization is called into play. For example, if your character already has a Skill Specialization in Dirty Tricks, purchasing Dirty Tricks again would give your character Dirty Tricks +2; every time he uses a sneaky trick in combat, he will get two bonus dice to his Brawl roll.

Specialized Skills

Some Skills are so broad or complex that you are required to focus on a single Discipline. Each Discipline is treated as a separate Skill, and must be purchased individually at the normal cost for Skill Levels. Specializations for these Disciplines may be purchased at normal cost with the Gamemaster's approval.

Example: *Wayne is selecting Skills for his Academic character and wants to buy three general Skill Levels in Academics to represent his learning. Because Academics is a Specialized Skill, Wayne cannot do this. Instead, he must choose a specific Discipline to purchase instead. Wayne decides History could be useful, and so takes three levels in that Discipline. If Wayne later wanted to purchase, the Law Discipline, he would have to buy it as its own Skill.*

Untrained Skill Rolls

You may normally make a Skill roll even if your character has no Skill Levels in a particular Skill. Your character's untrained Skill rating is equal to the associated Base Attribute with a –2 penalty, plus or minus any conditional modifiers. If this lowers your dice pool to zero or less, you'll automatically fail the roll unless you get some help, take more time, or spend Style points on the roll.

Because of their broad scope, Disciplines within a Specialized Skill cannot be rolled untrained unless you have at least one Skill Level in a related Discipline. If your character has one or more Skill Levels in Chemistry, for example, he could make an untrained Medicines roll using his Chemistry rating with a –2 penalty.



Skill Synergy

Whenever your character has one or more Skills applicable to a given situation, you may receive bonus dice to your Skill roll. Always use the highest appropriate Skill rating for the roll, but gain +2 bonus dice for each applicable Skill with a rating of 4 or higher (maximum of +10 bonus dice). Skill ratings lower than 4 do not provide any bonus. For example, if your character is trying to communicate with a native, and your character has Linguistics 6 and Anthropology 4, you would roll 8 dice for your Skill roll (6 dice for your character's Linguistics rating with +2 bonus dice for his Anthropology rating).

Teamwork

In some situations, characters may work together to complete a project. Each character must have an applicable Skill rating of 4 or higher. The character with the highest Skill rating makes the roll with +2 bonus dice for each person assisting him (maximum of +10 bonus dice). If three characters are trying to fix a damaged steam engine, and your character has Mechanics 5 and the other two characters have Mechanics 4, you would roll 9 dice for your Skill roll (5 dice for your Mechanics rating with +4 dice for your two assistants).

Skill Descriptions

Academics

Specialized Skill

Base Attribute: Intelligence

Academics represents general knowledge of the humanities and liberal arts, acquired through formal education or intensive self-study. Your character has spent time studying a particular subject (such as history, law, or religion) and can discuss this topic at length.

Your character must focus on a specific Discipline:

* History: The study of human history from pre-historic to modern times
* Law: The study of law and the understanding of various legal practices
* Literature: The study of literature, and familiarity with writers and their works
* Philosophy: The study of logic, thought and the meaning of life
* Religion: The study of theology, and familiarity with various religious beliefs

Acrobatics

Base Attribute: Dexterity

Acrobatics represents experience and training in performing highly demanding physical feats such as contortion, juggling, and tumbling. This skill is often performed before an audience but has more practical uses as well, such as balancing on a narrow ledge or breaking a fall. Characters with this Skill may substitute their Acrobatics rating for Dexterity rolls.

Your character may specialize in the following activities:

* Balance: The ability to keep balance in risky and dangerous situations
* Breakfall: The ability to break a fall and take less damage
* Contortion: Your character's ability to contort his body into unusual shapes
* Juggling: The ability to juggle multiple objects simultaneously
* Tumbling: The ability to roll, flip, and jump with grace and style

Animal Handling

Base Attribute: Charisma

Animal Handling represents the ability to train and care for animals. This covers befriending or domesticating an animal, working with it, and teaching it basic commands. Not all animals are capable of learning tricks, and wild animals are unlikely to obey commands until your character has earned their trust.

Your character may specialize in the following animals:

* Birds: The ability to work with carrier pigeons, falcons, and other birds
* Cats: The ability to work with cats, tigers, and other large felines
* Dogs: The ability to work with dogs, wolves, and other canines
* Horses: The ability to work with horses, mules, and donkeys
* Monkeys: The ability to work with monkeys, apes, and other primates

Anthropology

Base Attribute: Intelligence

Anthropology represents the study of humanity. It seeks to answer the questions of what makes us human and why we behave in certain ways. This Skills allows a globetrotter to quickly understand a foreign culture and avoid making social *faux pas*.

Your character may specialize in the following fields:

* Archaeology: The study of ancient human cultures by their objects and ruins
* Culture: The study of human cultures and their art, beliefs, morals, and customs
* Mythology: The study of human cultural myths
* Physical: The study of human and primate evolution and behavior, and osteology
* Social: The study of human social groups and group interactions

Archery

Base Attribute: Dexterity

Archery represents proficiency with primitive ranged weapons, including bows, crossbows, and slings. It also covers the use of more exotic weapons such as blowguns, nets, and bolas.

Your character may specialize in the following weapons:

* Blowguns: Proficiency with blowguns and other breath-powered weapon
* Bows: Proficiency with short bows, longbows, and various arrows types
* Crossbows: Proficiency with different crossbows and bolt types
* Nets: Proficiency with nets and other ranged entanglement weapons
* Slings: Proficiency with slings and various projectile types

Art

Specialized Skill

Base Attribute: Intelligence

Art represents experience and training in a specific art form. It covers a wide range of artistic disciplines such as painting, sculpting, and writing. Characters with this Skill are able to create, design, or critique art within their chosen field.

Your character must focus on a specific Discipline:

* Music: The ability to write and compose songs and musical scores
* Painting: The ability to draw, illustrate, and paint images
* Photography: The ability to take photographs and develop pictures and film
* Sculpture: The ability to carve and sculpt both busts and statues
* Writing: The ability to write poetry, novels, and short stories

Athletics

Base Attribute: Strength

Athletics represents a talent for performing common physical activities such as running, jumping, and swimming. It also covers climbing and throwing—including throwing weapons in combat. Characters with this Skill may substitute their Athletics rating for their Move rating, Strength rolls, and Dexterity rolls.

Your character may specialize in the following abilities:

* Climbing: The ability to scale trees, walls, and other obstacles
* Jumping: The ability to leap horizontally or vertically into the air
* Running: The ability to run over short and long distances
* Swimming: The ability to swim across rivers, lakes, and other bodies of water
* Throwing: The ability to throw objects accurately and over a great distance

Brawl

Base Attribute: Strength

Brawl represents your character's ability to fight with his bare hands. It covers everything from disciplined martial arts maneuvers to clawing and biting. Characters with this Skill are not only adept at hand-to-hand combat, they are able to easily knock down, incapacitate, or throw their opponents.

Your character may specialize in the following attacks:

* Dirty Tricks: The ability to do whatever it takes to hurt an opponent
* Grappling: The ability to grapple and immobilize an opponent
* Kicking: The ability to use knees and feet to hurt an opponent
* Punching: The ability to use hands and elbows to hurt an opponent
* Throws: The ability to flip an opponent or knock him to the ground

Note: Animals and Monsters may specialize in their natural weaponry (e.g., claw, bite, and tail attacks).

Bureaucracy

Base Attribute: Intelligence

Bureaucracy represents knowledge and understanding of administration and organization. It also includes familiarity with different kinds of power structures such as business enterprises, academic institutions, and various levels of government. Characters with this Skill know how to manipulate the system to get what they want.

Your character may specialize in the following organizations:

* Academia: Knowledge and understanding of university policies
* Business: The ability to manage and run a business enterprise
* Government: Knowledge and understanding of governmental regulations
* Legal: The ability to understand and navigate the legal system
* Military: Knowledge and understanding of military protocol

Con

Base Attribute: Charisma

Con represents a talent for lies and deception. It covers bluffing, fast-talking, seduction, and tricking others. Characters with this Skill may get what they want, but they are mistrusted and may have to quickly move on before the marks realize they've been duped.

Your character may specialize in the following deceptions:

* Bluff: Your character's ability to appear stronger or weaker than she really is
* Fast Talk: Your character's ability to get what she wants by fast-talking someone
* Lying: The ability to lie convincingly and with apparent sincerity
* Tricks: Your character's ability to trick someone into doing what she wants
* Seduction: The ability to seduce someone with charm and wit

Connoisseur

Base Attribute: Intelligence

Connoisseur represents a talent for appreciating the finer things in life. It allows the character to identify and discuss objects at some length. Unlike the Art Skill, it grants no talent in creating a work of art. A connoisseur can attribute authorship, validate authenticity, and appraise quality. A connoisseur, for example, can identify brands of tobacco and the sort of person who might smoke it simply by the ash residue.

Your character may specialize in the following areas:

* Art: The ability to identify and appreciate works of art, and attribute them to a creator
* Cuisine: The ability to identify and appreciate ingredients in fine cuisine
* Drink: The ability to identify and appreciate libations by taste and bouquet
* Music: The ability to identify and appreciate a piece of music
* Tobacco: The ability to identify and appreciate tobacco from scent, taste, and ash

Craft

Specialized Skill

Base Attribute: Intelligence

Craft represents experience and training in a specific profession or trade. It covers a wide range of technical and craftsman skills, such as carpentry, electrics, and mechanics. Characters with this skill are able to build, repair, or modify items in their chosen craft.

Your character must focus on a specific Discipline:

* Carpentry: The ability to build and repair wooden structures and furniture
* Chemistry: The ability to prepare and create various chemical compounds
* Electrics: The ability to build and repair electrical devices such as transformers
* Mechanics: The ability to build and repair mechanical devices such as steam engines
* Pharmacology: The ability to prepare and create various medicines and poisons



Demolitions

Base Attribute: Intelligence

Demolitions represents an ability to set and defuse bombs and explosives. This includes handling explosives, gunpowder, and artillery shells. It also includes making homemade and improvised explosive devices. Characters with this skill are able to create tunnels and mines, as well as raze buildings and structures.

Your character may specialize in the following explosives:

* Defusing: The ability to disarm and dispose of explosive devices
* Explosives: The ability to work with explosive compounds
* Gunpowder: The ability to work with black powder explosives
* Improvised: The ability to work with homemade explosives
* Incendiary: The ability to work with homemade napalm and Greek fire

Diplomacy

Base Attribute: Charisma

Diplomacy represents experience and training in handling various social situations. This covers leadership, etiquette,

and politics. It also covers negotiation and swaying others to a particular point of view. Your character is inspiring and has the ability to motivate others. Characters with this Skill may substitute their Diplomacy rating for Charisma rolls.

Your character may specialize in the following fields:

* Etiquette: The ability to act appropriately in a variety of situations
* Leadership: The ability to motivate and inspire others
* Negotiation: The ability to bargain with someone and make a deal
* Persuasion: The ability to sway others to a particular point of view
* Politics: The ability to obtain and hold on to political power

Empathy

Base Attribute: Intelligence

Empathy represents the ability to read people and understand their feelings and motivations. This includes interpreting body language and detecting lies, as well as general intuition and gut feelings about a situation. Characters with this Skill have very good instincts and are hard to fool.

Your character may specialize in the following areas:

* Body Language: The ability to accurately read another's body language
* Emotions: The ability to correctly identify someone's emotional state
* Intuition: The ability to get the feel of an ambiguous situation
* Lies: The ability to detect when someone is lying
* Motives: The ability to figure out someone's true motivation

Expeditions

Base Attribute: Intelligence

Expeditions represents knowledge and skill in the art of managing expeditions, whether acquired through classroom education or direct field experience. It covers everything from small party organization to large-scale travel plans and logistics. Characters with this Skill are able to plan ahead and spot potential disasters before they loom.

Your character may specialize in the following areas:

* Excavation: Ability to plan and lead an archaeological investigation
* Logistics: Ability to equip, move, and maintain an expeditionary force
* Organization: Ability to organize and lead an expedition
* Personnel: Ability to lead locate and lead units such as bearers and guides
* Terrain: Select one from Arctic, Desert, Forest, Jungle, Plains, Mountains, Naval, or Urban

Popular Games & Pastimes

Sports: Billiards, cricket, golf, horse racing (watching), rugby, snooker, tennis
Cards: Baccarat, bridge, faro, piquet, poker, *vingt et un* (forerunner of blackjack), whist
Dice: Hazard (forerunner of craps)
Other Gambling: Roulette

Firearms

Base Attribute: Dexterity

Firearms represents proficiency with guns and firearms. This includes pistols, rifles, shotguns, black powder weapons, and more advanced firearms such as highly experimental submachine guns. Characters with this skill are able to shoot and maintain all manner of firearms with skill and accuracy.

Your character may specialize in the following weapons:

* Archaic: Proficiency with black powder pistols and rifles
* Pistol: Proficiency with all calibers of pistols and revolvers
* Rifle: Proficiency with all calibers of rifles and carbines
* Shotgun: Proficiency with all gauges of shotguns
* Submachine Gun: Proficiency with all calibers of experimental submachine guns

Gambling

Base Attribute: Intelligence

Gambling represents expertise at games of skill and chance. It covers classic games such as poker, blackjack, craps, and roulette. It also includes more exotic games. Characters with this skill have better than average luck and usually walk away from the gaming table with more money than they started with.

Your character may specialize in the following games:

* Active Games: Skill at betting on active sports, such as tennis, and knowledge of variant rules
* Board Games: Skill at playing games like backgammon and chess and knowledge of variant rules
* Card Games: Skill at playing a variety of card games, such as poker and bridge, and knowledge of variant rules
* Cheating: The ability to cheat at a variety of games of chance
* Dice Games: Skill at various dice games, and knowledge of variant rules

Conversing with the Natives

Since the globetrotters are expected to travel the world, how does one handle languages? We recommend the characters pick a language group for each Level in this Skill rather than specific tongues. You'll find a list below of some of the genre-appropriate language groups.

Every character begins with fluency and literacy in their native tongue, but not the associated language group. For instance, a Frenchman speaks French, but if he wants to know other Romance languages, he will need to pick Romance languages as one of his languages.

Languages marked with an asterisk are ancient tongues, spoken only by academics. Whether a given globetrotter understand the ancient language must be adjudicated by the Gamemaster based on the hero's background, profession, or League.

Afro-Asiatic: Ancient Egyptian*, Biblical Hebrew*, Coptic*
Algic: Arapaho, Blackfoot, Cheyenne, Cree, Shawnee
Athabaskan: Apache, Hupa, Navajo
Bantu: IsiZulu, Swahili (central & southern sub-Saharan Africa)
Celtic: Breton, Cornish, Irish, Manx, Scots Gaelic, Welsh
Chinese: Cantonese, Han, Mandarin, Wu
Cushitic: Oromo, Somali (spoken around the Horn of Africa)
Finno-Ugric: Estonian, Finnish, Hungarian, Sami
Germanic: Afrikaans, Danish, Dutch, English, German, Icelandic, Norwegian, Swedish, Yiddish
Greek: Ancient Greek*, Greek
Indic: Bengali, Hindi, Kashmiri, Nepali, Sanskrit*, Urdu
Iranian: Farsi, Kurdish, Parthian*, Pashto, Scythian*
Japanese: Japanese
Korean: Korean
Mesoamerican: Aztec*, Mayan*
Niger-Congo: Dogon, Maninka (west sub-Saharan Africa)
Nilo-Saharan: Dinka, Masai, Nubian (central & eastern Africa)
Romance: French, Italian, Latin, Portuguese, Romanian, Spanish
Semitic: Akkadian*, Arabic, Aramaic*, Hebrew, Phoenician*
Slavic: Bulgarian, Czech, Old Church Slavonic*, Polish, Russian, Serbian, Slovak
Tibetan: Burmese, Sherpa, Tibetan
Turkic: Azerbaijani, Tatar, Turkish, Tuvan, Uzbek

Gunnery

Base Attribute: Intelligence

Gunnery represents skill and accuracy with emplaced and vehicle-mounted weapons. It covers artillery, bombs, cannons, and more exotic weapons such as rockets and torpedoes. Characters with this skill are able to destroy enemies with various types of heavy weapons.

Your character may specialize in the following weapons:

* Artillery: Skill with mortars, field guns, and other indirect fire weapons
* Bombs: Skill with bombs, depth charges, and other unguided weapons
* Cannons: Skill with cannons, tank guns, and other direct fire weapons
* Machineguns: Skill with heavy machineguns and other anti-infantry weapons
* Rockets: Skill with rockets, torpedoes, and other guided weapons

Intimidation

Base Attribute: Charisma

Intimidation represents the ability to browbeat and frighten people. It includes making threats, barking orders, and interrogation. If the situation calls for it, your character can even torture someone to get what he wants. Characters with this Skill are imposing, and generally given a wide berth.

Your character may specialize in the following activities:

* Interrogation: The ability to get information out of someone verbally
* Orders: The ability to get someone to obey direct orders
* Staredown: The ability to get someone to back down by staring at them
* Threats: Your character's ability to scare someone into giving him what he wants
* Torture: Your character's ability to physically or psychologically torture someone to get what he wants

Investigation

Base Attribute: Intelligence

Investigation represents the ability to search for clues and uncover evidence. It also includes researching information and piecing together the clues that your character discovers. Your character is able to interview someone to get their story or get his questions answered. Characters with this Skill are able to unravel virtually any mystery. Characters with this Skill may substitute their Investigation rating for Intelligence rolls.

Your character may specialize in the following activities:

* Crimes: The ability to investigate crime scenes and look for clues
* Enigmas: The ability to unravel mysteries and solve enigmas and riddles

* Interview: The ability to interview someone and get answers to questions
* Research: The ability to do legwork and research to find answers
* Search: The ability to search an area for clues and hiding places

Larceny

Base Attribute: Dexterity

Larceny represents an aptitude for stealing and robbing. It covers everything from petty theft such as picking someone's pocket, to disabling the locks on a duke's vault. Characters with this Skill are able to steal anything that catches their eye, no matter how tricky the security.

Your character may specialize in the following activities:

* Alarms: The ability to set up or bypass security alarms
* Lockpicking: The ability to pick a lock using any available tools
* Pickpocketing: The ability to pick someone's pocket without anyone noticing
* Safecracking: The ability to crack a safe using a variety of methods
* Sleight of Hand: The ability to palm small items and perform magic tricks

Linguistics

Base Attribute: Intelligence

Linguistics represents knowledge and understanding of language structure. It covers encrypting written messages, translating spoken languages, reading lips, and understanding gestures. It also represents the number of additional language groups your character speaks (see sidebar). Characters with this Skill are proficient translators and usually fluent in many different languages.

Your character may specialize in the following areas:

* Codes: The ability to encrypt languages and break secret codes
* Deciphering: The ability to decipher texts, carvings, or tablets
* Gestures: The ability to communicate through the use of expressive gestures
* Lip Reading: The ability to understand someone by reading their lips
* Translation: The ability to translate spoken words from one language to another

Medicine

Base Attribute: Intelligence

Medicine represents medical training and experience. It covers the diagnosis and treatment of diseases for both humans and animals. It also includes bandaging wounds and performing surgery. Characters with this Skill are able to treat illnesses, tend to wounds, and save people's lives.

Your character may specialize in the following fields:

* Diagnosis: The ability to diagnose an illness by observing the patient's symptoms
* Diseases: The ability to prevent and treat a disease with the proper medication
* First Aid: The ability to bandage wounds, stop bleeding, and revive a patient
* Surgery: The ability to perform necessary surgery to correct a medical condition
* Veterinary: The ability to examine and treat animal maladies

Melee

Base Attribute: Strength

Melee represents proficiency with a variety of hand-held weapons. It includes common weapons such as clubs and knives, as well as axes, swords, and spears. Characters with this Skill are deadly with virtually any hand-held weapon.

Your character may specialize in the following weapons:

* Axes: Proficiency with axes, polearms, and other chopping weapons
* Clubs: Proficiency with maces, clubs, and other blunt weapons
* Knives: Proficiency with knives and other small bladed weapons
* Spears: Proficiency with spears, lances, and other extended weapons
* Swords: Proficiency with swords, rapiers, and other bladed weapons

Performance

Base Attribute: Charisma

Performance represents the talent for entertaining people through performance arts such as acting, dancing or singing. It also covers playing musical instruments and delivering a rousing speech. Characters with this Skill are fun and interesting, entertaining, and can often move their audience to laughter or tears.

Your character may specialize in the following performance arts:

* Acting: The ability to play the part of a character or impersonate a specific person
* Dancing: The ability to jump and dance with style and grace
* Musical Instrument: The ability to play a musical instrument with precision and flair
* Oratory: The ability to deliver a persuasive and motivational speech
* Singing: The ability to sing with power and subtlety, with or without music

Pilot

Specialized Skill

Base Attribute: Dexterity

Pilot represents your character's ability to pilot complex and unusual vehicles. It covers the operation of aircraft, ships, sailboats, and more exotic vehicles such as drilling machines and submarines (assuming Gamemaster approval). Characters with this skill are able to pilot a specific vehicle with skill and expertise.

Your character must focus on a specific discipline:

* Aerial: The ability to pilot aeroplanes, autogyros, ornithopters, and zeppelins
* Automotive: The ability to steer automobile, land behemoths, and other motorized ground vehicles
* Balloons: The ability to pilot balloons of all shapes and sizes
* Mole Machines: The ability to pilot tunneling or drilling machines
* Nautical: The ability to pilot ships and submarines of all shapes and sizes

Ride

Base Attribute: Dexterity

Riding represents your character's aptitude for riding all different kinds of mounts, including horses, mules, camels, and more exotic animals. Characters with this Skill are able to ride expertly and control their mounts in combat.

Your character may specialize in the following:

* Camels: The ability to mount and ride a camel without falling off
* Elephants: The ability to mount and ride an elephant without falling off
* Horses: The ability to mount and ride a horse or mule without falling off
* Mules: The ability to mount and ride a mule without falling off
* Vehicles: The ability to steer animal-drawn carts, wagons, and carriages

Science

Specialized Skill

Base Attribute: Intelligence

Science represents your character's education and training in the physical or life sciences. It covers biology, chemistry, geology, engineering, and physics. It also covers mathematics and experimental methods for these disciplines. Characters with this skill are trained in a specific science and can experiment in their chosen field.

Your character must focus on a specific discipline:

* Biology: Knowledge of botany, zoology, and experimental methodology
* Chemistry: Knowledge of chemical compounds and experimental methodology
* Engineering: Knowledge of engineering principles and design methodology
* Geology: Knowledge of minerals and natural resources, and their composition
* Physics: Knowledge of forces, motion, and experimental methodology

Sports

Base Attribute: Dexterity

Sports are enjoyed by both gentlemen (enthusiastic amateurs) and players (professionals) across the world. While many sports are considered the strict domain of men, women can participate in events such as tennis and gold without prejudice. Sports represents your character's ability to play a variety of games, and imparts knowledge of the nuances of the rules.

Your character may specialize in the following activities:

* Ball Games: The ability to play sports such as football (soccer) and rugby
* Cricket: Skilled at bowling, batting, and fielding
* Golf: The ability to play a round of golf
* Racket Games: The ability to play games such as badminton and tennis
* Tabletop Ballgames: Your character's ability to play billiards and snooker

Spying

Base Attribute: Intelligence

Spying represents your character's talents at creating false identities, operating undercover, and acting without arousing suspicion. It does not include uncovering secrets—Diplomacy, Intimidation, Linguistics, and Streetwise are more appropriate for that. Each level in this Skill gives the character one tried and tested alias.

Your character may specialize in the following:

* Alias: The ability to create and maintain one or more false identities.
* Bribery: The ability to exchange money for favors and influence, and accurately judge a person's price.
* Forgery: The ability to create false documents.
* Speed Read: The ability to quickly read a document and discern the salient facts.
* Unobtrusive: The ability to hide in a crowd by blending in and acting like you belong.

Stealth

Base Attribute: Dexterity

Stealth represents the ability to avoid detection in a variety of circumstances. It covers shadowing someone, hiding, and sneaking about. It also includes your character's affinity for disguising himself and others. Characters with this Skill leave no trace of where they have been and are hard to detect.

Note: Your character's Size rating modifies your Stealth rolls. It is harder for larger characters to go unnoticed, while smaller characters are more difficult to spot.

Your character may specialize in the following activities:

* Camouflage: The ability to hide objects or people by blending them into the surroundings
* Disguise: Your character's ability to disguise himself
* Hiding: The ability to hide by blending into the surroundings

* Shadowing: The ability to follow someone without being spotted
* Sneaking: The ability to move without being seen or heard

Streetwise

Base Attribute: Charisma

Streetwise represents the ability to get information and items from the criminal underworld. It includes buying and selling items on the black market, haggling over prices, and scrounging for used items. It also covers carousing, gathering information, and rumor-mongering. Characters with this Skill are well informed and able to get their hands on virtually any item.

Your character may specialize in the following areas:

* Black Market: A talent for buying and selling items on the black market
* Carousing: A talent for getting into nightclubs and having a good time
* Haggling: A talent for getting items and services for lower prices
* Rumors: A talent for gathering information and spreading rumors
* Scrounging: A talent for tracking down used or discarded items

Survival

Base Attribute: Intelligence

Survival represents your character's ability to find food and shelter in the wild. It also covers navigation, as well as hunting and tracking game. Characters with this Skill are at home in the wilderness and can not only take care of themselves; they can also feed and guide others.

Your character may specialize in the following activities:

* Foraging: The ability to gather edible plants and find sources of fresh water
* Hunting: The ability to find, trap, and kill animals for food or clothing
* Navigation: The ability to determine general location and direction of travel, and draw simple maps
* Shelter: The ability to build or locate suitable shelter from the elements
* Tracking: The ability to follow the tracks of people and animals

Talents

Talents reflect your character's aptitudes and special abilities. They cover a wide range of activities and give your character a new ability or improve one he already has. Talents also let you "break the rules" by ignoring certain penalties, or by doing something normally not allowed.

There are two types of Talents: standard and unique. Unique Talents can only be taken once, while standard Talents may be taken multiple times. A Talent is available to any character that meets the prerequisites (if any). While most Talents can be purchased anytime, some are only available during character creation.

Where a Talent lists a Skill as the prerequisite, the number is the Skill rating, not the Skill Level.

Advanced Talents

Standard Talents may be purchased more than once—representing an even greater expertise or ability—to provide your character with an increased benefit. Advanced Talents may be purchased a specified number of times, limiting their maximum benefit. See the individual Talent descriptions for more information.

Multiple Talents Bonuses

In some cases, different Talents may provide bonuses to the same roll. Whenever two or more Talents provide overlapping bonuses, only the highest bonus applies. Therefore, it is only necessary to boost one Talent to gain the benefit on all related rolls. However, there are subtleties to different Talent bonuses. When in doubt, the Gamemaster has the final say on whether a specific bonus applies to a particular roll.

Talent Descriptions

Acclimated

Unique

Prerequisites: Body 3

Your character is exceptionally hardy and can resist exposure to extreme temperatures much longer than other people can.

Benefit: Exposure to extreme temperatures does nonlethal damage every two hours that your character is without shelter (see Exposure on page 124).

Normal: Exposure to extreme temperatures does nonlethal damage every hour that your character is without shelter.

Accuracy

Prerequisites: None

Your character can attack with pinpoint accuracy, picking targets out of a crowd, hitting them behind cover, and aiming for their vulnerable spots.

Benefit: Your character makes Called Shots at a reduced penalty. He may ignore up to a –2 penalty for targeting a specific location—such as when an opponent is wearing armor, or hiding behind cover. This Talent also reduces penalties for attacking opponents smaller than your character.

Normal: When making a Called Shot to hit a specific target, your character suffers a penalty between –1 and –8, depending on the size of the target area, the amount of cover the opponent has, and other factors.

Advanced: You may buy this Talent up to four times. Your character may ignore an additional –2 Called Shot penalty per Level (e.g., the first purchase allows him to ignore up to a –2 penalty, the second allows up to a –4, and so on).

Agile

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally graceful, limber, and coordinated. Her speed and agility far exceed that of the average person.

Benefit: Your character gains a +1 Dexterity rating. This bonus affects her Dexterity rolls and all Dexterity-based Skills. It also factors into her Secondary Attributes and raises her maximum Dexterity rating by one point.

Normal: Your character's Dexterity rating is unmodified.

Alertness

Prerequisites: None

Your character is remarkably attentive to his surroundings. He is vigilant and rarely lets his guard down.

Benefit: Your character gains a +2 Perception rating.

Normal: Your character's Perception rating is unmodified.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Perception rating.

Animal Affinity

Prerequisites: None

Your character has a way with animals and intuitively knows how to handle them. As a result, animals like her and tend to react more positively when she is around.

Benefit: Your character gains a +1 Charisma rating when dealing with animals. This bonus affects her Charisma rolls and all Charisma-based Skills.

Normal: Your character's Charisma rating is unmodified when dealing with animals.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +1 Charisma rating per Level.



Attractive

Prerequisites: None

Your character is more attractive and seductive than the average person. People tend to like her, and are more easily influenced when she is around.

Benefit: Your character gains a +1 Charisma rating when dealing with people. This bonus affects her Charisma rolls and all Charisma-based Skills.

Normal: Your character's Charisma rating is unmodified when dealing with people.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +1 Charisma rating per Level.

Blind Fight

Prerequisites: None

Your character can target opponents without having to see them. He might hear them breathing, catch their scent, or feel their presence, but he always seems to know where they are.

Benefit: Your character makes blind attacks at a reduced penalty. He may ignore up to a –2 penalty due to poor

visibility (e.g., fighting in partial darkness or with blurred vision).

Normal: You suffer a –4 penalty when your character makes a blind attack against an opponent, if he knows the opponent's general location. Making a blind attack against an opponent whose location is unknown results in a –8 penalty.

Advanced: You may buy this Talent up to four times. Your character may ignore an additional –2 visibility penalty per Level.

Block

Prerequisites: Brawl 4

Your character is adept at defending himself in hand-to-hand combat. He instinctively blocks blows and deflects strikes without having to go on the defensive.

Benefit: Your character performs the Block maneuver as a Reflexive Action (See Block, p. 41). Any Defense bonuses provide a bonus to the Block maneuver as well. If your character loses his Active Defense, he loses his Block ability as well.

Normal: Your character performs the Block maneuver as an attack action.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Active Defense bonus against Brawl attacks with each purchase after the first.

Blunt Strike

Prerequisites: Melee 4

Your character knows how to use weapons to incapacitate opponents without killing them, pummeling them into submission with the flat of a blade or the haft of an axe.

Benefit: Your character may do nonlethal damage with lethal weapons at no penalty. If wielding a nonlethal weapon, such as a club or staff, your character gains a +2 Melee bonus to his attack.

Normal: You suffer a –2 penalty to your attack roll whenever your character tries to do nonlethal (instead of lethal) damage with a melee weapon.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Melee bonus at second level.

Bold Attack

Prerequisites: Charisma 3

Your character is daring and courageous, and knows how to use her grace as a weapon. She unnerves opponents with her unshakable confidence.

Benefit: Your character uses her Charisma rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, Firearms, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for her combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Bold Defense

Unique

Prerequisites: Charisma 3

Your character is fearless and confident, using the strength of his presence to defend himself. He scares his opponents into making feeble attacks.

Benefit: Your character uses his Charisma instead of Dexterity when calculating his Active Defense and Defense ratings.

Normal: Your character uses his Dexterity when calculating his Defense ratings.

Special: You may not buy this Talent if your character already has the Calculated Defense Talent.

Calculated Attack

Prerequisites: Intelligence 3

Your character is wily and clever, able to use his intellect as a weapon. He knows how to take advantage of an opponent's mistakes and exploit weaknesses in defenses.

Benefit: Your character uses his Intelligence rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, Firearms, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for his combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Calculated Defense

Unique

Prerequisites: Intelligence 3

Your character is shrewd and smart, anticipating her opponent's attacks and expertly defending against them.

Benefit: Your character uses her Intelligence instead of Dexterity when calculating her Active Defense and Defense ratings.

Normal: Your character uses her Dexterity when calculating her Defense ratings.

Special: You may not buy this Talent if your character already has the Bold Defense Talent.

Callous Rider

Prerequisites: Ride 4

Although cruel, your character can coerce and force her mount to perform well beyond its natural abilities.

Benefit: Your character can force her mount to exert itself (taking one nonlethal wound). Following this exertion, the character gains a +2 Ride bonus until the end of the scene.

Normal: Your character's mount will not exert itself.

Advanced: You may buy this Talent up to three times. Your character gains a +4 Ride bonus at second level and a +8 Ride bonus at third level.

Captivate

Prerequisites: Performance 4

Your character is a magnetic and attractive performer. He is able to capture attention with his performance abilities and the sheer force of his personality.

Benefit: As an attack action, your character can attempt to entrance his opponents during combat. Make a single Performance roll against all opponents within 10 feet of your character.

If you roll more successes than an opponent's Willpower rating, he is beguiled by your character and unable to attack for a number of turns equal to the number of extra successes you rolled. An entranced opponent may defend himself normally, but the spell is broken if he is attacked during this time.

If you roll more than twice an opponent's Willpower rating, he is completely enthralled and loses his Active Defense rating for a number of turns equal to the total number of extra successes you rolled.

Normal: Your character may only attempt to entrance his audience outside of combat. They automatically lose interest in him if the situation turns violent.

Advanced: You may buy this Talent up to three times, gaining your character a +2 Performance bonus for each additional Level purchased.

Charismatic

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally charming and persuasive. Her ability to influence people far exceeds that of the average person.

Benefit: Your character gains a +1 Charisma rating. This bonus affects her Charisma rolls and all Charisma-based Skills. It also factors into her Secondary Attributes and raises her maximum Charisma rating by one point.

Normal: Your character's Charisma rating is unmodified.

Climb

Unique

Prerequisites: None

Your character is naturally skilled at climbing trees and scaling walls. He can climb with surprising speed and agility.

Benefit: Your character's climbing speed is doubled (see Move, p. 29).

Normal: Your character climbs at normal speed.

Combat Aptitude

Unique

Prerequisites: Intelligence 3

Your character has a gift for combat; he knows how to use his expertise for both offense and defense.

Benefit: As a reflexive action on your character's turn, you may take up to a –4 penalty on his Defense rating to add an equal amount of bonus dice to his attack rating, or vice versa. You may not reduce either rating to zero in this manner. These modifiers remain in effect until your character's next action, when you may reallocate dice once again.

Normal: You may suffer a –4 penalty to your attack roll to gain a +2 bonus to your Defense when your character fights defensively.

Combat Skill

Prerequisites: Non-combat Skill 4

Your character is adept at keeping herself out of harm's way when using a non-combat Skill (such as Medicine, Larceny, or Diplomacy) during combat.

Benefit: Your character gains a +2 Active Defense bonus whenever she uses a specific non-combat Skill in combat (designate one when you take this Talent).

Normal: Your Defense rating is unmodified when using non-combat Skills in combat.

Advanced: You may buy this Talent twice for any one Skill, gaining your character an additional +2 Active Defense bonus when using that Skill in combat.

Counterstrike

Prerequisites: Brawl 4

Your character may counterattack after blocking a blow, shifting immediately from defense to offense.

Benefit: Your character may reflexively attack as part of the Block maneuver (p. 41). Resolve the Block normally, but your character inflicts damage if you roll more successes than the attacker. Any Defense modifiers that apply to the Block maneuver apply to the Counterstrike ability. If your character loses his Active Defense, he loses his Counterstrike ability as well.

Normal: Your character Blocks normally.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Active Defense bonus when blocking against Brawl at second Level and a +4 bonus at third Level.

Danger Sense

Unique

Prerequisites: None

Your character can sense unseen threats, such as sneak attacks, ambushes, and concealed traps. Because he is constantly alert to danger, he's never caught with his guard down.

Benefit: Your character retains his full Defense rating when surprised or ambushed. This includes attacks he cannot see coming, such as backstabbing and sniper attacks. Sometimes the Gamemaster will make an Empathy

roll on your behalf to see if your character gets an unbidden premonition or a bad feeling about a situation.

Normal: Your character loses his Active Defense rating when surprised or ambushed.

Diehard

Prerequisites: None

Your character is hard to kill! He can continue fighting even after taking enough damage to kill an ordinary person.

Benefit: Your character does not fall unconscious, and automatically stabilizes, when reduced to negative Health. He may continue to act, but will suffer wound penalties on all actions equal to his current Health. In addition, his death threshold is increased to –7 Health.

Normal: Your character falls unconscious when reduced to negative Health, and will continue to lose Health unless he stabilizes.

Advanced: You may purchase this Talent up to three times. Each additional Level increases your character's death threshold by two points (up to –11 Health).

Direction Sense

Unique

Prerequisites: None

Your character does not need a compass. She has an innate sense of direction and rarely gets lost. She knows which way is north even when she can't see the sun or stars.

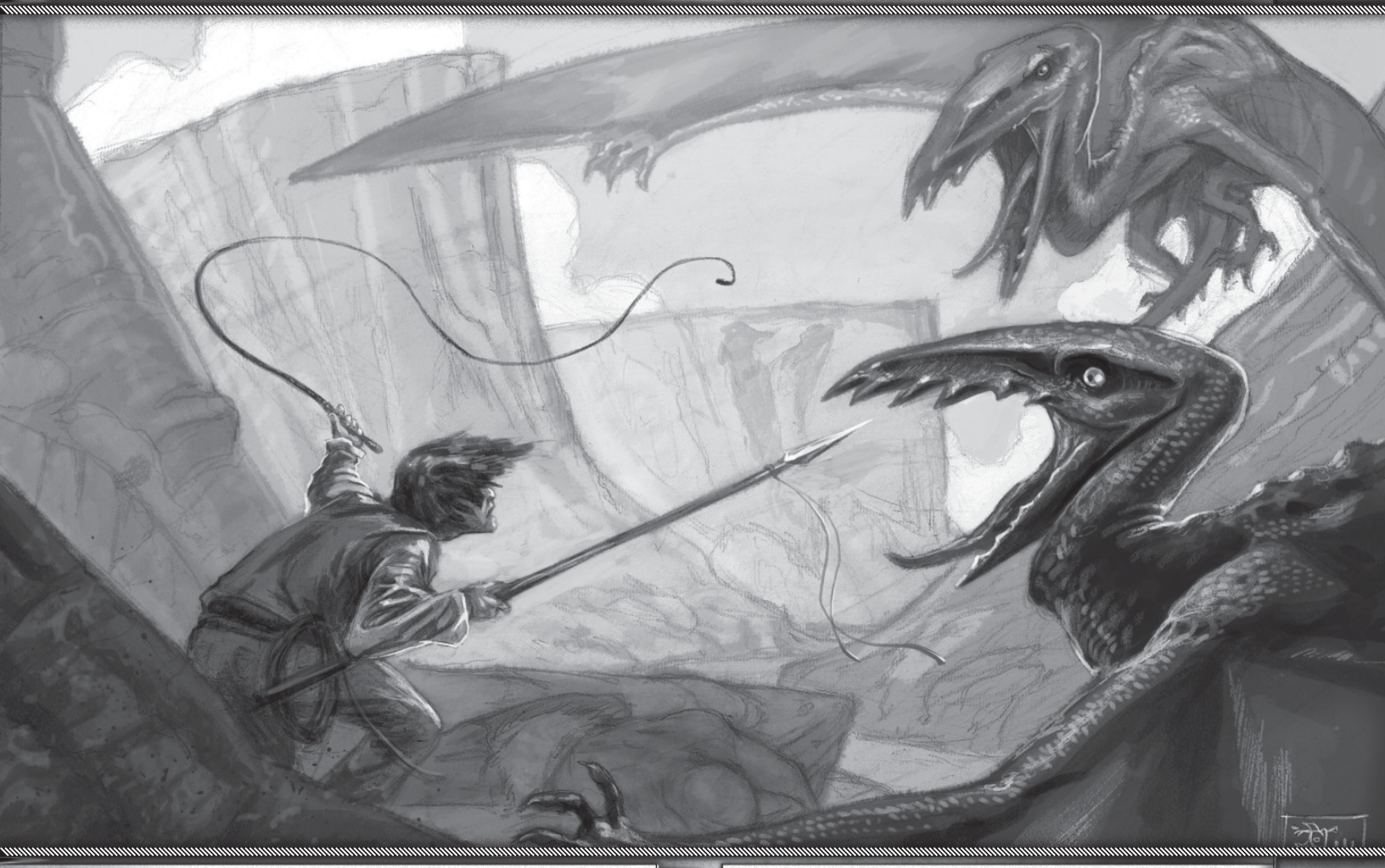
Benefit: Even in adverse conditions, your character automatically knows which direction she is heading without having to make a roll. This Talent also gives you a +2 bonus to all navigation rolls.

Normal: When lost, you must make a Survival: Navigation roll (Difficulty 2) for your character to determine her direction of travel.

Disease Resistance

Prerequisites: Body 3

Your character has a strong immune system and is able to fight off disease and illness much more effectively and quickly than other people can. The Talent has no effect versus poisons.



Benefit: Your character gains a +2 bonus to Body rolls related to disease and illness.

Normal: Your Resistance roll is unmodified.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 bonus to disease-related Body rolls at second level and a +8 bonus at third level.

Dodge

Prerequisites: Athletics 4

Your character has an innate ability to avoid ranged combat attacks. He expertly ducks and weaves, making himself harder to hit.

Benefit: Your character performs the Dodge maneuver as a Reflexive Action (see Dodge, p. 44). Any Defense bonuses provide a bonus to the Dodge maneuver as well. If your character loses his Active Defense, he loses his Dodge ability as well.

Normal: Your character performs the Dodge maneuver as an attack action.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Active Defense bonus against ranged combat attacks.

Evasive Riding

Prerequisites: Ride 4

You can direct your mount to weave and dodge in an unpredictable pattern, thereby making you much harder to hit.

Benefit: Whenever your character is mounted on a cooperative animal, you may substitute your Ride rating for your character's or his mount's Defense rating. All Defense modifiers apply to the new Defense, including the penalty for Size. Your character can not use Evasive Riding if either he or his mount is prevented from using Active Defense.

Normal: Your character and the mount must roll Defense as normal.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Defense bonus at second level and a +4 bonus at third level.

Famine Hardy

Unique

Prerequisites: None

Life in the wilderness is full of hardships. Famine is a common risk, especially for those who end up lost. With this Talent, your character has the ability to function at a normal level long after those around her have dropped from malnutrition.

Benefit: Your character suffers one point of lethal damage for every two days she goes without water, and one point of lethal damage for every ten days without food.

Normal: You suffer one point of lethal damage for each day you go without water and one point of lethal damage for every seven days without food.

Fearsome

Prerequisites: Intimidate 4

Your character knows how to use fear and intimidation as a weapon. He can unnerve his enemies and even cause them to turn tail and run.

Benefit: As an attack action, your character may attempt to scare his opponents. Make an Intimidation roll against all opponents within 10 feet of your character. If you roll more successes than an opponent's Willpower rating, he suffers a –2 penalty to his attack and Skill rolls for a number of turns equal to the number of extra successes you rolled. If you roll more successes than twice your opponent's Willpower, he flees in terror for a number of turns equal to the total number of extra successes you rolled.

Normal: You may make an Intimidation roll against a single opponent in an attempt to scare him.

Advanced: You may buy this Talent up to three times, gaining your character a +2 Intimidation bonus per Level.

Fearsome Attack

Prerequisites: Intimidation 4

Your character is a terror on the battlefield, capable of using fear as a weapon and forcing his opponent into making deadly mistakes.

Benefit: Your character can use his Intimidation rating when making an unarmed or melee attack. Make an Intimidation roll (including weapon modifiers) against your opponent's Defense rating (plus any appropriate modifiers). If you roll more successes than your opponent, you inflict one point of damage per extra success. If you roll the same or fewer successes than your opponent, your attack fails.

Normal: Your character may not use his fearsome presence to attack an opponent.

Advanced: You may purchase this Talent three times. Your character gains a +2 Intimidation bonus at second level and a +4 bonus at third level.

Finesse Attack

Prerequisites: Dexterity 3

Your character is quick and agile and knows how to use speed as a weapon, slipping her attacks past an opponent's defenses.

Benefit: Your character uses her Dexterity rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for her combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Florentine

Prerequisites: Dexterity 3

Your character can wield a weapon in each hand, doubling the amount of damage he can inflict on his enemies.

Benefit: Your character may attack without penalty when using a weapon in his off-hand. Alternately, he may attack two times (using one weapon in each hand) by making a Total Attack with a –4 penalty on each attack roll. These attacks may be made at different targets.

Normal: Attacking with a weapon in your character's off-hand results in a –2 penalty. Alternately, your character may attack twice by making a Total Attack with a –4 penalty to his primary attack and a –6 penalty to his off-hand attack (see Total Attack, p. 111).

Advanced: You may buy this Talent up to three times. Each additional Level reduces the Total Attack penalty by 2.

Flurry

Prerequisites: Dexterity 3

Your character can attack the same opponent twice in quick succession, doubling the amount of damage he inflicts on enemies in close combat.

Benefit: Your character may attack the same opponent twice by making a Total Attack with a –2 penalty on each attack roll. Both attacks must be made with the same weapon, a weapon and an unarmed attack, or two unarmed attacks.

Normal: Your character may attack the same opponent twice by making a Total Attack with a –4 penalty on each attack roll (see Total Attack, p. 111).

Advanced: You may buy this Talent two times, allowing your character to attack the same opponent twice without penalty.

Focused Attack

Prerequisites: Willpower 3

Your character is dogged and relentless, able to use his discipline as a weapon. He focuses his attacks to wear down an opponent's defenses.

Benefit: Your character uses his Willpower rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, Firearms, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for his combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Focused Defense

Unique

Prerequisites: Willpower 3

Your character is stubborn and unyielding. He focuses his will to defend himself, shrugging off blows and never letting his guard down.

Benefit: Your character uses his Willpower instead of Body when calculating his Passive Defense and Defense ratings.

Normal: Your character uses his Body when calculating Defense ratings.

Special: You may not buy this Talent if your character already has the Strong Defense Talent.

Giant

Unique; only available during character creation

Prerequisites: None

Your character is over seven feet tall and weighs more than five hundred pounds. He towers over normal people and is bigger, stronger, and tougher than they are. Finding clothing is a constant challenge!

Benefit: Your character is Size 1. In addition, he gains a +1 Body and +1 Strength rating. Your character's maximum Body and Strength ratings are increased and the Damage rating of all natural weapons is increased by one (i.e., kicks and punches are increased to 1 N).

Normal: Your character is Size 0.

Special: Your character's Size will also penalize attack, Defense, and Stealth ratings (see Size on p. 28). Additionally, your character must eat at least twice as much as an average human adult or suffer from the effects of deprivation (see p. 121).

Guardian

Prerequisites: Intelligence 3

Your character is gifted at looking out for others and protecting them from injury. She shouts warnings, deflects blows, and pulls people out of harm's way.

Benefit: As an attack action, your character may grant a +2 Defense bonus to all allies within 10 feet of him. She must be able to see and speak to her allies in order to grant this bonus.

Normal: Your character cannot grant Defense bonuses to allies.

Advanced: You may buy this Talent twice, allowing your character to provide an additional +2 Defense bonus to his allies.

Headstrong

Unique

Prerequisites: Willpower 3

Your character is steadfast and unshakable, and uses his indomitable will to shake off even the most powerful blows. He can literally will himself to keep fighting, even when his body aches to collapse.

Benefit: Your character uses his Willpower instead of his Body when calculating his Stun rating.

Normal: Your character uses his Body when calculating his Stun rating.

Herb Lore

Prerequisites: Medicine 4

Science may be taking great leaps forward in the medical arts, but there was healing long before the study

of anatomy and chemistry. Your character has knowledge of the old ways, of herbs and minerals. Such lore may be considered witchcraft by primitive peoples and primitive nonsense by technologically superior cultures, but to those in need it can be a life saver.

Benefit: When in the wilderness and there is a reasonable amount of time to search for proper ingredients, your character is always considered to have supplies when making Medicine rolls.

Normal: Without medical supplies, characters must make Medicine rolls at a –2 penalty.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Medicine bonus at second level and a +4 bonus at third level.

High Pain Tolerance

Prerequisites: None

Your character can ignore grievous, nasty wounds. He still feels pain, but it doesn't slow him down the way it would others.

Benefit: Your character doesn't automatically fall unconscious when reduced to negative Health. (You still have to make a stabilization roll or your character will continue to lose Health each turn.) He remains conscious and ignores wound penalties until reaching –3 Health, at which point he falls unconscious as normal.

Normal: Your character automatically falls unconscious when reduced to negative Health, and must make a stabilization roll or continue to lose Health each turn.

Advanced: You may buy this Talent twice, allowing your character to remain conscious and ignore wound penalties until he reaches –5 Health (at which point he falls over dead). If your character also has the Diehard Talent, you may take the High Pain Tolerance Talent one additional time for each Level of Diehard that he possesses. Each Level increase allows your character to ignore two additional wound penalties.

Inspire

Prerequisites: Diplomacy 4

Your character is skilled at motivating others. She can infect people with her confidence and enthusiasm, and drive them to perform better than they thought possible.

Benefit: As an attack action, your character may grant a +2 Skill bonus to all allies within 10 feet of her. She must be able to see and speak to her allies in order to grant this bonus.

Normal: Your character does not grant any Skill bonuses to his allies.

Advanced: You may buy this Talent twice, allowing your character to provide an additional +2 Skill bonus to allies.



Intelligent

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally bright and clever. His intellect far exceeds that of the average person.

Benefit: Your character gains a +1 Intelligence rating. This bonus affects his Intelligence rolls and all Intelligence-based Skills. It also factors into his Secondary Attributes and raises his maximum Intelligence rating by one point.

Normal: Your character's Intelligence rating is unmodified.

Iron Jaw

Prerequisites: None

Your character is exceptionally sturdy and solid. He is extremely hard to daze and can take quite a beating before losing consciousness.

Benefit: Your character gains a +1 Stun rating.

Normal: Your character's Stun rating is unmodified.

Advanced: You may purchase this

Talent up to four times. Each additional Level grants your character an extra +1 Stun rating.

Iron Will

Unique; only available during character creation
Prerequisites: None
Your character is exceptionally courageous and driven. His resolve and determination far exceed that of the average person.

Benefit: Your character gains a +1 Willpower rating. This bonus affects his Willpower rolls and all Willpower-based Skills. It also factors into his Secondary Attributes and raises his maximum Willpower rating by one point.

Normal: Your character's Willpower rating is unmodified.

Jack of All Trades

Prerequisites: Intelligence 3
Your character has broad familiarity with a variety of different tasks. He may be a handyman, drifter, or Renaissance man, but he can perform tasks without any formal training.

Benefit: Your character may ignore the untrained Skill penalty when using any general Skill (see "Untrained Skill Rolls," p. 31). In addition, he may make an untrained Specialized Skill roll at a –2 penalty.

Normal: Your character makes untrained Skill rolls with a –2 penalty and may not make untrained Specialized Skill rolls at all.

Advanced: You may buy this Talent up to three times. Your character gains a +1 Skill bonus to untrained Skill rolls at second Level and a +2 bonus at third Level. This bonus also applies to untrained Specialized Skills.

Jump

Unique
Prerequisites: None
Your character is naturally gifted at jumping and leaping. He is capable of jumping surprisingly large distances, both vertically and horizontally.

Benefit: Your character's jumping distance is doubled (see Move, p. 29).

Normal: Your character's jumping distance is unmodified.

Keen Sense

Only available during character creation
Prerequisites: None
Your character has a particularly acute sense, such as vision, hearing, or smell. She has amazing sensitivity and rarely misses anything.

Benefit: Your character gains a +4 Perception bonus when using a particular sense, such as vision, hearing, touch, taste, or smell (designate one when you take this Talent).

Normal: Your character's Perception rating is unmodified.

Advanced: You may purchase this Talent multiple times, but the benefit will be applied to a different sense each time.

Knockout Blow

Prerequisites: Brawl 4
Your character is a master of nonlethal combat. He knows exactly where to hit an opponent to daze him without hurting him very much.

Benefit: Your character gains a +1 bonus to stun his opponent. This bonus is only applied to the damage total for purposes of the stun check after you've determined whether or not the blow hit. No additional damage is done, but this bonus makes it possible for your character to stun or knockout an opponent without doing much damage to him.

Normal: Your character's unmodified damage is compared to your opponent's Stun rating.

Advanced: You may buy this Talent up to four times. Each Level grants your character an additional +1 bonus to stun his opponent.

Lethal Blow

Prerequisites: Brawl 4
Your character's hands are deadly weapons. He knows exactly how and where to hit an opponent to do the most damage. He's not trying to incapacitate his opponent—he's going for the kill.

Benefit: Your character's Brawl attacks do lethal damage. Every two points of nonlethal damage inflicted does one point of lethal damage instead. Leftover points do nonlethal damage, as normal.

Normal: Your Brawl attacks do nonlethal damage.

Advanced: You may buy this Talent up to three times. Each Level grants your character an additional +2 Brawl bonus when making a lethal attack.

Light Sleeper

Prerequisites: None
Your character needs less sleep than most people and is known for "always sleeping with one eye open."

Benefit: Your character only needs half as much sleep as a normal person (see Fatigue , page 124).

Normal: Your character suffers one point of nonlethal damage for each day he goes without sleep.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Perception bonus at second level and a +4 bonus at third level.

Lifesaver

Unique
Prerequisites: Medicine 4
Your character is a gifted healer. Her touch is soothing

and she has an amazing ability to treat wounds. People under her care heal much quicker and cleaner than normal.

Benefit: Your character heals one lethal or two nonlethal wounds per one success rolled on your Medicine roll.

Normal: Your character heals one lethal or two nonlethal wounds per two successes rolled on your Medicine roll (see Healing p. 120)

Long Shot

Unique

Prerequisites: None

Your character is skilled at attacking distant targets. She intuitively adjusts for the range, and can hit her target accurately over very long distances.

Benefit: Your character's weapon ranges are doubled, allowing her to shoot or throw at distant targets with a reduced penalty.

Normal: Your character's weapon ranges are unmodified.

Lucky

Prerequisites: None

Your character is exceptionally lucky and somehow manages to get out of dangerous situations and pull off tricky maneuvers.

Benefit: Once per game session you receive a +2 luck bonus to any dice roll.

Normal: Your dice rolls are unmodified.

Advanced: You may purchase this Talent up to five times. Each additional Level grants your character an extra +2 luck bonus per game session. These bonuses may either be used separately or added to the same roll multiple times.

Mobile Attack

Prerequisites: Dexterity 3

Your character excels at fancy footwork, and can make accurate and powerful attacks, even while moving.

Benefit: Your character may attack without stopping his movement (up to his total Move rating).

Normal: Your character may move and attack, or attack and then move, but he may not attack while moving.

Advanced: You may buy this Talent twice, granting your character the ability to simultaneously run and attack.

Moneywise

Unique

Prerequisites: Intelligence 3

Your character is financially savvy and knows how to turn a quick pound. He has no trouble getting a loan or making extra money on quick trade deals.

Benefit: You may boost your character's Wealth Resource as if it were a Talent, but he does not need to have this Resource to boost it (see "Boosting Talents," p. 104). Your character benefits from his increased cash flow for the remainder of the scene, at which point his Wealth Resource reverts back to its normal Level, and any bonus investments must be withdrawn (see Wealth, p. 65).

Normal: Your character is unable to boost his income.

Mounted Attack

Prerequisites: Ride 4

In combat, your character moves so closely with his mount that he can use the animal's momentum to power and guide his own attacks.

Benefit: When mounted on a cooperative animal, your character can use Ride in place of Brawl or Melee rolls.

Normal: Your character uses his normal Brawl or Melee rating for attack rolls.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Ride bonus at second level and a +4 bonus at third level.

Mounted Charge

Prerequisites: Ride 4

Your character may spur her mount into a charge directed at the enemy and use the full force of the animal's momentum in the strike.

Benefit: When mounted on a cooperative animal, your character's mount will perform the charge maneuver upon command. Your character and her mount gain the +2 charge bonus to the attack roll without losing their Active Defense.

Normal: Your character can command her mount to charge, but both character and mount lose their Active Defense rating.

Advanced: You may buy this Talent up to three times. Both your character and her mount gain a +4 charge bonus to attack rolls at second level and a +8 bonus at third level.

Natural Leader

Unique

Prerequisites: Charisma 3

Your character makes friends easily and inspires people to help him achieve his goals. When necessary, he can call up old friends or recruit new people to join his cause.

Benefit: Your character may recruit a temporary Ally. The cost of the new Resource is equivalent to boosting a Talent (see "Boosting Talents," p. 104). Your character gains a new Ally equal to the number of boosted Levels (see Ally, p. 56). The boosted Resource lasts for the remainder of the scene, at which point the new companion departs.

Normal: Your character is unable to recruit temporary allies.

Pack Mule

Unique

Prerequisites: None

Your character is able to carry greater weight than most people of his stature.

Benefit: Your character treats his encumbrance level as one less than the weight he carries would normally impose. The character's Maximum Load is not increased. For example, a character with Strength 3 carrying 200 pounds would only be carrying a Medium Load rather than a Heavy Load.

Normal: Your character is encumbered per normal rules.

Parry

Prerequisites: Melee 4

Your character is adept at parrying armed combat attacks. She automatically deflects cuts and thrusts without having to go on the defensive.

Benefit: Your character performs the Parry maneuver as a reflexive action (see Parry, p. 49). Any Defense bonuses provide a bonus to the Parry maneuver as well. If your character loses his Active Defense, he loses his Parry ability as well.

Normal: Your character performs the Parry maneuver as an attack action.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Active Defense bonus against melee attacks.

Provoke

Prerequisites: Con 4

Your character is gifted at taunts and insults. He can draw attention to himself, and away from his friends and allies.

Benefit: As an attack action, your character may attempt to provoke his opponents into attacking him. Make a Con roll against all opponents within 10 feet of your character. If you roll more successes than an opponent's Willpower rating, he will attempt to attack your character for a number of turns equal to the number of excess successes rolled, or until he is attacked by someone else. If you roll more successes than twice an opponent's Willpower, he will continue to attack your character even if someone else attacks him.

Normal: You may make a Con roll to taunt one enemy into attacking your character.

Advanced: You may buy this Talent up to three times, gaining your character an additional +2 Con bonus per Level.

Quick Draw

Unique

Prerequisites: None

Your character is able to draw weapons with amazing speed. He is so fast that his weapons seem to just suddenly appear in his hands.

Benefit: Your character draws weapons as a reflexive action, allowing him to ready a weapon and attack in the same turn. Weapons that normally take longer than a turn to ready only take an attack action to draw.

Normal: Drawing a weapon takes an attack action, but some weapons take longer to ready depending on how they are carried. Your character must wait until his next turn to fire a weapon after drawing it.

Quick Healer

Unique; only available during character creation

Prerequisites: Body 3

Your character heals at a remarkable rate. Even life threatening wounds don't keep her down for long. She's back on her feet again in no time!

Benefit: Your character heals at twice the normal rate. She heals two nonlethal wounds per day, or one lethal wound per three days of rest. Exerting himself during this time makes her heal twice as slowly.

Normal: Your character heals one nonlethal wound per day, or one lethal wound per seven days of rest. Exerting himself during this time makes him heal twice as slowly.

Quick Reflexes

Prerequisites: None

Your character reacts to danger much faster than the average person, allowing him to take action well before they do.

Benefit: Your character gains a +2 Initiative rating.

Normal: Your character's Initiative rating is unmodified.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Initiative rating per Level.

Rapid Shot

Prerequisites: Dexterity 3

Your character can attack the same opponent two times in quick succession, doubling the amount of damage she inflicts on enemies in ranged combat.

Benefit: Your character may attack the same opponent twice by making a Total Attack with a –2 penalty on each attack roll. Both attacks must be made with the same weapon, and it must be capable of attacking twice in the same turn.

Normal: You may attack the same opponent twice by making a Total Attack with a –4 penalty on each attack roll (see Total Attack, page 111).

Advanced: You may buy this Talent two times, allowing your character to attack the same opponent twice without penalty.

Ricochet Shot

Prerequisites: Firearms 4

Your character is skilled at hitting targets with indirect shots—ricocheting bullets or throwing axes off nearby objects to hit opponents hiding behind cover or standing around corners.

Benefit: Your character may make a Called Shot to hit a target hiding behind cover with a reduced penalty. He may ignore up to a –2 penalty due to cover (see "Cover," p. 115). To benefit from this ability, there must be an appropriate object to ricochet off, such as a rock or metal plate.

Normal: When making a Called Shot to hit an opponent hiding behind cover, your character suffers a penalty equal to the amount of cover his target has.

Advanced: You may buy this Talent up to three times. Your character may ignore up to a –4 penalty at second Level and up to a –8 penalty at third Level.

Ride-by Attack

Prerequisites: Ride 4

You character is deft when attacking with a mount, and can attack at the most opportune moments, even when the mount is moving erratically.

Benefit: When mounted on a cooperative animal, your character can attack without stopping his mount's movement (up to the mount's total Move rating). Alternatively, while your character is riding, your mount can attack without stopping its movement.

Normal: Your character and the mount can move and then attack, or attack and then move, but cannot move both before and after the attack.

Advanced: You may purchase this Talent twice, granting your character or the mount the ability to simultaneously run and attack.

Riposte

Prerequisites: Melee 4

Your character may immediately attack after parrying with a melee weapon, turning his opponent's attack to his advantage.

Benefit: Your character may reflexively attack as part of the Parry maneuver (see Parry, p. 49). Resolve the Parry normally, but your character inflicts damage if you roll more successes than his attacker. Any Defense modifiers that apply to the Parry maneuver apply to the Riposte ability. If your character loses his Active Defense, he loses his Riposte ability as well.

Normal: Your character Parries normally.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Active Defense bonus against Melee attacks for each additional Level.

Rising Handspring

Unique

Prerequisites: None

Your character can get back on her feet with amazing speed and grace. When knocked to the ground, she immediately bounces up again.

Benefit: Your character stands up as a reflexive action, allowing her to get up and attack in the same turn.

Normal: Standing up takes an attack action.

Robust

Prerequisites: None

Your character is exceptionally hale and hearty. His physical fitness is far superior to the average person. As a result, he is able to soak up a lot more damage before losing consciousness.

Benefit: Your character gains a +2 Health rating.

Normal: Your character's Health rating is unmodified.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Health rating per Level.

Run

Unique

Prerequisites: None

Your character is swift and fleet of foot. He runs much faster than the average person and can even keep up his amazing speed over long distances.

Benefit: Your character's running speed is doubled. (see Move, p. 29).

Normal: Your character runs at normal speed.

Savvy Fighter

Prerequisites: Dexterity 3

Your character is adept at defending himself and never lets his guard down. He can defend himself even while making an aggressive, reckless assault.

Benefit: Your character always retains his full Defense rating.

Normal: Under certain circumstances, your character may only use his Active or Passive Defense rating when defending himself.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Defense bonus per Level. This bonus also stacks with all other Defense modifiers and increases the benefit of the Total Defense maneuver (see Total Defense, p. 112).

Skill Aptitude

Prerequisites: None

Your character has a natural affinity for a particular activity or subject matter and is considered a prodigy or expert in her field.

Benefit: Your character gains +2 Skill rating to a specific Skill (designate one when you take this Talent). This is a general bonus and does not give your character any free Skill Levels.

Normal: Your Skill ratings are unmodified.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Skilled Assistant

Prerequisites: None

Your character has a knack for helping people, even if he knows nothing about the task they are performing. He expertly gathers materials, organizes tools, and performs other minor duties in order to maximize efficiency.

Benefit: When assisting another character, as long as your character has even one Level in the applicable Skill, your character may provide a +2 teamwork bonus, even if his rating is not 4 or greater (see "Teamwork," p. 32).

Normal: Your character only provides a teamwork bonus if he has an applicable Skill rating of 4 or higher.

Advanced: You may buy this Talent up to three times. Your character grants a +4 teamwork bonus at second Level and a +8 bonus at third Level.

Special: Regardless of the potential bonus provided by this Talent, the actual bonus cannot exceed the Skill rating possessed by the character. For example, if you possess Skilled Assistant at Level 2 (+4 bonus), but your Skill rating is only 3, then you can provide a maximum +3 bonus.

Spark of Life

Unique

Prerequisites: Weird Science

For better or for worse, your character has unlocked the secret of life and can create sentient beings, such as robots or reanimated corpses, with thoughts and feelings of their own.

Benefit: Your character can create intelligent artifacts (see Living Creations, page 151).

Normal: Your character cannot create intelligent artifacts.

Staggering Blow

Prerequisites: Brawl 4

Your character's unarmed blows are extremely powerful; he can stagger an opponent or even knock him off his feet.

Benefit: Your character gains a +1 bonus to knockback his opponent. This bonus is only applied to the damage total for purposes of the knockback check after you've determined whether or not the blow hit. No additional damage is done but the bonus makes it possible for your character to stagger or knockdown his opponent.

Normal: Your character's unmodified damage is compared to his opponent's Strength rating.

Advanced: You may buy this Talent up to four times. Each Level grants your character an additional +1 bonus to knockback your opponent.

Strafe

Prerequisites: Firearms 4

Your character is highly proficient with automatic weapons and knows how to attack multiple targets with maximum efficiency.

Benefit: When your character makes an Autofire attack you may ignore up to a –2 penalty for strafing between targets, such as when two opponents are standing next to each other. If your character strafes over a greater distance, reduce the strafing penalty by 2.

Normal: When making an autofire attack you suffer a –2 penalty on your attack roll for each five-foot distance between targets.

Special: You may purchase this Talent up to four times. Each additional level allows your character to ignore a further –2 strafing penalty.

Strong

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally muscular and well built. His might and vigor far exceed that of the average person.



Benefit: Your character gains a +1 Strength rating. This bonus affects his Strength rolls and all Strength-based Skills. It also factors into his Secondary Attributes and raises his maximum Strength rating by one point.

Normal: Your character's Strength rating is unmodified.

Strong Defense

Unique

Prerequisites: Strength 3

Your character is stalwart and vigorous. He uses his powerful build to defend himself and resist damage.

Benefit: Your character uses his Strength rating instead of Body when calculating his Passive Defense and Defense ratings.

Normal: Your character uses his Body rating when calculating his Defense ratings.

Special: You may not buy this Talent if your character already has the Focused Defense Talent.

Subtle Strike

Prerequisites: Stealth 4

Your character is a master assassin, capable of disguising herself or sneaking up on prey and striking with lethal accuracy.

Benefit: Your character may use her Stealth rating when making an unarmed or melee attack against an opponent who is unaware of her presence. Make a Stealth roll (including weapon modifiers) against your opponent's Passive Defense (plus armor modifiers). If you roll more successes than your opponent, you inflict one point of damage per extra success. If you roll fewer successes than your opponent, your attack has failed. Once your character attacks her target, she loses the element of surprise and cannot use this Talent again on the same opponent (unless she gets away and finds a way to surprise him again).

Normal: Your character may not use her stealth offensively.

Advanced: You may buy this Talent up to three times. Your character gains a +2 attack bonus at second Level and a +4 bonus at third Level.

Sweep

Prerequisites: Brawl 4 or Melee 4

Your character is adept at making wide, swinging attacks that can hit multiple enemies in one blow.

Benefit: Your character can ignore up to a –2 penalty for sweeping (see page 111). If your character sweeps over a greater distance, reduce the sweep penalty by 2.

Normal: When performing a sweep, your character suffers a –2 attack penalty per target or each five-foot distance between targets.

Advanced: You may buy this Talent up to three times. You may ignore to a –4 sweep penalty at second level and a –8 penalty at third level.

Swift

Prerequisites: None

Your character is exceptionally fast. His speed far exceeds that of the average person.

Benefit: Your character gains a +2 Move rating.

Normal: Your character's Move rating is unmodified.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Move rating per Level.

Swift Mount

Prerequisites: Ride 4

With a little tenderness, the right tone of voice and the occasional spur in the side, your character can get surprising speed out of her mount.

Benefit: When your character is riding a cooperative animal, that animal gains a +2 Move rating.

Normal: Your character's mount moves at its normal Move rating.

Advanced: You may buy this Talent twice, gaining your character's mount an additional +2 Move rating.

Swim

Unique

Prerequisites: None

Your character swims with surprising speed. He is a natural in water, and it hardly slows him down at all.

Benefit: Your character's swimming speed is doubled (see Move, p. 29).

Normal: Your character swims at normal speed.

Time Sense

Unique

Prerequisites: None

Your character does not need a watch. She has a highly accurate internal clock and always knows what time it is or how much time has passed.

Benefit: Your character always knows what time it is without having to make a roll. She can even tell how much time has passed while sleeping, and wake up at a predetermined time.

Normal: You must make an Intelligence or Survival roll (Difficulty 2) to determine the approximate time of day.

Tinker

Prerequisites: Craft (Any) 4

Your character is never without the right tools. He can improvise almost any tool he needs, using everyday items around him.

Benefit: Your character may ignore the penalty for using improvised tools.

Normal: Your character suffers a –2 penalty for using improvised tools.

Advanced: You may buy this Talent up to three times. Your character gains a +2 tool bonus at second Level and a +4 bonus at third Level.

Total Recall

Unique; only available during character creation
Prerequisites: None
Your character never forgets anything. He has an eidetic memory, remembering each detail of everything he's ever seen, heard, or read.
Benefit: Your character always remembers details without having to make an Intelligence roll. (Taking notes during play is a good aid for roleplaying this ability.)
Normal: You must make a successful Intelligence roll (with a Difficulty determined by the Gamemaster) to recall a particular piece of information.

Tough

Unique; only available during character creation
Prerequisites: None
Your character is exceptionally hardy and robust. His stamina and endurance far exceed that of the average person.
Benefit: Your character gains a +1 Body rating. This bonus affects his Body rolls and any Body-based Skills. It also factors into his Secondary Attributes and raises his maximum Body rating by one point.
Normal: Your character's Body rating is unmodified.

Tough Attack

Prerequisites: Body 3
Your character is tough and resilient and can use his fortitude as a weapon, shrugging off lesser blows and plowing through his opponent's defenses.
Benefit: Your character uses his Body rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, Firearms, or Melee (designate one when you take this Talent).
Normal: Your character uses the standard Base Attributes for his combat Skills.
Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Tricky Fighter

Prerequisites: Intelligence 3
Some prefer to fight with swords, others prefer firearms. Your preferred weapon is your ingenuity and quick wits.
Benefit: You gain a +2 bonus to your roll when you perform a Trick (see page 112).
Normal: You do not gain a bonus when performing a Trick.
Advanced: You may purchase this Talent twice. The second time you purchase this Talent you gain an additional +2 to your roll when performing a Trick.

Unarmed Parry

Prerequisites: Brawl 4
Your character is capable of using his bare hands defending himself against weapons, catching blades and deflecting strikes without injuring himself.
Benefit: Your character can block Melee attacks with his bare hands at no penalty (see Block, p. 41). If your character loses his Active Defense, he loses his Unarmed Parry ability as well.
Normal: Your character suffers a –2 penalty when attempting to block a Melee attack with his bare hands.
Advanced: You may buy this Talent up to three times. Your character gains a +2 Active Defense bonus against Melee attacks at second Level and a +4 bonus at third Level.

Vigorous Defense

Prerequisites: Dexterity 3
Your character keeps up an active defense—always moving and turning to keep his opponents at bay. Even multiple opponents have difficulty wearing him down!
Benefit: Your character may be attacked twice in the same combat turn without penalty. Additional attacks penalize his Defense rating as normal.
Normal: If your character is attacked more than once during the same combat turn, he suffers a –2 penalty to his Active Defense rating for each additional attack.
Advanced: You may buy this Talent up to four times. Your character can defend against an extra attack per combat turn without penalty for each additional Level (i.e., the initial purchase lets your character defend against one additional attack without penalty, the second allows two additional attacks, and so on).

Weather Sense

Unique
Prerequisites: None
Your character has a knack for predicting the weather. She might gain foresight through careful study of the meteorological conditions, a sixth sense, a certain pain in the joints, communion with the spirits of air, but she is rarely unprepared for even the most turbulent of climates.
Benefit: Your character knows what kind of weather to expect on any given day without having to make a Survival roll. Your character can predict rain, clear skies, snow, or even hurricanes, but no measurements are precise. For example, she doesn't quite know when the rain will start or how many inches will fall, but could determine whether it will start "soon" or "later" and if it will be "heavy" or "mild."
Normal: You must make a Survival roll (Difficulty 2) to predict the weather that day.

Weird Science

Prerequisites: Science (Any) 4

Your character is a visionary scientist, capable of creating strange and unusual devices such as autogyros, experimental drugs, and revolutionary machines like the photoelectric telegraph.

Benefit: Your character can create weird science artifacts (see page 56). Select a particular scientific discipline for your character to specialize in when taking this Talent.

Normal: Your character cannot create weird science artifacts.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Skill bonus at second level and a +4 bonus at third level. Alternatively, this Talent may be purchased more than once to apply the benefit to a different Skill.

Well-Connected

Unique

Prerequisites: Charisma 3

Your character has good rapport with people, and a large network of friends and acquaintances. When she needs something, she either knows someone who will help him or is able to find someone who can.

Benefit: You may boost your character's Contacts Resource as if it were a Talent, but she does not need to have this Resource in order to boost it (see Boosting Talents, p. 104). Your character benefits from her increased sphere of influence for the remainder of the scene, after which her Contacts reverts back to its normal Level, and any bonus Resources must be returned (see Contacts, p. 57).

Normal: Your character is unable to boost her contact network.

Well-Educated

Prerequisites: Intelligence 3

Your character is a genius in a particular field, with expertise in all its various disciplines. He may be a master craftsman, general scientific expert, or schooled in a variety of academic subjects.

Benefit: Your character may take one Specialized Skill—Academics, Art, Craft, or Natural Philosophy (designate one when you take this Talent)—as a general Skill, granting him general expertise in all its Disciplines (which are now treated as Specializations).

Normal: Each Discipline under a Specialized Skill must be taken as a separate Skill.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Specialized Skill each time.



Resources

Resources represent the friends, influence, and wealth at your character's disposal. Characters without any Resources are not necessarily destitute nor outcasts; they have enough to get by on but when the going gets tough, they have to fend for themselves. Characters with Resources get to call on contacts and allies for favors and information. They have followers to help them and enough personal clout to get things done. They may even be in possession of items with unusual properties.

Advanced Resources

Just as with Talents, you may purchase the same Resource more than once and provide your character with an even greater benefit. Don't rely too heavily on an advanced Resource, however, as it can still be lost, killed, or stolen. Still, advanced Resources can be incredibly useful not only to your character, but to fellow adventurers as well. To that end, player characters may wish to pool their

Resources together to create a more powerful, shared Resource. As always, the Gamemaster is the final authority on which Resources may be pooled together.

Zero-Level Resources

In real life, friendships, influence, and wealth grow and develop over time. They are rarely all-or-nothing propositions. To reflect this, each Resource has a zero Level that represents fledgling Resources providing a lesser benefit for a lesser cost.

Players may choose two Resources during character creation at Level 0 instead of one Resource at Level 1. Buying a new Resource at Level 0 during play costs 7 Experience points; upgrading it later to Level 1 costs 8 Experience points.

Bonus Resources

Many of the Resources listed below grant bonus Resources at certain Levels. This represents how fluid and interconnected Resources can be. A character with a lot of Contacts may be able to call upon them to borrow an important Talisman, recruit a temporary Ally, or find a safe house to hole up in for a while.

A character may use a bonus Resource to buy a temporary Level in any other Resource (or two Resources at Level 0). It may even be used to improve the Resource that provided the bonus, granting an increased benefit. The temporary Resource remains until it is lost during play or is used to purchase another Resource.

Free Resources

All globetrotters are members of a League of Adventure. They automatically receive the Rank Resource at 0 with regard one League of their choice for free during character generation.

In addition, player characters in *Leagues of Adventure* are of sufficient social standing that they have some sort of servant. Obvious examples are for wealthier characters to have a batman, driver, butler, or maid at their disposal. Victorian society has rigid mores, and our heroes are generally the sort of chaps and ladies who cannot afford to be seen doing certain things, like breaking and entering or engaging in street brawls. Thus, many League members hire henchmen such as thieves, brawlers, and confidence tricksters to aid them in their quests. As well as these more common examples, more unusual servants are certainly permissible. A big game hunter, for instance, may have an African native bearer or witch doctor who has followed him home. These assistants are collectively known as henchmen. Globetrotters start the game with Followers at Level 0.

Ideally, the henchman should not be a combatant, unless the main hero is sorely lacking in suitable Skills. Henchmen present the heroes with a chance to purchase one or two more useful Skills to help round out the party, or take Skills the main character might find uncouth, such as Larceny, because of his social status. One handy tip is to try and ensure henchmen have a rating of 4 in their key skill(s). This way, they can use Teamwork (p. 32) to aid the party. A henchman who dies is not automatically replaced—the character must take the Followers Resource to earn a new henchman. Fortunately, most villains ignore henchmen who do not attack them.

The henchman's basic salary (a pittance normally) is assumed covered by whatever income his master has. Any bonus rewards must come from the globetrotter's pocket.

Because henchmen are an integral part of the setting, it is suggested a player does not create his own henchman. Instead, another player character builds the henchman *and* plays him during the game. This allows for the globetrotter to interact with his servant in play without the player having to talk to himself. Whether or not the globetrotter has any say in the character generation is up to the individual players—some may ask for a servant with a specific Skill set, while others may be happy to take pot luck.

A henchman does not earn Experience points. If a player wants to increase his henchman's abilities, he must do so by increasing his Followers Resource (p. 57). However, henchmen do have Style points of their own. Henchmen don't necessarily need a back-story or plot hook (although they're not discouraged), but should definitely have a Flaw. Hence, henchmen typically have just a single Style point to start.

A player character who elects to take two Level 0 Resources during character generation may use one or both of these to increase his Rank and/or Followers to Level 1.

Gaining and Losing Resources

Resources are not permanent abilities, so they can be easily gained or lost during play. Your character should not abuse his Resources or use them carelessly, or he might lose them. On the other hand, your character should not be too conservative with his Resources. Calling upon the right one at the right time could literally save the day.

Resources are interconnected, and characters with friends and influence always seem to land on their feet. If your character loses a Resource during play through no fault of his own, or through good roleplaying, the Gamemaster may allow you to replace the lost Resource or swap it out with one of an equivalent Level. For example, if your character's mad uncle (Patron 2) dies or goes

Group Contacts

Globetrotters regularly travel overseas, so having individual contacts can mean the hero is out of touch with his friend or ally for some time. Because of their wide-ranging travel, globetrotters may take a specific Contact Resource covering a wider number of lesser contacts rather than an individual. However, each should have its own limitations. Some examples are included below.

Church: The character has contacts within one branch of a religion, such as the Catholic Church or Tibetan Buddhism. As well as providing shelter, the contacts can provide access to old records, sacred texts, and religious paraphernalia.

Criminal: These contacts can help track down fellow criminals, acquire black market goods, or fence stolen items. The contact network typically extends through an entire country, with weaker contacts in neighboring countries.

Equipping: The hero has contacts with suppliers across the world, allowing him to quickly organize an expedition and, if required, gather specialist personnel.

Legal: When a hero breaks the law it helps if he knows the judge. The contacts extend across the legal system of one country and its colonies, if any.

Military: A wide-range of contacts within the armed forces of one country. Such contacts allow the hero to acquire military assistance, as well as equipment only available to the armed forces.

Mysticism: The globetrotter has a network of contacts involved with the supernatural. These may include mentalists and occultists, Freemasons, metaphysicians, or occult scholars and authors.

Police: The adventurer has contacts within the police force of one country and its associated colonies, if any. The contact can help provide street level information, aid in searching through police files, and grant access to crime scenes.

Political: The globetrotter has contacts within his own government both at home and abroad. His friends can help sort out minor diplomatic wrangles and help with paperwork, such as acquiring visas or special passes.

Science: Through his scientific contacts the hero can acquire specialist papers and equipment. The contacts cover a narrow field, though there may be some correlation with related fields of study.

Transport: These contacts can help arrange airship, boat, or train travel anywhere in the world.

missing on an expedition, the Gamemaster might allow your character to inherit his stately mansion (Refuge 2).

Resource Descriptions

Ally

Ally represents a close friend or family member that your character can count on in times of trouble. He has Skills, Talents, and Resources of his own, and will go out of his way to help your character, even if it puts him in danger. However, he will not throw his life away, so his assistance only goes so far.

An Ally starts out loyal to your character, making him easier for your character to charm and harder for your character's enemies to sway (see Influence, p. 27). While you get to define the nature of your character's relationship with his Ally, the Gamemaster ultimately controls this character, and determines what he will or will not do. Abusing or taking advantage of an Ally will negatively affect his attitude toward your character, possibly causing him to abandon him when he needs him most.

Purchasing additional Levels of this Resource grants your character a new Ally, or improves an existing one.

Ally	Example	Attributes	Skills	Talents/ Resources
0	Weak	9 pts.	5 pts.	0
1	Average	12 pts.	10 pts.	1
2	Talented	15 pts.	15 pts.	2
3	Influential	18 pts.	20 pts.	3
4	Powerful	21 pts.	25 pts.	4
5	Very Powerful	24 pts.	30 pts.	5

Example: *Steve has Ally 1, representing Sir Charles Fitzroy, a childhood friend and member of the Diplomatic Corps who helps him out from time to time. Steve likes having friends around to bail him out of trouble and decides to buy another Level of Ally. He could improve Sir Charles, making him Ally 2 and increasing his skills and abilities, but instead decides to purchase a new Ally 1, Doctor Theodore Hume, an academic with a knowledge of history.*

Artifact

Artifacts represent unique, powerful items or vehicles in your character's possession. It may be something she invented, Artifact represents a rare and powerful item in your character's possession. She may have invented, inherited, or had it entrusted to her for safekeeping. She might have found it or even stolen it from someone. Your character might not even be aware of the Artifact's full potential. Artifacts come in a variety of shapes, sizes, and uses.

A simple Artifact might be nutrient pills that replace eating a normal meal, or a universal gadget with a tool for every occasion. A more advanced Artifact might be an amnesia potion that erases a target's short-term memory, or a even flying bicycle. Airships and mole machines represent some of the largest and most powerful Artifacts of all.

Purchasing additional levels of this Resource grants your character a new Artifact or improves an existing one. The Artifact level determines the maximum number of Enhancements that an Artifact may have without having to take any Limitations. See page 146 for more on modifying and weapons and equipment.

Artifact	Example	Enhancements
0	Antibiotic Pills	1
1	Spectromatagraph	2
2	Advanced Diving Suit	3-4
3	Lunar Transmogrifyer	5-6
4	Small Submersible	7-8
5	Mole Machine	9-10

Example: *Doctor Thaddeus has Artifact 1, representing a device which can translate languages into his native English, which counts as two Enhancements. He does not have to take any Limitations to get his benefit. Later he decides to improve his device further and buys another level of Artifact. This allows him to make two additional Enhancements to the artifact. He decides to use the existing technology to help him solve riddles and crack codes. By inputting all pertinent information, the machine comes up with a likely solution. He buys the Investigation Skill.*

Contacts

Contacts represent your character's network of friends and associates. They are not particularly loyal and will only help if it is worth their while or in their own best interest. Nonetheless, having a network of contacts enables your character to track down useful items and information whenever he needs it.

Taking this Resource gives your character contacts in a particular area such as academia, the criminal underworld, or the constabulary (see sidebar). Any time your character seeks equipment or information from someone within his sphere of influence, you gain a bonus to the appropriate Skill roll. Additionally, for each two Levels of Contacts your character has, he may call upon his network of contacts and temporarily acquire a bonus Resource.

Purchasing additional Levels of this Resource gives your character a new set of Contacts or increases his influence with existing ones.

Contacts	Example	Benefit
0	Dean	+1 bonus
1	Priest	+2 bonus
2	Bishop	Bonus Resource
3	Archbishop	+4 bonus
4	Cardinal	Bonus Resource
5	Pope	+8 bonus

Example: *Lord Fanhard is planning an expedition to Tibet. He has Contacts 2, representing his influence with Fortnum and Mason, an equipping company. He gains a +2 bonus when dealing with the company's offices, and he may use his network of contacts to acquire a temporary Resource. He talks it over with the Gamemaster and decides to gain Ally: Lord Fanhard, a valued customer of good standing, calls in a favor and convinces the company to supply a guide.*

Fame

Fame is a measure of your character's popularity and notoriety. It also represents how well known his name and face are. Being recognized as a luminary has its benefits: people will often do special favors for your character just because he's famous. On the other hand, being famous can have its downside—it's hard to keep a low profile when your profile is easily recognizable.

Your character may be a renowned duelist, knowledgeable academic who has published numerous manuscripts, famous artist, or daredevil hero. When someone recognizes your character, you gain a bonus to all social rolls related to that person. Additionally, for each two Levels of Fame your character has, he may use his popularity to gain a temporary Resource from his adoring fans.

Purchasing additional Levels of this Resource increases your character's popularity and renown.

Fame	Example	Benefit
0	Local Celebrity	+1 bonus
1	Politician	+2 bonus
2	Wanted Criminal	Bonus Resource
3	National Hero	+4 bonus
4	Famed Explorer	Bonus Resource
5	International Luminary	+8 bonus

Example: *Reginald is an up-and-coming explorer, famous in certain circles. He wants to increase his renown, so he purchases Fame 2. His reputation increases and now people are coming from all over to hear him talk about his travels. When recognized, he gains a +2 bonus in dealings with that person and can use his Fame to gain a temporary Resource. Reginald immediately decides to gain Wealth 1—someone with money wants to be associated with the explorer and is willing to supply funds to ensure future expeditions.*

Followers

Followers represent your character's faithful friends,

Different Leagues

Chances are your globetrotters will belong to different Leagues, perhaps ones with vastly diverse goals. While the Leagues compete with each other for fame and glory, there is also a remarkable degree of cooperation between them—after all, there is plenty of fame and glory to go around, and having allies never hurts! To that end, even members of a different League may be invited, or volunteer, to go on an expedition that seemingly does nothing to benefit their League at first glance.

For instance, a character in the Alpine Club may wish to scale a remote peak. His friends just happen to be members of the Epicurean Society, the Royal Geographic Society, and the Sporting Gentlemen's Association. So what interests them? Well, the first globetrotter may lend his support to the expedition in the hope of discovering new tasty morsels. For the second, it is an ideal opportunity to study rock formations. The third is naturally a keen sportsman, and while climbing mountains is a worthy pursuit, he may want to test his mettle in sports local to the region.

retainers, and animal companions. Followers are not always very skilled or influential, but they are fiercely loyal and will accompany your character wherever he goes. Followers are tremendously helpful and will take care of everyday tasks, but your character is responsible for paying their expenses while they are working for him. Followers start out loyal to your character, making them easier for him to charm and harder for his enemies to sway (see Influence, p. 27).

With the exception of henchmen (page 164), you get to define the nature of your character's relationship with his Followers, but the Gamemaster ultimately controls these characters and determines what they will or will not do. Abusing or taking advantage of Followers will negatively affect their attitude toward your character, possibly causing them to abandon him when he needs them most.

Purchasing additional Levels of this Resource either increases the number of Followers your character has, or improves his existing ones.

Followers	Number*	Attributes	Skills	Talents/ Resources
0	1	9 pts.	5 pts.	0
1	2	9 pts.	5 pts.	0
2	4	9 pts.	5 pts.	0
3	6	9 pts.	5 pts.	0
4	8	9 pts.	5 pts.	0
5	10	9 pts.	5 pts.	0

** Instead of increasing the number of Followers, you may improve them by +3 Attribute points, +5 Skill points, and +1 Talent or Resource for each additional Level.*

***Example:** Michelle hasMorton (Followers 0), representing her trusted henchman. He's helped Michelle out more than once, but he's not very strong or smart, and the globetrotter is afraid something will happen to him. Therefore, she decides to purchase an additional Level of Followers to increase Morton's, giving him a total of 12 Attribute points, 10 Skill points, and 1 Talent or Resource.*

Patron

Patron represents your character's mentor, teacher, or protector. He is often a powerful and influential person, connected to your character in some important way. He may be a distant blood relative, a senior member in your character's organization, or a mysterious stranger who shows up to provide much-needed information. Although there is a lot a Patron can do for your character, loyalty is not a given; your character will occasionally have to complete tasks to stay in his good graces.

Patrons generally stay at home and expect your character to take all the risks. Still, they can be extremely helpful—providing advice, training, and Resources. Patrons don't even have to be present to help; they can dispense wisdom through letters, messengers, riddles, or even dreams and flashbacks. Patrons may provide a bonus to a particular Skill (as long as the Patron has the applicable Skill rating at 4 or higher, see Teamwork, p. 101). In addition, for each two Levels of Patron your character has, he may temporarily borrow one of his Patron's Talents or Resources. Unlike other Resources, which allow your character to gain temporary Resources of their choice, you are limited to the Talents and Resources your Patron possesses.

A Patron's reasons for helping your character may be a complete mystery. While you get to define the nature of your character's relationship with his Patron, the Gamemaster ultimately controls this NPC and decides exactly what he wants and what he is willing to do for your character. Harassing your Patron or taking him for granted will negatively affect his attitude toward your character, possibly causing your Patron to abandon your character when he needs him most.

Purchasing additional Levels of this Resource grants your character a new Patron, or improves an existing one.

Patron	Attributes	Skills	Talents/ Resources	Benefit
0	12 pts.	10 pts.	1	+1 bonus
1	15 pts.	15 pts.	2	+2 bonus
2	18 pts.	20 pts.	3	Bonus Resource

3	21 pts.	25 pts.	4	+4 bonus
4	24 pts.	30 pts.	5	Bonus Resource
5	27 pts.	35 pts.	6	+8 bonus

Example: *Maggie finds herself being harassed by an officious border guard who claims her documentation is wrong. The globetrotter has Patron 1, representing an old friend who works for the government. She remembers him discussing how to deal effectively with minor functionaries, and gains a +2 Bureaucracy bonus.*

Rank

Rank represents your character's membership in an exclusive (or secret) society, such as his League, or his military rank. All player characters begin with Rank 0 in a League of their choice. Some Leagues may have Membership Requirements. In order to choose the League during character generation or join at a later date, the globetrotter must meet any requirements.

As a result, your character has more authority when dealing with other members of his organization, and may request aid or requisition resources from the group. Depending on the specific organization, he may even be able to give orders to junior members, just as he has to obey the orders of those above him, and even use his standing to impress outsiders or call on their support.

Holding a position of authority grants your character respect from other members of his organization. You receive a social bonus anytime your character wields his authority or acts in the name of his organization. Additionally, for each two Levels of Rank your character has, he can use his authority to acquire a temporary Resource from his organization. This benefit lasts until the requisitioned Resource is returned, at which point a new Resource may be requisitioned. While Rank has its privileges, abusing authority, squandering resources, or breaking rules could result in your character being demoted or discharged from his organization.

Purchasing additional Levels of this Resource grants your character membership in another organization, or a higher rank in his existing one.

Rank	Example	Benefit
0	New Member	+1 bonus
1	Junior Member	+2 bonus
2	Full Member	Bonus Resource
3	Fellow	+4 bonus
4	Club Secretary	Bonus Resource
5	President	+8 bonus

Example: *Robin has Rank 1, representing his position in the Automobile Club. After a few adventures, he decides his character is ready to take the next step and apply for promotion. Robin purchases Rank 2, representing his new position within the club. He receives a +2 social bonus when on official Automobile Club expeditions, and he can requisition Resources as well. Since his Rank is more senior, he decides to request funds for a road trip across Africa. He gains Wealth 1, providing him with a stipend to cover fuel costs and mechanical breakdowns.*

Military Ranks

In *Leagues of Adventure*, many of the Great Powers boast not only an army (comprising infantry, artillery, cavalry, and logistics regiments) and navy (surface and submarine), but also a fledgling air corps in charge of the nation's airship fleets.

All military characters are deemed to be officers rather than enlisted men. To help the Gamemaster, officer ranks granted by the Rank Resource are given below.

Note that the early historical airship crews were members of the navy. In *Leagues*, they are a separate branch and use a proposed rank system turned down by the Royal Air Force in 1919.

Rank	Army	Navy	Air Corps
0	Second Lieutenant	Ensign	Ensign
1	Lieutenant	Sub-Lieutenant	Lieutenant
2	Captain	Lieutenant	Flight Leader
3	Major	Commander	Sqd. Leader
4	Colonel	Captain	Wing Leader
5	General	Admiral	Air Marshal

The Leagues presented below represent a small number of those open to globetrotters. The table on page 64 provides example names and affiliation, both to give additional examples and to help spur the players' imagination when creating their own League.

The Alpine Club

The Alpine Club's members all share a love of mountain exploration and a desire to conquer the world's highest and most inaccessible peaks. Although based in London, there is a clubhouse in Marseilles, for easy access to the Alps, and one in Chandigarh (India) from where expeditions are launched into the Himalayas, and one. Plans are afoot to open clubs on other continents. As well as mountaineering, the Club has many excellent skiers on its registry.

Starting Skill List: Pick two from Athletics, Expeditions, Survival

The Assassination Bureau

Those in power have always feared the assassin's blade, and the Assassination Bureau has been around for a *very* long time. Julius Caesar, King Charles I of England, King Louis XVI—they and many more have fallen foul of the Assassination Bureau. Until recently, the Bureau only took commissions against tyrants and despots. A secret cabal within the Bureau has begun hiring its services to the highest bidder, caring little for whether the target deserves to die or not.

Starting Skill List: Pick two from Archery, Athletics, Brawl, Craft: Pharmacology, Demolitions, Firearms, Melee, Stealth

The Automobile Club

One of the newest Leagues in London, the Automobile Club is open to any person who owns or can repair an automobile. Naturally, members eschew all other forms of transport whenever possible, proclaiming the automobile to be the future of personal transportation. Each year, members compete in a road race from London to Edinburgh.

Starting Skill List: Pick two from Pilot: Automotive Vehicles, Craft: Engineering, Craft: Mechanics

The Christmas Society

Founded in 1847 in response to Charles Dickens' famous story, *A Christmas Carol*, the Christmas Society is a charitable collection of eccentrics who love Christmas.

Each Sunday, members enjoy Christmas dinner at the club, complete with all the trimmings, followed by a church service. On St. Stephen's Day (December 26th), members dole out free lunches and hand gold sovereigns, from their own pockets, to London's many poor and destitute.

On Christmas Day the Society holds two secret ballots. The first recognizes the member who has performed the most charitable deeds during the year. For the next 12 months, he holds the title Spirit of Christmas Present. This gains him a temporary one point increase in his Rank: Christmas Society Resource. The second recognizes the unwholesome traits of Ebenezer Scrooge in a prominent member of British society. The uncharitable soul receives the title Great Scrooge, and a letter to this effect is sent to all the world's major newspapers.

Starting Skill List: Empathy and one Skill of your choice

The Dueling Club

Dueling may be illegal these days, but that doesn't stop the Dueling Club from keeping the practice alive. The Club's rules prohibit death (on punishment of expulsion), but delivering a nonlethal wound is quite acceptable.

It is not unusual for club dinners to be interrupted by two members deciding to settle a dispute through the use of blades, dancing nimbly up and down the table, careful to avoid upsetting plates and goblets.

Starting Skill List: Pick two from Archery, Firearms, Melee



The Eccentric Club

Since 1799 London has played host to several societies relating to eccentricity—The Illustrious Society of Eccentrics, The Everlasting Society of Eccentrics, The Eccentric Society Club and, finally, The Eccentric Club. The latter, the only League currently to use the name, was founded only in 1890, but it draws its ideals from earlier incarnations. Open to anyone judged to be of good but eccentric character, a catchall phrase which covers everyone from artists to inventors, the Club's motto, *nil nisi bonum* ("Nothing but Good") neatly sums up its ideals.

A night owl serves as the Club's

emblem. Within the main clubhouse bar, known as The Owl's Roost, are displayed dozens of stuffed owls. In keeping with the eccentric nature of the League, the main clock in this room runs backward. The Club is busiest between the hours of midnight and 4 o'clock in the morning (hence the emblem), a time when more respectable men and women are in bed.

Starting Skill List: There is no such thing as a typical Eccentric Club member. Pick two Skills of your choice

Epicurean Society

The Epicurean Society is a social club dedicated to enjoying food and drink. While they do host extravagant dinner parties using only the finest ingredients from across the globe, members are keen to try any new foodstuff, regardless of how offensive it may look or smell. As such they are frequent travelers, tracking down new culinary delights to bring back for their fellow club members to devour.

Starting Skill List: Connoisseur, and one Skill of you choice

Fenian Society

One doesn't broadcast membership in the Fenian Society unless one wants a swift beating from the police and a long spell in jail. The Fenians have two core beliefs: first, that Ireland has a natural right to be independent; second, that independence can be achieved only through armed struggle. As far as the English are concerned, the Fenians are nothing but dangerous anarchists.

Fenians don't necessarily have to be Irish nationals—anyone willing to fight for Irish independence is welcomed (after very careful checks to ensure they aren't spies for Scotland Yard, that is).

Starting Skill List: Pick two from Demolitions, Firearms, Intimidation, Stealth

The Gun Club

Founded during the American Civil War, the Gun Club is a Boston-based society of businessmen, inventors, and scientists dedicated to the construction of weapons, with a particular emphasis on cannons and other artillery pieces. The current president is Impey Barbicane II, son of the Club's founder.

Despite the society's fixation with guns, Barbicane is a man dedicated to peace. In his eyes, the creation of more powerful guns will end wars, not start them. Unfortunately, a small cabal within the Club has a different view—it looks to grow rich by selling advanced weapons to the highest bidder, unconcerned as to what use the weapons will be put.

Since their foundation they have been involved in an arms race with the Philadelphia-based Armorers Guild, a rival society fixated with the construction of better armor.

Starting Skill List: Firearms and one Skill of your choice

Tea & Medals

One way to reward globetrotters, especially British ones, is with membership of chivalric order. This grants the hero the right to use certain letters after his name.

British Chivalric Orders

The British chivalric orders are listed below, along with the appropriate letters, in order of importance, starting with the most prestigious. Awards marked "*" bestow knighthood, allowing the recipient to be addressed as "Sir" or "Dame," as applicable.

* Order of the Garter
  Knight/Lady of the Garter (KG/LG)*
* Order of the Thistle
  Knight/Lady of the Thistle (KT/LT)*
* Order of St. Patrick
  Knight of St. Patrick (KP)*
* Order of the Bath
  Knight/Dame Grand Cross (GCB)*
  Knight/Dame Commander (KCB/DCB)*
  Companion (CB)
* Order of St. Michael & St. George
  Knight/Dame Grand Cross (GCMG)*
  Knight/Dame Commander (KCMG/DCMG)*
  Companion (CMG)
* Royal Victorian Order (1896 onward)
  Knight/Dame Grand Cross (GCVO)*
  Knight/Dame Commander (KCVO/DCVO)*
  Knight Commander (KVO)*
  Commander (CVO)
  Lieutenant (LVO)
  Member (MVO)

French Chivalric Orders

* Legion d'Honneur
  Grand Cross, Grand Officer, Commander, Officer, Knight
* Order of the Black Star
  Grand Cross, Commander with plaque, Commander, Officer, Knight

German Chivalric Orders

* Order of the Black Eagle
  Members are automatically awarded the Grand Cross of the Red Eagle as well
* Order of the Red Eagle
  Grand Cross of the Red Eagle, Knight 1st Class, Knight 2nd Class, Knight 3rd class, Knight 4th class, and Medal (for enlisted men or civilians lacking the appropriate social status)
* Order of the Crown
  Grand Cross of the Crown, Knight 1st Class, Knight 2nd Class, Knight 3rd class, Knight 4th class, and Medal (for enlisted men or civilians lacking the appropriate social status)

The Hollow Earth Society

In 1818, John Cleves Symmes, Jr., an American army captain, put forward the hypothesis the Earth was in fact hollow. His theory, while not a new one, reached a wide and powerful audience. U.S. President John Adams supported a plan to explore the Arctic in search of one of Symmes' supposed opening, but the plan was not approved before he left office. His successor, President Jackson, vetoed the idea.

In 1853, Jeffrey Combos-Tower, an American industrialist and amateur geographer living in London, was ousted from the Royal Geographic Society for demanding the RGS "launch an expedition as a matter of utmost urgency to prove the veracity of Symmes' work and open a diplomatic dialogue with the advanced civilizations dwelling within the inner reaches of the Earth."

Down but not out, Combos-Tower promptly founded the Hollow Earth Society, where men and women of all classes and occupations who shared his beliefs and aims could meet in private and plan expeditions to discover the interior world.

Starting Skill List: Pick two from Expeditions, Investigation, Linguistics, Pilot: Mole Machine, Survival

The Osiris Club

Located in the grounds of the Mena House Hotel, a grand, palatial structure a stone's throw from the Pyramids of Giza, the Osiris Club serves as a private meeting place for the country's great Egyptologists. Here, where the politics of Egyptology is forbidden, one can sip tea and share conversation with luminaries such as Eugène Grébault, current head of the Egyptian Antiquities Service, William Flinders Petrie, Wallis Budge, Gaston Maspero, James Henry Breasted, Victor Loret, and Émile Amélineau. One might even find a young, newly-arrived artist by the name of Howard Carter, sitting quietly at the back of the club, working on another of his sketches.

Starting Skill List: Pick two from Academics: History, Anthropology, Art: Painting, Expeditions, Investigation

Royal Geographical Society

Founded in 1830 by King William IV and granted its royal charter in 1859 by Queen Victoria, the Royal Geographical Society is one of the preeminent scholarly societies in the world. Each year, the RGS spends vast sums of money sponsoring expeditions to explore and map the remote corners of the world. With such prestigious backers, it is hardly surprising the RGS' expeditions frequently make the front page of the major newspapers.

The Scottish Royal Geographic Society was founded in 1884. It has its headquarters in Perth, Scotland. Members of either Society may had the letters FRGS (Fellow of the RGS) or FSRGS after their name, as applicable.

The National Geographic Society, the American equivalent of the RGS, has its headquarters in Washington, D.C.

Starting Skill List: Pick two from Expeditions, Linguistics, Science, Survival

The Savage Club

Formed in 1857, the Savage Club is the preeminent Bohemian gentleman's club in London. Its members, while of good social status, encompass the arts, literature, science, law, and music. The Club does provide funds to members who wish to embark on expeditions, but only if they promote the arts or sciences in some manner. Exploration for exploration's sake might not earn approval of the Committee, but an expedition to record the paintings of ancient Ur might. The Savage Club is closely affiliated with a number of clubs in France, Portugal, South Africa, and the United States.

Unusually, the Club is also a registered Masonic Lodge since 1887, though members of the Club needn't be in the Savage Club Lodge, and vice versa.

Starting Skill List: Pick two from Academics, Art, Expeditions, Performance, Science

The Self-Preservation Society

While members of all Leagues have a duty of honor to aid other members if requested, the Self-Preservation Society is fanatical in its adherence to this unwritten code. The public image the society promotes is one of gentlemen looking after their own, awarding business contracts to fellow club members and making sure they are invited to the right social events.

This veneer of nepotism hides a darker truth—the society is a band of gentleman thieves whose sole aim is to get rich without doing much work. The Self-Preservation Society has a strict code that only those who can spare wealth are robbed. Hence, the club targets only middle and upper class citizens. The current chairman is Horatio Dawkins, who took over when his grandfather, Jack Dawkins (aka the Artful Dodger) stepped down in 1889.

Starting Skill List: Pick two from Con, Gambling, Larceny, Streetwise

Society of Antiquarians

King George II created the Society of Antiquarians in 1751 for "the encouragement, advancement, and furtherance of the study and knowledge of the antiquities and history of this and other countries." Since then the Society has scoured the world, collecting antiquities—the physical remnants of past civilizations—mainly on behalf of the British Museum, though they accept commissions from other museums and institutions. With routes into Asia and Africa now opening as the British Empire expands, the Society has access to more areas of the world and their historical cultures.

Starting Skill List: Pick two from, Academics: History, Anthropology, Expeditions, Investigation, Linguistics

Sporting Gentlemen's Association

Baron Heinrich von Kurtz, a minor German nobleman, founded the Sporting Gentlemen's Association in London in order to promote chivalrous behavior among gentleman. Ladies are permitted to join, though von Kurtz officially disallows them from physical games such as boxing, cricket, and rugby. Of course, this doesn't stop female members from playing the sports in secret.

Starting Skill List: Pick two from Athletics, Brawl, Melee, Ride, Sports

The Temporal Society

Founded by Herbert George Wells, the Temporal Society quests for nothing less than the construction of a functional time-traveling machine. A learned group of scholars and history enthusiasts, its members desire to study the past through actual experience, rather than literature, art, and ruins. Fully aware of the perils of dabbling in time, the Society is extremely strict regarding membership—any who might seek to disrupt history or loot artifacts are quickly discovered by the vigilant membership and publicly ousted.

Starting Skill List: Pick two from Academics: History, Craft: Mechanics, Science: Engineering, Science: Physics

The Travelers Club

Membership Requirement: Must have travelled outside the British Isles to a distance of 500 miles from London in a straight line.

The Club was founded in 1819 as a place where gentlemen who traveled abroad might meet in comfort to discuss their travels. In addition, the Club served as a location where distinguished foreign guests could be entertained. Since its founding, the Club has opened branches in Cape Town (South Africa) and Calcutta (India). Club members, along with invited guests, may use the facilities without charge while in town. While guests may be of any social class, the Club has a firm rule that formal dress must be worn at all times while within one of the clubhouses.

Starting Skill List: Pick two from Anthropology, Expeditions, Linguistics, Streetwise, Survival

Women's Suffrage Society

Membership Requirement: Members must be female.

The British Great Reform Act of 1832 stated quite clearly that women could not vote. So began the women's suffrage movement. The Women's Suffrage Society, one of the earliest ladies-only social clubs, began in 1834. Its members are dedicated, some fanatically so, to securing the right for women to vote and to be allowed to assume what are traditionally seen as male roles.

While any woman of good social standing may join the Society, scholars, scientists, reporters, doctors, and practitioners of other "male" occupations are most welcomed.

The Society's charter advocates peaceful protests and letter writing as the means to achieve their goals. Within the membership are two disparate groups. The first, and the fast-growing one, talks of more aggressive tactics, including the use of bombs and acts of vandalism! The second considers men to be emotionally weak and, by using their feminine wiles, women can persuade men to do almost anything.

Starting Skill List: There is no typical Suffragette. Pick any two Skills.

Refuge

Refuge represents your character's home, private retreat, or secret laboratory. He either owns it free and clear or shares it with other members of his organization. Whatever the case, this is a place where he feels safe and



Other Clubs, Societies, and Leagues

Club Name	Affiliation
Army and Navy Club	Army and navy officers
Authors' Club	Literature
Beefsteak Club	Social
Caledonian Club	Scottish
Cavalry and Guards Club	Cavalry and Guards regiments
Coventry Club	Diplomatic corps
East India Club	Veterans of the East India Company, agents of the Empire who worked in India, or citizens who spent more than five years living in India
Empire Club	Enthusiasts of the British Empire
Eton and Harrow Club	Alumni of Eton and Harrow
Freemasons	Secret society (men only)
General Courier's Society	Couriers
Geological Society of London	Geologists and geographers
Gresham Club	Merchants and bankers
Hunters' Club	Big game hunters and shooting enthusiasts
Kennel Club	Dog lovers
Ladies' Army and Navy Club	Near relations of army and navy officers
Marylebone Cricket Club (MCC)	Cricket
Oriental Club	Travelers who have visited the Orient
Pratt's	Aristocratic
Press Club	Journalism
Royal Astronomical Society	Astronomers
Royal Society	Science
Royal Thames Yacht Club	Yachting enthusiasts
Scandinavian Club	Members had to be of Scandinavian descent
Scientific Club	Science
Scottish Club	Scottish landowners and property owners
Ship Masters' Society	Shipmasters, captains, and first mates (but not ship owners)
St James's Club	Members of the British diplomatic service, and foreign diplomats in Britain
Temporal Society	Science and history
The Athenaeum	The arts, literature, and the Church
Turf Club	Aristocratic, social primarily sports and cards
United University Club	Graduates of Oxford and Cambridge
University Women's Club	Female university graduates

productive. A Refuge may provide one of three benefits: Equipment, Security, and Size. Select a primary benefit when buying this Resource.

Equipment: This benefit provides a bonus to all rolls related to a particular Skill (selected when you purchase this Resource) for anyone inside your character's retreat.

Security: This benefit inflicts a penalty to all Skill rolls related to investigating or infiltrating your character's secret lair.

Size: This benefit increases the amount of space encompassed by your character's retreat, either referring to the size of the building itself or the land it occupies. A Refuge without any Size benefit is the size of a small apartment or large workshop. Additionally, for each two Levels of Refuge your character has, he may borrow a

temporary Resource from his home, such as having his butler accompany him on an adventure or taking a Talisman out of his workshop. This benefit lasts until the borrowed Resource is returned, at which point a new Resource may be borrowed.

Purchasing additional Levels of this Resource grants your character a new Refuge or improves an existing one. With the Gamemaster's approval, characters can pool their Resources together into a larger and more impressive Refuge. In this case, each character has limited ownership and access to the location.

Refuge	Equipment	Security	Size
0	+1 bonus	–1 penalty	House
1	+2 bonus	–2 penalty	Large Townhouse
2	Bonus Resource	Bonus Resource	Bonus Resource
3	+4 bonus	–4 penalty	Small Estate
4	Bonus Resource	Bonus Resource	Bonus Resource
5	+8 bonus	–8 penalty	Large Estate

Example: *Sir Winston, a minor nobleman, has Refuge 1 (Size), representing a large townhouse in a fashionable part of London. He owns it outright and does not need to worry about mortgage or rent payments. Sir Winston decides he needs a library, so he purchases another Level of Refuge. He now has Refuge 2 (Size), which grants him a bonus Resource. He decides to take Refuge 1 (Equipment) to represent his new library.*

Status

Status represents your character's class and social status. This may result from success within a respected profession (e.g., doctors or academics), being a member of a wealthy aristocratic family, or working for an infamous organization like the Inquisition. In any case, your character's position grants him respect that can be used to impress people and get them to do favors for your character.

Any time your character's social status or position applies to a situation, you receive a bonus to any related social rolls. Additionally, for each two Levels of Status your character has, he may use his Status to gain a temporary Resource from his friends and subordinates.

Purchasing additional Levels of this Resource increases your character's position and social standing. Gamemasters may limit the purchase of this Resource after character generation. Typically, characters must be awarded a noble title—they cannot simply claim one. Even those born to high office must often wait until a relative dies before they can secure a higher title unless they attract the monarch's eye or their family is promoted in status.

Status	Example	Benefit
0	Peer of the Realm	+1 bonus
1	Baron	+2 bonus
2	Viscount	Bonus Resource
3	Earl	+4 bonus
4	Marquis	Bonus Resource
5	Duke	+8 bonus

Example: *Lady Penelope is the only child of an earl. She has Status 1, representing her social standing and granting her a +2 social bonus when using her position to get people to do what she wants. After some years adventuring, she decides to purchase another Level of Status. She suggests to the GM her father has received an honor for patriotic service, boosting his reputation but not his rank. The GM agrees. Because she has Status 2, although no actual increase in her title, she also gains a bonus Resource. Lady Penelope likes to live life to the fullest but always finds cash in short supply. She decides to take Wealth 1, representing gifts from would be suitors.*

Wealth

Wealth represents your character's lifestyle, income, and assets. It covers the amount of cash she has on hand and money she has to invest. Having money does not automatically accord a character respect or authority, but a rich character can buy almost anything she wants. Characters without Wealth are not poor; they simply have to work for a living.

Your character starts play with his monthly income in cash. Unless the character has this Resource, her basic food and lodging needs are covered by her wages, stipend, and so on, but that leaves her with nothing to spare each month. For characters with this Resource, the monthly income is after all reasonable routine expenses have been settled. Thus, a powerful noble may not actually have a Wealth Level—he fritters away his vast income on hosting balls, fine food and drinks, extravagant clothing, and expensive gifts. He's immensely rich, but he has no spare cash on hand.

Wealthy characters can invest their money in other Resources. For each two Levels of Wealth your character has, she can sacrifice a Level in order to buy a temporary Resource or grant one to another character (subject to Gamemaster approval). The extra money makes the character more influential. The temporary Resource lasts until the money is withdrawn or invested in another area.

Purchasing additional Levels of this Resource increases the amount of money your character has at his disposal.

Wealth	Example	Monthly Income
0	Squalid	£1
1	Modest	£5
2	Comfortable	£20
3	Affluent	£50

4	Luxuriant	£500
5	Opulent	£5,000

Example: *Gladys is preparing for an expedition. She has Wealth 2, representing her personal fortune, giving her £20 in cash for purchasing starting equipment. Because she has two Levels of Wealth, she may also sacrifice one Level in order to buy a temporary Resource or to boost another character's Resource. She decides to buy an Ally to represent an experienced guide.*

Flaws

Flaws represent your character's physical, mental, or social shortcomings. Whenever your character is hurt or hindered by his Flaw during play, you earn Style points that may be spent for bonus dice when you need them. Therefore, the more you roleplay your character's Flaw, the stronger and more versatile your character will be. Don't constantly roleplay your Flaw, however, as it will lose potency if overused. For this reason, Gamemasters may limit the number of Style points earned through Flaws to one per game session.

You get one extra Style point if you take a Flaw during character creation. Characters may start play with only one Flaw but with the Gamemaster's permission, you may add, change, or remove one during play. Following are descriptions of some common Flaws. Feel free to create your own, but be sure to get the Gamemaster's approval first.

Severe Flaws

Not all Flaws are created equally. Some may come up more often than others during play, or be more limiting for different character concepts. For the most part, though, Flaws are self-balancing. Characters that are hurt more often by a Flaw get rewarded more often than those whose Flaws come up less often in play. For the most part, adjusting a Flaw's reward is not necessary, unless it is severely limiting and comes up rarely during play.

For example, a crippled character will not earn many Style points as long as he is in a wheeled chair. He cannot walk at all if he is thrown out of it, so his Flaw deserves a higher reward. He earns two Style points when his Severe Flaw comes up during play. Some examples of Severe Flaws are detailed below; feel free to come up with your own, but be sure to get your Gamemaster's approval first.

Flaw Descriptions

Physical Flaws

Blind: Your character cannot see and is forced to rely upon his other senses to get around. She may have suffered an accident or been born that way, but she is completely blind. You automatically fail any roll that requires your character to see. You earn a Style point whenever a severe blunder or misunderstanding occurs because of your character's blindness.

Clumsy: Your character is awkward and uncoordinated. He frequently drops things, bumps into walls and tables, and knocks things over. Your character suffers a –2 penalty to any roll where grace and coordination are a factor. You earn a Style point whenever your character suffers harm or causes damage due to his bungling.

Crippled (Severe): Your character cannot walk. He may have suffered an accident or illness. However, your character can still get around normally with a wheeled chair. If knocked from his seat, he can crawl but suffers a –4 penalty to his Move rating (minimum rating of 0). You earn two Style points whenever your character is limited by his immobility.

Deaf: Your character cannot hear and may have to learn to read lips in order to communicate. She may have suffered an accident or been born that way, but she is completely deaf. You automatically fail any roll that requires your character to hear. You earn a Style point whenever a severe problem or misunderstanding occurs because of your character's deafness.

Dwarf: Your character is Size –1, causing him both physical and social problems. He is often looked down upon for not being as big or strong as others. You earn a Style point when your character's size causes him severe difficulty or when he is rejected because of it. *You cannot take this Flaw if you have the Giant Talent.*

Dying: Your character is terminally ill and will die soon. He may have cancer or some other kind of incurable disease, but he hasn't given up on finding a cure. You suffer a –2 penalty to all rolls whenever your character's disease acts up. You earn a Style point if your character is incapacitated by sickness or forced to confront his mortality.

Elderly: Your character is very advanced in years and not as vigorous as she used to be. She suffers a –2 penalty to any roll where strength, speed, or endurance is a factor. You earn a Style point whenever your character's age slows him down or she is taken advantage of because of it.

Flea-Infested: Whether due to poor hygiene or a property of your diet or blood, your character is unusually attractive to fleas and other blood-sucking parasites. As a result, he is constantly distracted by the itchy, swollen bites, causing you to suffer a -2 penalty on any roll related to concentration, patience, or stealth. You earn a Style point whenever your character's infestation proves a distraction to him or when he is shunned because of it.

Glass Jaw: Your character has a weak constitution and is vulnerable to shocks and blows. As a result, he suffers a –1 penalty to his Stun rating (characters with a Stun rating of 0 are stunned if they take one point of damage, and knocked out if they take two points of damage). You earn a Style point whenever your character's weakness is exploited.

Hard of Hearing: Your character has poor hearing. He may be deaf in one ear or just have trouble hearing normally. Either way, you suffer a –2 penalty on any roll when hearing is a factor. You earn a Style point whenever your character's poor hearing gets him into trouble or causes a critical misunderstanding.

Illness (Severe): Your character has a severe illness that is not life threatening, but may incapacitate her from time to time. She may have epilepsy or suffer from recurring bouts of malaria. Your character suffers a –4 penalty to all rolls when feeling sick. You earn two Style points whenever your character is incapacitated by her illness.

Lame: Your character has a bad leg or foot that slows him down. He may have been in an accident or just been born that way. Either way, your character suffers a –2 penalty to his Move rating. You earn a Style point if your character is unable to outrun danger, or if his bad leg gets him into trouble.

Low Pain Tolerance: Your character is extremely sensitive to pain. Bumps and bruises that others shrug off are debilitating to him. Your character suffers a –2 penalty to all rolls when in pain, such as when damaged or attempting to resist torture. You earn a Style point whenever your character suffers because of his sensitivity to pain.

Mute: Your character cannot speak and is only able to communicate through hand gestures or writing. She may have a problem with her vocal chords, or had her tongue cut out, but it makes speaking nearly impossible. You automatically fail any roll that requires your character to speak. You earn a Style point whenever a severe problem or misunderstanding occurs because of your character's inability to speak.

Obese: Your character is grossly overweight. He may have an eating disorder or medical condition, but he weighs far more than an average person his age. Your character suffers a –2 penalty to his Move rating, unless he exerts himself (see Encumbrance, p. 117). You earn a Style point whenever your character's weight slows him down or causes him difficulty.

One Arm: Your character is missing an arm. He cannot wield two-handed weapons and his lifting capacity is halved. If your character attempts to perform an action that normally requires two hands, you suffer a –2 penalty on the roll. You earn a Style point when your character drops something or makes a critical blunder because of his missing arm. *You cannot take the Florentine Talent if you have this Flaw.*

One Eye: Your character is missing an eye, but may have a fake eye or wear an eye patch to cover it. As a result, your character has poor depth perception and you suffer a –2 penalty on any ranged attack rolls. You earn a Style point if your character critically misjudges distance or is blindsided by someone.

Poor Vision: Your character has bad eyesight. She may be nearsighted, farsighted, or just have dim vision. If your character is not wearing her glasses, you suffer a –2 penalty on any roll where sight is a factor. You earn a Style point when your character's poor vision gets her into trouble or causes her to make a critical mistake.

Multiple Flaws

You get one Style point if you take a Flaw during character generation. Characters normally start play with only one Flaw, but with the Gamemaster's permission you may select multiple Flaws at character creation—granting additional Style points. Any time you roleplay one of your character's Flaws during play, you earn a Style point as normal. The Gamemaster should take care to prevent characters from becoming bundles of neuroses, and stop rewarding players who overplay their character's Flaws.

Sickly: Your character has a minor illness causing him discomfort from time to time, such as migraine headaches, chronic arthritis, or hepatitis. When feeling sick, your character suffers a –2 penalty on all rolls. You earn a Style point whenever your character suffers from his illness.

Skinny: Your character is scrawny and underdeveloped. He may have an eating disorder or a medical condition, but he weighs far less than an average person his age. Your character suffers a –2 penalty to any roll where strength or toughness is a factor. You earn a Style point whenever your character's weak physique causes difficulty.

Young: Your character is a child. He is Size –1, causing him both physical and social problems. He is often prohibited from participating in adult activities, and looked down upon for being young. You earn a Style point when your character's size causes him difficulty or he is patronized because of his age.

Mental Flaws

Absent-Minded: Your character is forgetful and distracted. Whether she's a daydreamer or just preoccupied with more important things, she tends to be unaware of what is going on around her. As a result, you suffer a –2 penalty on all Perception rolls. You earn a Style point whenever your character overlooks a critical detail or forgets something important.

Addiction: Your character is physically or mentally addicted to a specific substance or activity and will do anything to satisfy his need. If he overindulges or goes too long without getting a fix, you suffer a –2 penalty on all rolls until he sobers up or overcomes his addiction. You earn a Style point whenever your character's addiction hurts him or someone he cares about.

Amnesia: Your character has suffered some sort of trauma that caused him to lose his memory. He may recover part of his memory over time, but it is exceptionally disorienting when it happens, so you suffer a –2

penalty on all rolls until the episode is over. You earn a Style point when your character suffers a traumatic flashback, or when something from his past comes back to haunt him.

Blasé: Your character is easily bored, rapidly loses interest in anything that she has seen or done before, and is always seeking out new and interesting experiences. Your character suffers a –2 penalty on any repetitive task. You earn a Style point whenever your character's indifference causes harm.

Code of Conduct: Your character lives by a set of rigid, inflexible rules that limit her actions. Perhaps she must always observe certain religious precepts or follow certain customs on the battlefield, but this code often runs counter to pragmatic decisions. You earn a Style point whenever your character convinces others to follow her code of conduct or when her code forces her to make something much more difficult than might otherwise be necessary.

Coward: Your character is afraid of conflict and won't stand up for himself. He will run from a fight, or surrender if unable to flee. You suffer a –2 penalty on all rolls when he is threatened with physical violence. You earn a Style point if your character gives up without a fight or abandons his friends to save his own skin.

Curious: Your character is insatiably curious. The unknown fascinates her and she will leave no stone unturned in her search for answers. She cannot leave well enough alone and often ends up in trouble. You earn a Style point whenever your character's curiosity gets her or her companions into trouble.

Delusion: Your character has a deeply held belief that is completely false. He may see or hear things that aren't there, or believe that he is at the heart of a vast conspiracy. No amount of hard evidence will convince him otherwise. You earn a Style point whenever your character's delusion causes trouble.

Depressed: Your character is perpetually sad and gloomy. He is pessimistic and believes the worst of himself. No matter what happens, he always expects circumstances to conspire against him. You earn a Style point whenever your character's dire predictions come true or something happens to crush his spirits.

Easily Lost: Your character is constantly getting turned around and lost. You may be methodical, careful, and use a map in your travels, but your internal compass points South instead of North. Your character suffers a –2 to any roll regarding giving, taking, or following directions. You earn a Style point any time your lack of direction sense gets you or your party lost or puts them in a bad situation. *A character with the Lost Flaw cannot take the Direction Sense Talent.*

Envious: Your character is discontent with his lot in life. Other people always seem to have better fortune than him, and he doesn't like that. He isn't greedy, he just wants to be the same as those he views as his betters. Feelings of envy may be aroused by those with more wealth, higher military rank, better equipment, or higher social status. You earn a Style point when your character's envy causes trouble for him or his companions.



Gluttonous: Your character is continually hungry and whines about the lack of food. No matter how much he eats, he always wants more. You earn a Style point when your character's appetite causes problems for him or his comrades.

Hard to Train: Like the proverbial old dog that cannot learn new tricks, your character is resistant to or inept with all new behaviors. You suffer a –2 to all non-Zero-Level Skill rolls for your character. You earn a Style point any time your character or his allies suffer from your inability to learn new things or perform tasks outside your basic repertoire.

Hesitant: Your character couldn't make a split-second decision to save her life, particularly when rushed or in danger. The more options she has, the less able she is to decide what to do. You earn a Style point any time you or your party suffers from your inability to make

a choice. At the Gamemaster's discretion, you can also earn a Style point by voluntarily taking a –2 Initiative penalty during combat.

Illiterate: Your character is dyslexic, or maybe he just never learned his letters. Either way, he cannot read or write. This includes any additional languages learned through the Linguistics Skill. You automatically fail any task that requires your character to read. You earn a Style point whenever your character's illiteracy causes him severe difficulty or embarrassment.

Impulsive: Your character is impatient and reckless. He detests waiting around and will take action without taking time to plan. As a result, he is often unprepared for trouble and forced to improvise. He will jump into dangerous situations without thinking twice. You earn a Style point whenever your character's impulsiveness gets him or his companions into serious trouble.

Lazy: Your character is a slouch and avoids any form of chore like the plague. He might be a bully who demands others carry out his tasks or a charmer who slyly tricks others into doing his work for him. You earn a Style point any time your character convinces someone else to carry out a task he was supposed to perform.

Loyal: While many people hold a certain loyalty to a cause, your character is devoted to one particular cause. He might be loyal to his friends, an organization, his country, or his faith. He will do anything to protect his cause from harm, and never leaves a man behind. You earn a Style point any time your character's unswerving loyalty causes trouble for himself or his companions.

Lustful: Your character has powerful urges with regard to members of the opposite sex. He isn't a romantic; he's just insatiable when it comes to female companionship. You earn a Style point whenever your character's overactive libido gets him or his companions into serious trouble.

Malaise: Your character constantly feels discontent, worried, and lethargic. Usually, this is accompanied by general feelings of sickness, but no physical symptoms are ever present. You earn a Style point any time your character's lethargy causes her to lose an opportunity or give up an advantage.

Megalomania (Severe): Your character fantasizes about having extravagant wealth and power, or performing great deeds. Often this involves taking over the world or unlocking the secrets of the universe. You earn two Style points whenever your character takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims.

Multiple Personalities: Your character's mind plays host to two very different, often incompatible personalities. One personality may be dominant and may even repress the other, with the inactive personality being unaware of what the other does. At the Gamemaster's option, you may select a different Motivation for each personality. You earn a Style point whenever one of your character's personalities interferes with the life of the other or when your character is rejected by others because of his bizarre behavior.

Obsession: Your character is fixated on a particular activity such as keeping herself clean, organizing her possessions, or wooing the man of her dreams. If your character cannot indulge his obsession regularly, you suffer a –2 penalty on all rolls until she is able to satisfy his compulsion. You earn a Style point when your character's obsession causes her to do something dangerous or endanger someone else's life.

Overconfident: Your character has a very high opinion of himself—perhaps too high. He believes there is nothing he can't do better than anyone else. His foolhardy attitude can get him into trouble from time to time. You earn a Style point when your character is forced to ask for help or when his bravado gets him in over his head.

Paranoia: Your character is excessively concerned with his well-being. He is wary and distrustful of everyone, including close family and friends. He may even have a persecution complex and believe there is a vast conspiracy against him. You earn a Style point whenever your character pushes a friend away or actually catches someone working against him.

Phobia: Your character is scared of a particular situation, object, or type of person. She will actively avoid the object of her phobia, and flee if confronted with it. If she cannot escape, you suffer a –2 penalty on all rolls until your character is able to get away. You earn a Style point whenever your character's fear gets the better of her.

Short Temper: Your character has a bad temper and is unable to control his anger when frustrated or provoked. When enraged, he may hurt himself, his friends, or valuable equipment. Your character suffers a –2 penalty to Willpower rolls to keep his cool. You earn a Style point whenever your character's short temper causes trouble.

Skeptic: Your character never takes anything at face value. He questions everything and demands to see incontrovertible proof before he will acknowledge the validity of a claim. You earn a Style point whenever your character proves an assertion wrong or convinces someone else to question his beliefs.

Thrill Seeker: Your character enjoys living at fever pitch. She laughs in the face of danger and revels in putting herself in extreme situations. As a result, she is much more likely to get hurt or killed. You earn a Style point when your character puts herself or her companions in danger just for the fun of it.

Timid: Your character is nervous and hesitant. He doesn't like trying new things and hates being put into unfamiliar situations. Your character suffers a –2 penalty on any task that he hasn't had adequate time to prepare for. You earn a Style point whenever your character's anxiety causes him to miss an opportunity.

Vow (Severe): Your character has made a solemn promise or taken a sacred vow to perform a specific deed, remain loyal to one person or organization, or to maintain a condition such as poverty or chastity. Your character earns two Style points whenever he has to make a major sacrifice in order to keep his vow.

Social Flaws

Aloof: Your character is distant and standoffish, often more focused on the task at hand than on the feelings of those around him. Your character suffers a –2 penalty on social rolls when trying to establish a rapport with other people. You earn a Style point whenever your character's business-like attitude causes him trouble.

Animal Antipathy: There is something about your character that causes horses to buck her, cats to scratch her, and dog to bark at her. Your character suffers a –2 penalty on any roll relating to animals. You earn a Style point whenever your character suffers a setback due to an uncooperative or belligerent animal. *A character with the Animal Apathy Flaw cannot take the Animal Affinity Talent.*

Bad Reputation: Whether it is deserved or not, your character has a bad name. You should create the event (or perhaps just a rumor) which led to the bad reputation. He has –2 to social rolls. You earn a Style point when you bad reputation causes problems.

Callous: Your character is selfish, uncaring, and insensitive to the suffering of others. He is hardhearted and will not go out of his way to help anyone. Pleas for mercy fall on deaf ears. You earn a Style point when your character does something particularly selfish or refuses to help someone in dire need.

Condescending: Your character thinks she is better than everyone else. It doesn't matter if she is actually superior or not—she knows she's always right; anyone that disagrees with her is clearly mistaken and must be put in their place. You earn a Style point whenever your character proves someone else wrong or establishes her own superiority.

Criminal: Your character is believed to have committed a serious crime, regardless of whether he actually did it. He may be a fugitive on the run or he could have done time for his misdeeds. Regardless, people distrust him and may turn him in to the authorities if given the chance. You earn a Style point whenever your character is hurt by his negative reputation.

Disfigured: Your character has a nasty scar, birthmark, or deformity that repulses other people. As a result, he is considered ugly and unattractive. You suffer a –2 penalty on all rolls where your character's appearance is a factor. You earn a Style point whenever your character is rejected because of his appearance.

Dominant: Your character is driven to be the "alpha wolf." You constantly look for ways to overthrow your superiors and to force everyone else to obey your commands, even if only to prove that you can make them do something. You earn a Style point whenever your character's need to dominate others brings unnecessary strife.

Exiled: Your character has been driven out of his homeland and cannot return upon pain of death. He may have been exiled because he committed a crime, violated a taboo, or may have been on the wrong side of a political or military conflict. Often, he has also been marked in some way so that he must bear the stigma of his banishment abroad as well. You earn a Style point whenever your character is shunned or denied support because of his past.



Fanatical: Your character is passionately devoted to a particular cause, ideal, or organization. He will act in accordance with his beliefs even if it costs him his life. You earn a Style point whenever your character's devotion causes harm or he converts someone else to his way of thinking.

Gossip: Your character cannot stop himself from sharing juicy gossip, and is ignorant to the harm it may cause others. You earn a Style point whenever your character spreads gossip that inadvertently causes trouble for himself or his friends.

Gullible: Your character is naïve and easily cheated. She takes people at their word, even if they have lied to her in the past. Your character suffers a –2 penalty on rolls to resist deception. You earn a Style point whenever your character is taken advantage of because of her trusting nature.

Herd Mentality: Your character resists individual thought and dislikes being alone. He may or may not expect everyone else to form a collective, but he resists individualism and is intensely uncomfortable except in the presence of his peers. You earn a Style point whenever your character sacrifices too much for the sake of the group or causes complications by refusing to be alone.

Honest: Your character is sincere and straightforward. He always tells the truth and plays by the rules, even if his opponents act dishonestly. Your character suffers a –2 penalty on social rolls whenever he tries to lie or cheat. You earn a Style point whenever your character's honesty causes trouble.

Inscrutable: Your character is mysterious, hard to read, and rarely shares his thoughts. As a result, he is difficult to relate to and often misunderstood. Your character suffers a –2 penalty on social rolls when trying to connect with other people. You earn a Style point whenever your character is misunderstood or his mysterious motives cause trouble.

Intolerant: Your character is prejudiced against certain situations, behaviors, or types of people (i.e., a particular race, sex, or religious group). He may react with disgust or even hostilities when confronted with the object of his dislike. You earn a Style point when your character's intolerance causes trouble, or he convinces someone else to detest the same thing he does.

Liar: Your character embellishes the truth and makes up stories to impress people. His lies are almost always believable, but when confronted with the truth, he will simply make up another lie. You earn a Style point whenever your character's dishonesty causes trouble or his lies catch up with him.

Lovelorn: Your character is unlucky in love. He may have lost his sweetheart or be suffering from unrequited love, but he will go to great lengths to gain attention from the object of his affection. You earn a Style point whenever your character's affections are rejected or he suffers hardship in the name of love.

Merciful: Your character is kind-hearted and sympathetic. She believes that violence is wrong and prefers to live and let live. She will do everything she can to ease the suffering of others. You earn a Style point whenever your character shows compassion to an enemy or refuses to retaliate when wronged.

Obvious: Your character is simply too loud and careless to stay hidden or subtle enough to conceal her true motivations. You receive a -2 penalty to stealth and deception-related rolls. You receive a Style point whenever your character fails to conceal her motives or draws negative attention to herself.

Pacifist: Your character is opposed to violence and war under any circumstances. He believes that aggression and use of force are morally wrong, and he always tries to find peaceful ways of settling disputes. You earn a Style point whenever your character is able to prevent violence or resolve a dispute peaceably.

Repulsive: Whether it is his chronic flatulence, foul body odor, fetid breath, or some other disgusting habit or trait, your character makes people negatively react to him. People turn away in disgust, or outright flee from the vicinity. You suffer a –2 penalty to Charisma rolls to influence people (see Influence in *Leagues of Adventure*). You earn a Style point whenever your character's repulsive habit or trait causes him or his party to suffer in social situations.

Secret: Your character has some sort of shameful secret that would be extremely embarrassing if it came to light. As a result, he will do everything possible to keep his secret hidden. You earn a Style point if your character is confronted with the truth or goes out of his way to protect the secret.

Shy: Your character is uncomfortable in social situations and tries to avoid them as much as possible. He dislikes being the center of attention and prefers to let others take center stage. You earn a Style point if your character misses out on getting recognition or a reward for his actions because he won't assert himself.

Speech Impediment: Your character has trouble speaking clearly. He may have a stutter, lisp, or some sort of disfigurement that makes understanding him difficult. This may cause important information to be misunderstood or delivered too slowly. You earn a Style point whenever a severe problem or misunderstanding occurs because of your character's speech impediment.

Stingy: Your character isn't greedy, she's just extremely reluctant to spend money. She always hunts for bargains and haggles over every purchase. You earn a Style point when your character's reluctance to spend money or insistence on haggling causes trouble for herself or her friends.

Stubborn: Your character is obstinate and hardheaded. He becomes unreasonably unmoving once his mind is made up. You earn a Style point when your character's inflexibility causes him trouble, or he forces others to go along with his idea.

Submissive: Some men are shepherds, others are sheep. Your character is very much part of the flock. Your character wants others to make all the decisions for him, right down to what he wears and when he sleeps. Your character suffers a –2 penalty to Willpower rolls to resist coercion and mind-affecting supernatural powers. You earn a Style point whenever your character is taken advantage of due to his submissive nature.

Superstitious: Your character is extremely superstitious and will go out of his way to follow his unusual beliefs. He will avoid performing any activity that is considered "bad luck" and will never miss an opportunity to do something that will give him good fortune. You earn a Style point when your character's eccentricities cause him trouble, or if one of his beliefs turns out to be true.

Vain: Your character is arrogant and egocentric. She loves to talk about herself and takes excessive pride in her appearance, talents, and accomplishments. Anyone who doesn't recognize her greatness is simply jealous. You earn a Style point whenever your character steals the spotlight or is forced to confront her shortcomings.

Miscellaneous Flaws

Danger Magnet: Your character attracts trouble and often ends up in dangerous situations. For some reason, she's always the one picked to be the human sacrifice, the sole survivor of the shipwreck, or the one targeted by the hungry maneater. You earn a Style point when your character ends up in danger through no fault of her own.

Hunted: A highly motivated individual or organization is pursuing your character. He may have vital information, a rare artifact, or an unusual ability that they are desperate to acquire. You earn a Style point whenever your character is in danger of being caught.

Poor: Your character is perpetually broke and not very good with money. He may be rash and impulsive, or he just doesn't care about worldly goods. You earn a Style point whenever your character spends his money unwisely or is unable to buy a basic resource.

Primitive: Your character either comes from a primitive culture or was raised far from civilization. As a result, modern technology is foreign to him. You suffer a –2 penalty on any Skill roll related to modern technology, such as Drive, Firearms, and Science. You earn a Style point whenever your character's primitive nature hampers him or causes trouble.

Unlucky: Your character is cursed, jinxed, or just has chronic bad luck. Whenever anything is left to chance, circumstances will almost always conspire against her. Once per game session, you suffer a –2 penalty on any one dice roll. You earn a Style point if this causes your character's action to fail, or if you roll a Critical Failure.

Starting Experience Points

Each Character starts with 15 Experience points, representing all of the experience and training he has accumulated prior to the start of the game. The Gamemaster may vary the amount of starting Experience points, depending on the power level of the game she is running. If a player is creating a new character to join an existing party, he may be given additional starting Experience points. Unspent points may be carried into play, subject to Gamemaster approval.

Starting Experience points may be spent in the following manner:

Trait	Experience Point Cost
Primary Attribute	New Attribute level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Talent	15 points
Resource	15 points

Finishing Touches

Now that you've finished selecting your character's skills and abilities, it's time to fill in the rest of the details.

* What is your character's name? Your character's name can tell a lot about him and where he comes from. For example, we can tell just by their names that Sir Reginald Smythe-Bumblington and Reggie Smith are very different characters.
* Where did your character come from? Your character's background doesn't have to be anything elaborate but there are a few general questions you should answer. What is his general history? Where did he develop his skills and abilities? How did he end up as a globetrotter? Be sure to use your character's Motivation as a guide when developing his background.
* What does your character look like? You don't have to go into elaborate detail, but you should note your character's defining characteristics. What color hair does he have? Is he tall or short, thin or stocky? Does he have piercing eyes or a winning smile? Use your character's Attribute ratings as a guide for determining his physical description.
* What gear is your character carrying? It doesn't have to be an exhaustive list, but you should pick out necessary tools and equipment for your character. You don't want him to run out of ammunition while serving the King, or lack the right tools for the job. Use your character's Skills, Talents, and Resources as a guide when picking out equipment.

Note: All globetrotters begin play with a set of clothing befitting their Status, a weapon or two, and minor equipment suitable to their profession. The Gamemaster may give your character additional weapons or items for free, based on his background, or he may give you a certain amount of money to spend, based on his Resources. In the latter case, characters without any Resources start play with £5 in cash.

Starting Style Points

Style points are one of your character's most important (and flexible) resources. They may be spent in a number of ways to help your character achieve his goals. Style points are used to reward players for the kind of behavior that makes the game more fun for everyone involved. The more things you do to benefit the game, the more effective your character will be, and the more fun it is for everyone involved.

All characters begin their careers with one Style point. You may start play with up to five total Style points. However, you have to do some extra work to earn them. Ad-

ditional starting Style points may be earned in a variety of ways, always at the discretion of your Gamemaster.

At the end of each adventure, all Style points are lost. At the start of the next adventure, the character begins with Style points as described above. Players should not hoard Style points—they're meant to be used!

* Taking a Flaw at character generation: 1 pt.
* Writing a character background: 1–3 pts.
* Creating a plot hook (e.g., a rival or dependent) for your character: 1 pt. each
* Using props or costumes for your character: 1 pt.
* Miscellaneous (e.g., hosting the game): 1 pt.

Skill Summary Table

Skill	Attribute	Specializations and Disciplines
Academics*	Intelligence	History, Law, Literature, Philosophy, Religion
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling
Animal Handling	Charisma	Birds, Cats, Dogs, Horses, Monkeys
Anthropology	Intelligence	Archaeology, Culture, Mythology, Physical, Social
Archery	Dexterity	Blowguns, Bows, Crossbows, Nets, Slings
Art*	Intelligence	Music, Painting, Photography, Sculpture, Writing
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws
Bureaucracy	Intelligence	Academia, Business, Government, Legal, Military
Con	Charisma	Bluff, Fast Talk, Lies, Tricks, Seduction
Connoisseur	Intelligence	Art, Cuisine, Drink, Music, Tobacco
Craft*	Intelligence	Carpentry, Chemistry, Electrics, Mechanics, Pharmacology
Demolitions	Intelligence	Defusing, Explosives, Gunpowder, Improvised, Incendiary
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives
Expeditions	Intelligence	Excavations, Logistics, Organization, Personnel, Terrain
Firearms	Dexterity	Archaic, Pistol, Rifle, Shotgun, Submachine Gun
Gambling	Intelligence	Active Games, Board Games, Card Games, Cheating, Dice Games
Gunnery	Intelligence	Artillery, Bombs, Cannons, Machineguns, Rockets
Intimidation	Charisma	Interrogation, Orders, Staredown, Threats, Torture
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search
Larceny	Dexterity	Alarms, Lockpicking, Pickpocketing, Safecracking, Sleight of Hand
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation
Medicine	Intelligence	Diagnosis, Diseases, First Aid, Surgery, Veterinary
Melee	Strength	Axes, Clubs, Knives, Spears, Swords
Performance	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing
Pilot*	Dexterity	Aerial Craft, Automotive, Balloons, Mole Machines, Nautical
Ride	Dexterity	Camels, Elephants, Horses, Mules, Vehicles
Science*	Intelligence	Biology, Chemistry, Engineering, Geology, Physics
Sports	Dexterity	Ball Games, Cricket, Golf, Racket Games, Tabletop Games
Spying	Intelligence	Alias, Bribery, Forgery, Speed Read, Unobtrusive
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking
Streetwise	Charisma	Black Market, Carousing, Haggling, Rumors, Scrounging
Survival	Intelligence	Foraging, Hunting, Navigation, Shelter, Tracking

* Specialized Skill

Talent Summary Table

Talent	Prerequisite	Benefit
Acclimated	Body 3	Can resist extreme temperatures for longer
Accuracy	—	Reduced Called Shot penalties
*Agile**	—	+1 Dexterity rating
Alertness	—	+2 Perception rating
Animal Affinity	—	+1 Charisma bonus dealing with animals
Attractive	—	+1 Charisma bonus dealing with people
Blind Fight	—	Reduced penalty for poor visibility
Block	Brawl 4	Perform Block as a reflexive action
Blunt Strike	Melee 4	Do nonlethal damage with lethal weapons
Bold Attack	Charisma 3	Use Charisma with a specific combat Skill
Bold Defense	Charisma 3	Use Charisma for Defense rating
Calculated Attack	Intelligence 3	Use Intelligence with a specific combat Skill
Calculated Defense	Intelligence 3	Use Intelligence for Defense rating
Callous Rider	Ride 4	Exert your mount to gain Ride bonus
Captivate	Performance 4	Temporarily entrance targets
*Charismatic**	—	+1 Charisma rating
Climb	—	Improved climbing speed
Combat Aptitude	Intelligence 3	Exchange attack and Defense dice
Combat Skill	Skill 4	+2 Defense with specific non-combat Skill
Counterstrike	Brawl 4	Damage attacker with a successful Block
Danger Sense	—	Reduced surprise penalty
Diehard	—	Improved death threshold
Direction Sense	—	Always know direction
Disease Resistance	Body 3	+2 Body to resist disease
Dodge	Athletics 4	Perform Dodge as reflexive action
Evasive Riding	Ride 4	Use Ride Skill for Defense roll
Famine Hardy	*None*	Suffers less fatigue from starvation and thirst
Fearsome	Intimidate 4	Temporarily frighten opponents
Fearsome Attack	Intimidation 4	Can use Intimidation when making an attack
Finesse Attack	Dexterity 3	Use Dexterity with a specific combat Skill
Florentine	Dexterity 3	Reduced penalty for two-weapon attacks
Flurry	Dexterity 3	Reduced penalty for multiple strikes
Focused Attack	Willpower 3	Use Willpower with a specific combat Skill
Focused Defense	Willpower 3	Use Willpower for Defense rating
*Giant**	—	Your character is Size 1
Guardian	Intelligence 3	Provide Defense bonus to allies
Headstrong	Willpower 3	Use Willpower for Stun rating
Herb Lore	Medicine 4	Use natural supplies for medicine
High Pain Tolerance	—	Reduced penalty for wounds
Inspire	Diplomacy 4	Provide Skill bonus to allies

*Intelligent**	—	+1 Intelligence rating
Iron Jaw	—	+1 Stun rating
*Iron Will**	—	+1 Willpower rating
Jack of All Trades	Intelligence 3	Improved untrained Skill rolls
Jump	—	Improved jumping distance
Keen Sense*	—	+4 Perception rating with a specific sense
Knockout Blow	Brawl 4	Improved knockout ability
Lethal Blow	Brawl 4	Do lethal damage with Brawl attacks
Lifesaver	Medicine 4	Improved healing ability
Light Sleeper	—	Needs half as much sleep as normal
Long Shot	—	Double weapon ranges
Lucky	—	+2 bonus to any one roll per game session
Mobile Attack	Dexterity 3	Move and attack simultaneously
Moneywise	Intelligence 3	Improved Wealth Resource
Mounted Attack	Ride 4	Use Ride Skill for attack roll
Mounted Charge	Ride 4	May charge without losing Active Defense
Natural Leader	Charisma 3	Recruit temporary allies
Pack Mule	—	Treat encumbrance level as one level less
Parry	Melee 4	Perform Parry as reflexive action
Provoke	Con 4	Temporarily provoke opponents
Quick Draw	—	Draw weapon as reflexive action
*Quick Healer**	Body 3	Double the normal healing rate
Quick Reflexes	—	+2 Initiative rating
Rapid Shot	Dexterity 3	Reduced penalty for multiple shots
Ricochet Shot	Firearms 4	Reduced Called Shot penalty for cover
Ride-by Attack	Ride 4	Mount may move and attack simultaneously
Riposte	Melee 4	Damage attacker with a successful Parry
Rising Handspring	—	Stand up as reflexive action
Robust	—	+2 Health rating
Run	—	Improved running speed
Savvy Fighter	Dexterity 3	Improved Defense ability
Skill Aptitude	—	+2 Skill rating to a specific Skill
Skilled Assistant	—	Improved teamwork bonus
Spark of Life	Weird Science	Can create intelligent artifacts
Staggering Blow	Brawl 4	Improved knockback ability
Strafe	Firearms 4	May attack multiple opponent with an automatic weapon
*Strong**	—	+1 Strength rating
Strong Defense	Strength 3	Use Strength for Defense rating
Subtle Strike	Stealth 4	Can use Stealth for attack roll
Sweep	Brawl or Melee 4	Reduce penalties for sweep attacks
Swift	—	+2 Move rating

Swift Mount	Ride 4	Mount gains +2 Move rating
Swim	—	Improved swimming speed
Time Sense	—	Always know time
Tinker	Craft 4	Improved tool bonus
Total Recall*	—	Never forget anything
*Tough**	—	+1 Body rating
Tough Attack	Body 3	Use Body with a specific combat Skill
Tricky Fighter	Intelligence 3	+2 bonus when performing Tricks
Unarmed Parry	Brawl 4	Can block melee weapons
Vigorous Defense	Dexterity 3	Reduced penalty for multiple attackers
Weather Sense*	—	You know what the weather will be
Weird Science	Science 4	Ability to create weird science artifacts
Well-Connected	Charisma 3	Improved Contacts Resource
Well-Educated	Intelligence 3	General expertise with one Specialized Skill
* Only available in character generation.		

Resource Summary Table

Resource	Description
Ally	Close friend or relative who can be counted on for help
Artifact	A wondrous technological device
Contacts	Network of associates who may be called on for items and/or information
Fame	Reputation, notoriety, and influence, due to your character's popularity
Followers	Faithful friends and retainers who accompany your character
Patron	A powerful patron, teacher, or protector who looks out for your character
Rank	Rank and membership in a secret or exclusive organization
Refuge	A safe and comfortable home, private retreat, or secret laboratory
Status	Social status and income, due to your character's profession or birthright
Wealth	Income and assets, plus amount of money available to invest

Flaw Summary Table

Flaws	Description
Physical Flaws*	
Blind	Automatically fails sight rolls
Clumsy	Has poor coordination
Crippled	Cannot walk
Deaf	Automatically fails hearing rolls
Dwarf	Not as big or strong as others
Dying	Has an incurable disease and may soon die
Elderly	Advanced in age
Flea-Infested	Riddled with fleas and lice
Glass Jaw	Easily stunned and knocked out
Hard of Hearing	Poor hearing and may misunderstand speech
Illness	May be incapacitated by illness

Lame	Has a bad leg or foot and moves slower than others
Low Pain Tolerance	Has extreme sensitivity to pain
Mute	Can't speak and must write or gesture instead
Obese	Larger and slower than normal
One Arm	Missing an arm and has trouble doing work
One Eye	Missing an eye and has poor depth perception
Poor Vision	Bad eyesight and has trouble identifying things
Sickly	Illness causes major discomfort
Skinny	Has a weak physique
Young	Child or youth
Mental Flaws	
Absent-Minded	Often forgets or overlooks important details
Addiction	Hooked on a specific substance or activity
Amnesia	Has lost his memory and may have flashbacks
Blasé	Easily jaded and bored
Code of Conduct	Lives by a rigid code of behavior
Coward*	Afraid of conflict and may run from a fight
Curious	Fascinated by the unknown
Delusion	Suffers from hallucinations
Depressed	Sad and pessimistic
Easily Lost	No sense of direction
Envious	Wants what other people have
Gluttonous	Continually eating
Hard to Train	Finds it hard to learn new things
Hesitant	Unable to make quick decisions
Illiterate	Dyslexic or uneducated and cannot read or write
Impulsive	Impatient and reckless and often gets in trouble
Lazy	Avoids work
Loyal	Loyal to an individual or cause
Lustful	Has an eye for the ladies and a strong libido
Malaise	Constantly feels discontent, worried, and lethargic
Megalomania	Delusions of grandeur
Multiple Personalities	Hosts two distinct personalities
Obsession	A compulsion to perform a particular activity
Overconfident	Foolhardy and sometimes gets in over his head
Paranoia	Anxious and distrusts everyone around him
Phobia	Scared of a particular thing and will avoid it
Short Temper	Has trouble controlling anger
Skeptic	Never takes anything at face value
Thrill-Seeker	Addicted to danger
Timid	Nervous and anxious
Vow	Sworn to an action or organization
Social Flaws	
Aloof	Distant and remote
Animal Antipathy	Animals show great hostility
Bad Reputation	Character has a bad name
Callous	Selfish, uncaring, and insensitive of others

Condescending	He is better than everyone else
Criminal	Believed to have committed a serious crime
Disfigured	Ugly, unattractive, and repulsive to others
Dominant	Always wants to be the leader
Exiled	Driven from his homeland
Fanatical	Zealous and dedicated
Gossip	Cannot help spreading rumors
Gullible	Believes almost anything
Herd Mentality	Dislikes being alone
Honest	Never lies
Inscrutable	Mysterious and hard to read
Intolerant	Biased and prejudiced against a certain thing
Liar	Constantly embellishes the truth
Lovelorn	Lovesick and forlorn
Merciful	Compassionate and forgiving
Obvious	Unable to hide her motivations
Pacifist	Opposed to violence and war for any reason
Repulsive	Other people find the character disgusting
Secret	Has an embarrassing or shameful secret
Shy	Dislikes social situations and tries to avoid them
Speech Impediment	Trouble speaking and may be misunderstood
Stingy	Tight with money
Stubborn	Obstinate and hard-headed
Submissive	Easily bullied and wants to be lead
Superstitious	Goes out of his way to follow his unusual beliefs
Vain	Egotistical and narcissistic
Misc. Flaws	
Danger Magnet	Attracts trouble through no fault of his own
Hunted	Pursued by an individual or organization
Poor	Destitute and bad with money
Primitive	has difficulty with technological items
Unlucky	Cursed, jinxed, or otherwise unlucky
**Severe Flaws are listed in italics*	





Big Game Hunter

Archetype: *Big Game Hunter*	**Motivation:** *Glory*
Style: 3	**Health:** 5

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

Secondary Attributes	
Size: 0	**Initiative:** 6
Move: 5	**Defense:** 6
Perception: 5	**Stun:** 3

Skill	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Connoisseur	3	2	5	(2+)
Firearms	3	4	7	(3+)
Rifles			*8*	*(4)*
Melee	2	2	4	(2)
Stealth	3	2	5	(2+)
Survival	3	2	5	(2+)
Tracking			*6*	*(3)*

Talents
Accuracy 1 (Ignore up to a –2 penalty for targeting a specific location)
Long Shot (Double weapon ranges)

Resources
Follower 0 (Personal chef)
Rank 0 (Epicurean Society; +1 Social bonus)

Flaw
Glutton (+1 Style point whenever his appetite causes problems for him or his comrades)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	4N	(2)N
Elephant Gun	4L	0	12L	(6)L
Heavy Revolver	3L	0	11L	(5+)L

"A Triceratops, you say? Big like a giant cow, eh? Wooster, you'd better open the claret so it can breathe—looks like red meat on the menu tonight, what?"

Character Background

They say Africa is in your blood, but I seem to also have a small piece stuck between my teeth, eh, what? Excuse me one moment… ah yes, must be the zebra we had for lunch at the club earlier. Marvelous beast, bloody marvelous, especially with the chef's special plum sauce, what? Pass the port like a good fellow and I'll continue my story.

Before I took to big game hunting professionally I was a junior lieutenant in the South Wales Borderers, a young lad full of dreams of glory and adventure, ready to serve Queen and country to the bitter end, and all that nonsense. Ah, those youthful yearnings for a quick jaunt to fight the foe and then back for tea and medals! My military service took me to India and Africa among other places. Saw plenty of action as well, though I missed the big one at Isandlhwana due to a bout of sickness. Dashed lucky, really, given how that one ended.

I recall we spent one summer with this Indian maharaja fellow. Fine chap—loved his hunting like a true Englishman and knew a good wine when he tasted one. Many a day we'd go and bag a tiger before a spot of lunch on the veranda. Dare say that's where I developed my interest in gastronomic delicacies, what? Nothing like chilled monkey brains and stuffed snake to fill a man's belly after a day in the field, eh? Something wrong with your drink, old boy? You look awfully queasy all of a sudden.

I eventually earned the rank of major, though by then the joys of the army were beginning to wear a little thin. Nothing like seeing your chums cut down in front of you to make a man question his lot in life, eh? After some soul-searching I decided to resign my commission and seek out new interests. I'd always been a good shot, and Africa was opening up nicely, offering plentiful opportunities to men willing to work. That's when I became a big game hunter, you know?

I've traveled far and wide in my profession. Bison, bear, wolf, elephant, lion, tiger, rhino—there's very little I haven't bagged at one time or another. Let me tell you, young man, there's nothing quite like living in the wild, stalking an animal for days by following its prints and spoor, finally lining it up in your sights, bringing it down in one shot, and then eating the damned thing with a good vintage wine.

These days I have enough financial security from past exploits that I can afford to hunt purely for pleasure. I do hire my services out to expeditions every now and then—keeps the old eye in and gives me opportunity to bag a few new species for the dinner table, what? Chef does so like it when I bring back something new for him to cook.

Anyway, I read in The Times the other day that there's an expedition heading to the jungle in search of something called a dinosaur. I've seen a few of those skeletons at the museum. Magnificent beasts, one of the Lord's finest creations! Yes, bagging one of those beauties for the table will be a true challenge for this old hunter. Just imagine how place settings one of those triceratops thingies would cater for!

Roleplaying

Other hunters talk of the thrill of the hunt, proving themselves superior to the beasts they track, and even judging their kill by the size or ferocity of the prey they bring down, but none of these factors matter to you. You're quite content to let them hunt for personal glory or to bring back trophies to hang on the wall, while you bring down animals for more personal reasons.

While some travel the world in search of treasure or scientific discovery, you head to the far reaches of the world to satisfy your endless appetite for new food. Whether it flies, swims, burrows, climbs, or runs, you're perfectly willing to give it a go, assuming it is accompanied by the right wine, naturally.

And what a world awaits! Stories are forever making the newspapers regarding new species of animals, including ones supposed to be long extinct. This is what drives you to adventure—the opportunity to be the first to dine on something yet to be sampled by the human palette and remembered a pioneer in gastronomy.



Consulting Detective

Archetype: *Law Man*	**Motivation:** *Justice*
Style: 3	**Health:** 4

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

Secondary Attributes	
Size: 0	**Initiative:** 7
Move: 5	**Defense:** 5
Perception: 8*	**Stun:** 2

Skill	Base	Levels	Rating	Average
Academics: Law	4	1	5	(2+)
Brawl	2	2	4	(2)
Firearms	3	2	5	(2+)
Investigation	4	4	8	(4)
Crimes			*9*	*(4+)*
Larceny	3	2	5	(2+)
Stealth	3	2	5	(2+)
Shadowing			*6*	*(3)*
Streetwise	2	3	5	(2+)

Talents

* Alertness (+2 to Perception rating)

Resources

Contacts 1 (Police; +2 Social bonus)

Followers 0 (Street urchin)

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

Flaw

Aloof (+1 Style point whenever his business-like attitude causes his trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	4N	(2)N
Heavy Revolver	3L	0	8L	(4)L

"For one, the mud I see on your shoes is found in only one part of London, the scene of the heinous crime. Two, that large gun you have pointed at me is a clear indication of your guilt. Elementary!"

Character Background

Come in, sir, the door is open. No, I did not deduce the tread of your feet on the stairs, nor did I catch a faint scent of your cologne as you neared the door. I happened to be glancing out of the window when you cab arrived. It was a matter of logical deduction based on my own empirical knowledge of the distance from the front door to that of my rooms and the average speed of a man who is precisely seven minutes later for an engagement as to when you would arrive outside my door. Now, shall we press on?

My involvement in what the newspapers so crudely call "crime-solving escapades" began during my years at university. A man of some intellect, with a keen eye for detail and an astute memory, I decided I would study law. To be honest, I had little interest in becoming a barrister, and a solicitor's post would have numbed my to boredom, but the subject was suitably challenging.

Our university sponsored many archaeological expeditions to Egypt and had amassed a sizeable quantity of rare and valuable artifacts. These were displayed in the university museum. One winter morning word swept the university that the museum had been robbed and a security guard murdered. Seeking to put my knowledge of the law to good use I attended the crime scene. The police, so typically overlooking obvious facts, deduced the guard had stumbled across the intruders and, during a scuffle, had succumbed to heart failure. I, however, immediately saw the look of utter horror on the poor man's face. His heart had indeed stopped, but it did so out of sheer fright.

I will not bore you with the details of how I solved the case, for to do so would only embarrass the police, who managed to keep my assistance out of the newspapers. All you need know is that the killer is behind bars and his murderous machine shall trouble mankind no more. It was after this incident that I set my sights on being a detective, for I had shown natural talent for unraveling the tangled threads that so often make up a crime of seemingly mundane origin.

Naturally the police would not entertain the presence of a private investigator on the force, but we are fortunate in that men may still take certain matters into their own hands in this enlightened age. Although it took many years of hard work, my breakthrough into the public limelight came after I solved the Case of the Flying Monkey. Though I admit the investigation little troubled my mind, its seemingly intricate nature and my solving of it caught the public imagination. Since then I have been inundated with letters requesting my assistance. It was also the first time I picked up the scent of a master criminal behind many of the world's crimes.

I imagine that you see many crimes as random events, unconnected by any thread of cohesive criminality. I, on the other hand, have perceived that there is a bloated spider at the center of a web of coordinated international crime. Every crime is part of a larger purpose, though its meaning may not be deduced in the grand scale of global events with any ease. A pickpocket may indeed be an opportunist, but it is just as likely that his act of theft has a wider meaning.

Ah, the nature of the spider—yes, who is this mysterious creature whose insidious reach stretches from the gutter runners of old London to the bustling streets of Shanghai, whose reach is felt wherever crime is committed and yet who leaves little trace of his machinations? If I knew that, good sir, I would bring them instantly to justice. Whoever he or she might be, they cannot evade the law, or me, forever.

Roleplaying

You are one of London's premier consulting detectives, and your talents are now being sought in civilized lands across the globe. Your keen mind is an analytical machine of logic and reason, which combined with your astute powers of perception enables you to gather all the information pertinent to a crime and deduce a solution.

While you are able to interview witnesses and pick up on the slightest detail, you are hopeless as more polite social interaction. Your logical mind has no place for emotions, and once on a case you are relentless, pausing only to consider the facts, never the human element involved. As a result of your inability to convey information in an emotional way, you are uncomfortable in social situations.



Diligent Correspondent

Archetype: *Reporter*	**Motivation:** *Truth*
Style: 3	**Health:** 5

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

Secondary Attributes	
Size: 0	**Initiative:** 5
Move: 3	**Defense:** 4
Perception: 8*	**Stun:** 2

Skill	Base	Levels	Rating	Average
Art: Photography	3	1	4	(2)
Art: Writing	3	2	5	(2+)
Con	4	3	7	(3+)
Seduction			*8*	*(4)*
Diplomacy	4	2	6	(3)
Investigation	3	2	5	(2+)
Linguistics	3	2	5	(2+)
Stealth	2	2	4	(2)
Streetwise	4	2	6	(3)
Rumors			*7*	*(3+)*

Talents

* Alertness (+2 Perception rating)

Attractive (+1 Charisma rating dealing with people)

Resources

Follower 0 (Research Assistant)

Rank 0 (Women's Suffrage Society; +1 Social bonus)

Flaw

Honesty (+1 Style point when her honesty causes trouble)

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

"No, sir, I do not require a 'hand up'! Please keep your hands to themselves!"

Character Background

As the only girl, and having five older brothers, I was largely ignored by my parents and siblings. In order to fill my time I began writing stories. Modesty prevents me from proclaiming them as good tales, but they were enjoyable, in an innocent and naïve way. Fortunately, where my father saw only a marriage prospect as my future my uncle, a self-made newspaper man, saw my potential. It was he who put up the money to send me to university to study journalism, and he who gave me my first job.

Of course, such assistance quickly led to criticism that my way in life was paved for me, but my high academic achievements were earned fairly and my uncle, as a kind a soul as he is, is not one to suffer fools gladly. Had I failed to live up to his expectations, I would have been dismissed from my post without hesitation. Never once have I asked him for favors because of our familial bond, and, I am pleased to say, never once has he offered me any.

My first stories were trivial affairs, reporting on social events and the like, but my writing style was dynamic and my columns widely read. Of course, I was forced to initial my work rather than use my full name, as few readers would have cared so much had they realized I was a woman. Many a time I was forced to stifle a grin as I overheard passersby in the street discussing my latest piece of social gossip.

When the globetrotting craze began, all of the big stories naturally went to my male peers. It was they who had the privilege of following the famous explorers and antiquarians on their global expeditions, while I remained behind in the office and covered the home news. In many ways this chauvinism was my big break, for while my peers were overseas a spate of high profile crimes wracked the city. As the only qualified reporter left on his staff, my uncle had little choice but to let me handle the reporting. Such was the scandal of the crimes, and the unmasking of the perpetrator, that my stories frequently made the front page, relegating the stories of derring-do and the latest discoveries to the back pages.

While I was just one of many reporters who reported on the capture of the villain, it was my story that captured the public attention the most. Realizing that the time was right, I signed off my last column on the case with my full name. Overnight I became the talk of the city, highly sought after by those who wanted their stories told to the masses, and not just at home.

Invitations to accompany expeditions to the corners of the globe began to flow in, and many foreign dignitaries spoke of their interest in having me interview them. How much of this interest is because of my journalistic skills and how much is merely because I am a woman I have yet to discern, but no doubt I shall discover this soon, for the first expedition on which I am to report sets sail in the next month.

Roleplaying

You are a rarity in the man's world of journalism. Being a woman means you are required to work harder than your male colleagues, but that is a small price to pay. You let nothing stand in the way of a good story. If the interviewee is not seduced by the sheer novelty value of being interviewed by a woman, you have no qualms about falling back on your feminine charms to secure the information you need.

Although a supporter of women's rights, you are not a militant or one to protest loudly. Others may barricade themselves to railings, march on Parliament, or turn to violence, but you are content to prove your right to be treated as an equal by hard work and diligent research. What really riles you is men dismissing as weaker than they or that you require special treatment just because of your gender.

You are an honest reporter, unwilling to make up facts just to sell papers, though this does not prevent you from using florid prose to describe something mundane—there is a difference between outright fabrication and harmless embellishment. Your honesty also encompasses your dealings with people. While others may fawn over those of unsavory character to earn a story, you will call a pig a pig, even if he is a king in his own country.



Explorer

Archetype: *Military Officer*	**Motivation:** *Honor*
Style: 3	**Health:** 5

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

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

Skill	Base	Levels	Rating	Average
Athletics	4	1	5	(2+)
Bureaucracy	2	2	4	(2)
Diplomacy	2	2	4	(2)
Firearms	3	2	5	(2+)
Intimidation	2	3	5	(2+)
Orders			*6*	*(3)*
Melee	4	4	8	(4)
Swords			*9*	*(4+)*
Survival	2	2	4	(2)

Talents

Flurry (Your character may attack the same opponent twice by making an Attack with a –2 penalty on each attack roll)

Resources

Followers 0 (Batman)

Rank 0 (Dueling Club; +1 Social bonus)

Rank 1 (Lieutenant in the German army; +2 Social bonus)

Flaw

Code of Conduct (+1 Style point when he convinces others to follow his code of conduct or when his code forces him to make something much more difficult than might otherwise be necessary)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Saber	3L	0	12L	(6)L
Heavy Revolver	3L	0	8L	(4)L

"I claim this land in the name of the Fatherland! If you wish to dispute my claim, I shall meet you on the field of honor at dawn tomorrow!"

Character Background

My family has been soldiers since the days of the Thirty Years War and served Prussia honorably since age of Frederick the Great. We have marched to war and shed blood for the Fatherland, and we have done so with honor and pride. Germany may be unified, but it is we Prussians who lead.

My father held the rank of Colonel of Infantry and I grew up following a strict regime, as did my younger siblings. The great Prussian values of sincerity, obedience, justice, industriousness, courage, austerity, loyalty, reliability, and punctuality were driven into me by regular beatings, and for these lessons in what it means to be a member of the Prussian officer class I am eternally grateful to my father, for they have made me the man I am today.

On May 22nd in the year 1869, a year I date I shall remember proudly until my last breath, I passed out of the Prussian Military Academy in Berlin as a Leutnant. My father momentarily broke his stern demeanor and, shaking me once by the hand, congratulated me on continuing the family tradition. Just over a year later I was baptized in fire as the Franco-Prussian War began. War is a glorious and terrible thing. The roar of rifles and cannons stirs the blood, yet it is tempered by the screams of the dead and dying. No man can fail to be stirred by battle, and it is we Prussians who are the masters of warfare.

I emerged from the war unscathed both physically and mentally. My loyal service and leadership in the face of enemy fire was rewarded with a promotion to Oberleutnant and the award of Knight, Fourth Class of the Order of the Red Eagle. A long and glorious future in the military seemed assured, and many believed that I would rise to General at a young age.

Pride is a sin, and I paid a heavy price for mine. Five years ago, during a ball for the general's niece a young officer insulted my family name, proclaiming in a loud voice that we had achieved our honors and ranks is a less than dignified way. I demanded he retract his statements or face the consequences, but my only answer was a punch in the nose. Without thinking I drew my saber, for I am a master swordsman, and ran the man through. Had he been a junior rank my indiscretion would perhaps have gone unnoticed, but the man was a captain and had friends in high places.

My war record and otherwise exemplary conduct served me well at my court martial, and I was found guilty of only lesser charges by way of provocation. My military career, while still intact, was tarnished and my prospects grim. Whether it was to save my honor or the family's I shall never likely know, but my father arranged for me to be transferred. Instead of leading men in battle I would serve Germany as a military attaché, a diplomat by any other name. For two years I attended negotiations and social events, my heart still loyal to Germany yet yearning for true action and adventure once more.

Fortunately, the Kaiser has had the good sense to expand Germany culture beyond the borders of Europe. Our great empire is expanding, and our emperor is hungry for new land. I wrote to my superiors and asked to be assigned special duties as an explorer, paving the way for Germany colonial expansion by discovering new lands and mineral resources. The delay was agonizingly long, but at last a letter was delivered granting me free reign to travel the world and return with information. I was to receive only a small stipend for my efforts, forcing me to take other work as required to help pay for the expeditions I was to organize.

Some may consider this an insult, but to a true Prussian officer it is nothing more than another challenge to overcome. Perhaps, if I am successful in my endeavors, my past record will be wiped clean and I shall once again lead men to war. Until then, I remain Germany's most loyal servant.

Roleplaying Notes

You are a man who lives by his honor as an officer in the German army and as a gentleman. You possess an inflexible code of conduct that prohibits you from acting in a cowardly or ungentlemanly way, such as attacking an unarmed foe or attacking from a position of surprise, being discourteous to ladies, not challenging those who slight your honor, and acting in a proper and dignified manner under all circumstances. To act like a barbarian, no matter the provocation, would be an affront to the Fatherland and your family's proud heritage as Prussian officers.



Crackpot Antiquarian

Archetype: *Academic*	**Motivation:** *Wisdom*
Style: 3	**Health:** 6

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

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

Skill	Base	Level	Rating	Average
Academics: History	3	3	6	(3)
Anthropology	3	2	5	(2+)
Mythology			*6*	*(3)*
Athletics	2	2	4	(2)
Expeditions	3	2	5	(2+)
Investigation	3	3	6	(3)
Linguistics	3	3	6	(3)
Deciphering			*7*	*(3+)*
Survival	3	1	4	(2)

Talents

Acclimated (Can resist extreme temperatures for longer)

Resources

Followers 0 (Mule)

Patron 0 (Mysterious Backer; +1 bonus)

Rank 1 (Hollow Earth Society; +2 Social bonus)

Flaw

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

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

"Open your eyes, man! The style of these carvings is a clear indicator of a common ancestor of advanced intellect spanning two continents!"

Character Background

You have heard of Plato and his discourse on the advanced civilization of Atlantis, I presume? Good, good, that will save me a great deal of time. Atlantis, so the story goes, disappeared beneath the waves, but no mention is made of survivors. Please, lower your eyebrows, it is most unbecoming except among the dullards of the lower classes. In any natural disaster there are always survivors. Were Great Britain to be swallowed up today, there would be those who managed to find safety in boats, and there are countless citizens overseas. Atlantis would be no different, for they were a seafaring people with a great empire.

Ah, yes, you are right to ask for evidence. You are displaying some vestige of intelligence! Has it never troubled your weak intellect why two cultures separated by a trackless ocean, those of Egypt and Mesoamerica, both raised monumental pyramids? How could such similar structures have come into being on two continents if not by a common culture passing on its ancient wisdom? How else could such primitives have raised these colossal structures without knowledge of the wheel if not through the aid of wondrous technologies now lost to mankind? How else can one explain common themes in mythology, such as dogs guarding the underworld, if not by a common religion that once spanned the entire world? Why do you think so many early languages were based not on individual letters, but by a set of symbols? What else can explain these facts but the existence of an advanced culture, its members scattered by cataclysmic upheaval, trying to ensure the survival of its wisdom, if not its blood, by passing on its ageless wisdom to lesser races?

Giants among men? What a curious turn of phrase. I would agree that the Atlanteans were giants of intellect, but they were not giants of physique, far from it, in fact. Again we must turn to the collective myths of our ancestors. Across the globe one finds stories of dwarves producing wondrous artifacts, artifacts beyond the ken of lesser men. These dwarves, I surmise, were nothing less than the Atlantean survivors. It makes perfect sense when one considers the size of the passageways inside the cyclopean pyramids.

Where did they go? Ah, at last a question worthy of answer. It is my belief, and one backed by logic, that after trying to civilize the lesser cultures the Atlanteans gave up their quest. Their race was scattered and in danger of being lost. Thus, they gathered their numbers in secret and departed for another realm. Don't tilt your head in that manner—you look like a curious dog! Have you never considered why there are so many tales of gods, gods who imparted great wisdom, leaving mankind yet promising to return? Well, that is why you remain blind to the facts before your very eyes, you ignoramus!

Since there are no remnants of Atlantis left on the surface, save those ideas imparted to other lesser cultures and either now lost to time or carried forth as collective knowledge, such as farming techniques and even literacy, the survivors must have migrated inward, to a realm beneath our very feet... inside the Hollow Earth! Have you never entered a cave and wondered where it might end? Ah, I see doubt in your eyes! Where else could this fabled race have migrated? No ruin yet uncovered can be proven to have been directly raised by that antediluvian race, nor is there anywhere left on Earth where such a culture would seek a new home. Antarctica, you say? Are you mad, sir? How could any race hope to survive in a land encased in endless winter? Dear me, no, that is beyond the realms of rational thought!

Of course there are difficulties involved with reaching the Hollow Earth—the Atlanteans were careful in sealing their routes behind them with rock falls. But a route exists, and I will find it. Lidenbrock paved the way with his great adventure, but he did not travel far enough to reach the Hollow Earth. But where he failed, I shall succeed! I have an expedition planned in the coming months. Would you care to donate a few hundred pounds? Consider it an investment, for my expedition will uncover knowledge lost for millennia and make heroes of us all!

Roleplaying Notes

You are fixated in the idea that Atlantis was a real place, as is the Hollow Earth. Every mystery, every historical coincidence, you put down to the far reaching influence of the Atlanteans. While the discovery of Atlantis would undoubtedly make you a very wealthy man, you are interested in uncovering their lost wisdom.

Your quest for Atlantis has dominated your life and continues to drive you forward. You often forget to eat, you rarely bother to attend social functions—even fundraisers—and you have little tolerance for petty conversation.



Pioneering Aviatrix

Archetype: *Adventurer*	**Motivation:** *Glory*
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
Acrobatics	3	2	5	(2+)
Athletics	3	2	5	(2+)
Craft: Mechanics	3	4	7	(3+)
Firearms	3	2	5	(2+)
Pilot: Aerial	3	4	7	(3+)
Survival	3	3	6	(3)

Talents
None

Resources
Artifact 1 (Primitive Airplane)
Fame 1 (Famous adventurer; +2 Social bonus)
Followers 0 (Reporter)
Rank 0 (Eccentric Club; +1 Social bonus)

Flaw
Thrill Seeker (+1 Style point when she puts herself or her companions in danger just for the fun of it)

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

"The wing strut has snapped. You hold the stick steady and I'll crawl out and repair it before we crash into that mountain that's looming ever closer."

Character Background

As a young girl I would sit spend hours gazing into the sky, watching the birds effortlessly circling and swooping. I used to go to bed wishing that when I awoke I would have wings, so I could join them. One day when I woke to find myself flightless I constructed a pair of wings from some discarded boxes, climbed the tallest tree in our garden, and leapt off, flapping frantically. For the briefest second I felt free, then came the jarring impact and the broken arm.

Although my desire to fly never went away, I switched my pursuits to more earthly ones temporarily. I was the first girl in our village to own a safety bicycle. It was then I had the idea of combing my earlier attempt to fly with my bicycle. Surely if I could get enough speed down Deadman's Hill I could soar into the air! Just to make sure I hastily built a makeshift ramp at the bottom of the steep hill to give me a boost.

When I came too I was lying on a couch. The kind-faced old man leaning over me told me I had flown into his garden. Luckily his cabbage patch had broken my fall, though my bicycle was beyond salvation. He questioned me as to how I managed to end up in his garden, smiling and chuckling as I told him my dream.

Without a word he beckoned me to follow him to the big shed at the bottom of the garden. Placing a finger on his lips, he slid open the doors to reveal a marvelous contraption—a flying machine! After a few adjustments to the engine he span the propeller and the engine coughed into life. He leapt into the seat beside me, grinning like the Cheshire Cat. Moments later we were airborne, flying among the birds! I screamed with joy as we looped and dived, circled and span through the air. Our flight was over all too quickly. On the ground I begged and pleaded to have another go, but the old man urged me to be patient. The machine needed a lot of work, and if I would help I could go up in her again. And so it was I learned all there was to know about mechanics and flying.

That was eight years ago. The old man died a few years back, but he left me his flying machine in his will. I immediately put it to good use. Securing funding from a national newspaper looking to impress their readers with an exclusive story, I publicly announced my attempt to fly non-stop from London to Paris. There were some hair-raising moments, but the contraption landed with minimal damage in a farmer's field just outside Paris. Crowds swarmed to see my aeroplane, and to see me, the brave aviatrix who had crossed the channel in a heavier-than-air flying machine.

Inventors, businessmen, and governments from across the world wrote to me offering handsome sums of money to reveal the secret of powered flight, but I politely declined their offers. I've even had proposals of marriage from young men wishing to marry the first aviatrix, but they've all been frightful bores. I have the only aeroplane in the world, and so long as I do, I am a national heroine.

Roleplaying Notes

Being the current darling because of your aerial exploits isn't enough for you. You don't want passing fame, you want to be immortalized for posterity. A simple flight from London to Paris isn't good enough for you anymore. You want to fly to lands further afield, cross entire continents, traverse lifeless deserts, and soar majestically over the highest peaks. And you want the world to know that you, a woman, did it.

With the press' attention flitting between numerous daredevils and explorers on an almost daily basis, you know you have to take bigger and bigger risks to remain in the public. Each stunt, each trip, has to be more audacious and more amazing than the previous one. Your friends and family warn you that pride goeth before a fall... but a faint heart never won glory.



Temporal Scientist

Archetype: *Inventor*	**Motivation:** *Love*
Style: 3	**Health:** 5

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

Secondary Attributes	
Size: 0	**Initiative:** 6
Move: 4	**Defense:** 4
Perception: 7	**Stun:** 2

Skill	Base	Levels	Rating	Average
Bureaucracy	4	2	6	(3)
Craft: Electrics	4	3	7	(3+)
Craft: Mechanics	4	3	7	(3+)
Expeditions	4	2	6	(3)
Investigation	4	2	6	(3)
Research			*7*	*(3+)*
Science	4	4	8	(4)
Temporal Mechanics			*9*	*(4+)*

Talents
Weird Science: (Can build weird science artifacts)
Well-Educated (Treats Science as a general Skill)

Resources
Followers 0 (Accountant)
Rank 0 (The Temporal Society; +1 Social bonus)

Flaw
Impulsive (+1 Style point whenever his impulsiveness gets him or his companions into serious trouble)

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

"Yes, yes, I am quite sure the device is properly calibrated. Just pull the lever so we can begin the experimentation. Carpe diem!"

Character Background

Why are you thanking me for giving up my time? I do not own time and therefore it is not mine to give, though one day I shall control it and it will be. When my experiments bear fruit, the very word shall cease to have any meaning!

Regardless of what stories you may have heard regarding the current state of my mental health, I am a genius. I make no qualms about it, nor do I speak with any sense of egotism. It is a fact, and facts cannot be ignored. My love of science and creation was apparent from a young age. My first invention was an automated machine for making the perfect cup of tea. It had some testing problems, but the maid's burns were superficial, despite her protestations to the contrary. I admit my second model was a vast improvement, but something about the taste of coal tar never quite seemed right.

Naturally I attended university to further my studies, though I admit I did not last long—the lecturers were such dullards, locked in the scientific rigor of ages-old thinking, unable to grasp even slightly advanced concepts. It was shortly afterward that I met my wife. Against my better judgment I had been dragged by a friend to a party. I find humanity to be generally slow-witted, and the more that gather the lower the intelligence level sinks. I have a theory that if we gathered all humanity in one spot we would instantaneously devolve into apes. Would you like to… no, you're right, I should save that for another day.

As it was, I had barely entered the room when I saw her, a radiant gem in a sea of dross. My heart stopped as I was instantly smitten, though I profess it took me hours to gather the courage to even say hello, and considerably longer to invite her out for afternoon tea. She was a joy to behold. Intelligent, beautiful, caring, and demure—a perfect example of the Almighty's powers of creation. She tolerated my long absences from her with good grace, for my inventions took up much of my spare time, and much time I could not afford to spare. Eventually we married, though it was my wife who made the suggestion, for the thought had not crossed my mind.

We spent ten happy years together before she was taken from me. Had she suffered a lingering disease I could perhaps have coped better, for I would have been prepared. But fate decreed that she should be taken from me in an instant, murdered for a handful of coins by a degenerate street ruffian while I worked away in my laboratory. My heart broke when the police delivered the news, and it has yet to heal. Living became a chore, a monotony I had to endure before Death claimed me and I could be reunited with my beloved wife. Knowledge can be a power tool for good, but it can also bring untold misery. I knew that had I accompanied her on her perambulation that afternoon the ruffian would not have attacked her, and that knowledge has haunted me ever since.

But Pandora's gift of hope should never be forgotten, young man. It was while attending a lecture at the Royal Geographical Society that I met Professor Wells. His work on temporal mechanics was not only revolutionary, it opened my eyes to the possibility of traveling through time. Were I able to construct a time machine, I could return to the day my wife was cruelly taken from me and save her from her untimely fate. Were it feasible, I would devote every hour of every day to my quest. But in order to fund my research into creating a temporal translocation device I am forced to take part in all manner of expeditions in which my scientific knowledge may be of use. Much as I would rather focus on my experimentation, I cannot buy parts without money.

Roleplaying Notes

You are a learned man of science, yet one plagued by his emotions. Your love for your late wife and the guilt you feel at not being by her side has led you to the ends of the earth. If necessary you would find a way to travel to the stars just to see her face again. You are a man caught between his obsession—the construction of a working time machine, and the necessity of acquiring sufficient funds with which to build it. As a result, you are begrudgingly forced to venture out of your laboratory in search of paid work.

Always keen to return to your laboratory, you often make decisions that are expedient but poorly thought out. Your experiences have taught you that life is precious, and love even more so. You are not shy about encouraging others to follow their hearts and seize the moment, for life is fickle and what may seem like a certainty can vanish in the blink of an eye.

Character Generation Guide

Step 1: Archetype (p. 17)

Choose an Archetype or make up one of your own. Your Archetype represents your character's role. You should also read the Rank Resource notes. Every character automatically begins as a member of a League, a body dedicated to a specific goal or cause. Looking at the sample Leagues now will give you a better understanding of the type of character you might want to play.

Step 2: Motivation (p. 21)

Choose a Motivation or make up one of your own. Your Motivation represents your character's driving goal and gives him a reason to be in the game.

Step 3: Primary Attributes (p. 25)

Choose Attributes. You have 15 Attribute points to buy Primary Attributes ratings, which are purchased on a one-for-one basis. You must put at least one point, but no more than five points, in each of the six Attributes.

Step 4: Secondary Attributes (p. 28)

Calculate Secondary Attributes. Your Secondary Attribute ratings are calculated based on your Primary Attributes:

Size = 0 (Average Human)
Move = Strength + Dexterity
Perception = Intelligence + Willpower
Initiative = Dexterity + Intelligence
Defense = Body + Dexterity – Size
Stun = Body
Health = Body + Willpower + Size

Step 5: Skills (p. 30)

Choose Skills. You have 15 Skill points to purchase Skill Levels, which are purchased on a one-for-one basis. You may purchase up to five Levels in any one Skill.

Zero-Level Skills: Globetrotters begin play with four Skills at Level 0. Two of these may be freely chosen by the player, and represent his character's background. The other two must come from the character's League (see page 59). Note that some Leagues allow the choice of one or more free Skills, representing a variety in membership.

Skill Specializations (Optional): You may want to have your character specialize in a particular aspect of a Skill. Every time your Specialization applies to an action, you receive a +1 bonus to your Skill roll. Skill Specializations cost a half-point each, and you must have at least one Skill Level in a Skill to purchase a Specialization for it. You may only have one Specialization in any one Skill at character creation. Advanced Skill Specializations may be purchased with Experience points during play.

Step 6: Talents & Resources (p. 39)

Choose one Talent or one Resource. Talents represent your character's special abilities while Resources represent your character's power, wealth, and influence. Talents are never lost, but Resources may be gained or lost during play.

Zero-Level Resources: Globetrotters begin with Followers and Rank at Level 0. These represent a trusty servant and membership status within a League.

Step 7: Flaws (Optional) (p. 66)

Choose a Flaw. Flaws represent your character's physical, mental, or social shortcomings. If your character is hurt or hindered by his Flaw during play, you earn Style points that may later be spent for bonus dice on a roll. Taking a Flaw at character creation gives your character one starting Style point.

Step 8: Experience (p. 72)

Spend starting Experience points. Your character starts play with a certain amount of life experience. You have 15 Experience points to spend on Primary Attributes, Skill Levels, Skill Specializations, or additional Talents and Resources. Unspent Experience points may be carried into play with Gamemaster approval.

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Talent	15 points
Resource	15 points

Note: The Gamemaster may vary the amount of starting Experience points depending on the power level of the game. If a player is creating a new character to join an existing party, he may be given additional starting Experience points so as not to lag behind the other characters.

Step 9: Finishing Touches (p. 72)

Now that you have determined your character's skills and abilities, it's time to fill in the rest of the details. Name your character and write a physical description. Make up a character background and pick out his gear. Your character is almost ready to play!

Step 10: Style (p. 72)

Calculate starting Style points. If you took a Flaw during character creation, you start play with one Style point. The Gamemaster may award additional Style points for writing a character background, creating props or costumes for a session, or other activities that contribute to or enhance the game.

Chapter the Third: The Mechanisms of the Known & the Unknown

3

"A true Englishman doesn't joke when he is talking about so serious a thing as a wager," replied Phileas Fogg, solemnly. "I will bet twenty thousand pounds against anyone who wishes that I will make the tour of the world in eighty days or less; in nineteen hundred and twenty hours, or a hundred and fifteen thousand two hundred minutes. Do you accept?"

"We accept," replied Messrs. Stuart, Fallentin, Sullivan, Flanagan, and Ralph, after consulting each other.

"Good," said Mr. Fogg. "The train leaves for Dover at a quarter before nine. I will take it."

"This very evening?" asked Stuart.

"This very evening," returned Phileas Fogg. —Jules Verne, *Around the World in Eighty Days*

Roleplaying, in essence, is about people getting together and telling stories. Each person takes on a different persona and interacts with the game world through it. Characters' goals and motivations are what drive a story, engage us in what is going on, and compel us to see how it all turns out. But what happens when two characters try to accomplish different things? What happens when their goals and motivations conflict? Who decides who wins and who loses?

This is where the rules come in. Rules are the foundation of all games, and they ensure that everyone is playing fairly. If something is true for one character, then it's true for another. If two characters perform the same action, the only difference between them is how skilled and lucky they are. The Difficulty rating of the action, and the rules for resolving it, remain the same.

With that being said, rules can be as rigid or as flexible as you like. Some players prefer to roleplay the resolution of actions, letting the story dictate the outcome without game mechanics getting in the way. Other players prefer to resolve actions by rolling dice and letting chance and the game mechanics influence the story. Both approaches to roleplaying are equally valid. It's all a matter of personal taste.

Ultimately, most players fall somewhere between these two extremes. The story flows nicely when things happen fast and loose. But when events take a dangerous turn, such as when an angry rhinoceros is bearing down upon your character, it's time to pull out the rules and see what your options are.

The *Ubiquity* roleplaying game system is streamlined for fast, cinematic game play. While speed and simplicity are emphasized over gritty realism, players can still make tactical decisions that will directly impact their character's chance of success. The goal is to spend less time rolling dice and more time telling a story. This does not mean, however, that rolling dice is not an important part of the game. On the contrary, dice play is a critical part of resolving character actions, but unnecessary dice rolls are eliminated—such as when a character is performing a routine task.

The *Ubiquity* rules are designed to be accessible to all kinds of players. Even someone who has never played a roleplaying game before, or who isn't good at math, will be able to learn the rules quickly. Most of the number crunching has been done for you, so all you have to worry about is rolling dice. And if you like rolling dice, you can always ignore the shortcuts without upsetting the power balance of the game. The *Ubiquity* rules are flexible and powerful tools that let you tell the kind of story you want to tell without getting in the way.

Dice

The *Ubiquity* system uses dice to resolve challenges and determine the success or failure of an action. This is done by rolling a number of dice and counting how many of them roll an even number. Each die that rolls an even number is considered a success. The more successes rolled, the better the outcome of the action.

Example: *Juliette rolls six 6-sided dice and gets a 1, 1, 3, 4, 6, and 6. Counting only the dice that rolled even numbers, she rolled three successes.*



Ubiquity Dice

While the Ubiquity system does not require special dice to play, Ubiquity dice are recommended to get the most out of the game. These specially designed 8-sided dice dramatically simplify play, allowing you to roll as few as one-third the original number of dice and simply add up the total. Each Ubiquity die has a different value and is color-coded for easy identification. Instead of rolling six regular dice, you could roll two d3s, three d2s, or six d1s. You can mix and match Ubiquity dice any way you want as long as the total value remains the same. The probability of rolling a success remains the same as with regular dice.

Using Ubiquity dice with the Ubiquity system is a powerful combination. Rolling fewer dice, less often, lets you focus on roleplaying without missing out on the gaming aspect.

The *Ubiquity* system does not require special dice to play. You can use dice that you already own. Each player should have about ten dice on hand to play the game. Standard 6-sided dice work well and are easy to come by, but you can use any dice as long as they have an equal number of even and odd-numbered sides—you can even mix and match polyhedral dice! If you don't have any dice, you could even flip coins, counting heads as successes and tails as failures.

Example: *Juliette rolls six dice: a 4-sided, a 6-sided, an 8-sided, a 10-sided, a 12-sided, and a 20-sided die. She rolls a 1, 3, 7, 9, 10, and 14. Counting only the dice that rolled even numbers, she rolled two successes.*

Note: For simplicity, *Ubiquity* assumes that players are counting even-numbered dice as successes. Players could just as easily count odd-numbered dice as successes and the probability would be the same. At the Gamemaster's discretion, players may be allowed to call "even" or "odd" before rolling and count only those dice as successes.

Rules Overview

Step One: Declare Action (p. 98)

Describe your character's action and determine its type: standard, extended, opposed, or reflexive action. Also determine the Skill or Attribute roll required to resolve the action and its type: standard roll, extended roll, opposed roll, or reflexive roll.

Step Two: Determine Difficulty (p. 99)

The Gamemaster determines the Difficulty rating of your character's action based on the task being attempted and the Skill or Attribute involved.

Step Three: Calculate Dice Pool (p. 99)

Calculate your dice pool based on the appropriate Skill or Attribute ratings and add or subtract any modifiers.

Step Four: Take the Average (p. 101)

Take the average of your dice pool to see if you need to roll any dice. If your average successes equal or exceed the Difficulty rating of the task, your character succeeds without rolling any dice. Skip to Step Six, below.

Step Five: Roll Dice (p. 102)

Roll your dice pool and count the number of successes rolled.

Step Six: Resolve Action (p. 102)

Compare the number of successes versus the Difficulty rating of the task. If the number of successes equals or exceeds the Difficulty, then the action is successful. If the number of successes is less than the Difficulty, the action fails.

Step Seven: Try Again (p. 103)

If your character's action failed, he may try again with Gamemaster approval. Trying again imposes a –2 penalty on your dice pool. Return to Step Five. The Gamemaster may impose limits on the number of retries.

Time

Time is fluid in a roleplaying game, much like in a book or movie. During the course of a game, time will fly, crawl, or even jump around. One thing is certain: game time will rarely—if ever—pass by in real time.

How the Gamemaster controls time affects the pace of the story. She can gloss over unimportant details or slow time down at critical moments. During combat, for example, it may take several minutes to resolve events that occur during just a few seconds of game time. Several weeks of game time, on the other hand, may be

covered in just a few real minutes, assuming that nothing noteworthy occurs during that time.

There are six basic units of game time. They represent everything from a few seconds to an entire lifetime (or longer). When put together, they allow the Gamemaster to tell stories in a way that makes sense to everyone involved.

Combat Turn: The shortest increment of time, a combat turn is approximately six seconds long. It represents the amount of time it takes a character to move and perform a single action, called a standard action (see Actions, below). Combat turns are often packed with action, with all characters involved trying to do something in a short timeframe.

Scene: The standard increment of time, a scene generally encompasses a single event in one specific location. A scene may include several combat turns, run in real time, or even jump back and forth between the two. The Gamemaster may even fast-forward through parts of a scene, but moving locations or starting a new event generally signals a new scene. When in doubt, the Gamemaster determines where one scene ends and another begins.

Game Session: A game session runs from the moment players sit down until they pack up to leave. Game sessions are essentially blocks of real-time set aside to tell a story. The Gamemaster should have a plan for each game session, including how to move the story forward and how to provide challenges and rewards for the players. At the end of an ideal game session, players will leave with a sense of accomplishment but still want more.

Story: A story is one complete tale, told from beginning to end. It may take several game sessions to tell or just one, but when it is over, the plot is concluded and the conflict is resolved. The characters' adventures may not be over, however, and more stories may be told about them.

Downtime: Unimportant events may be skimmed over during play. When this is done in between game sessions, it is called downtime. Normally this occurs between stories, giving characters a chance to grow and develop over a period of time. Since nothing important



occurs, there is no need to roleplay it, but characters may gain and spend Experience points during downtime. The next game session resumes the story with the next interesting event.

Campaign: A campaign is a series of stories tied together by a common thread, such as common characters, theme, or overarching plotline. As the game continues, the Gamemaster and players work together, weaving the storylines together into an epic saga.

ACTIONS

There are four basic types of actions. Some of the things characters try to accomplish can be done fairly quickly, while other tasks may take time to accomplish correctly. Other times, an action can happen in the blink of an eye and take no time at all. However, time is not the only thing that distinguishes different kinds of actions. A character may or may not have someone actively trying to stop him from completing his task. Each type of action is resolved in a slightly different way, and the rules for each are explained below.

Standard Actions

Standard actions are straightforward and can be resolved relatively quickly, without any opposition. Shooting a pistol, jumping across a chasm, and picking a lock are all examples of standard actions. Basically anything that can be resolved with a single dice roll during a combat turn is considered a standard action.

Standard actions are resolved with a standard Skill or Attribute roll. If the number of successes rolled meets or exceeds the Difficulty, then the action is successful. If the player rolled fewer successes, then the action fails. It's as simple as that.

Example: *Nicholas is lost and only has a centuries old, hand-drawn map for guidance. He is trying to pinpoint his position. The Gamemaster determines that because the map is old and incomplete, trying to pinpoint his location requires a Survival roll with a Difficulty rating of 4. Nicholas makes a Survival roll and only gets two successes. Nicholas can't make heads or tails out of the map.*

Extended Actions

Not every action can be accomplished immediately. Some tasks take time to complete, such as deciphering an ancient tome, casting a spell, or climbing a mountain. These are called extended actions. In general, anything that requires more than one dice roll to accomplish or takes more than one combat turn is considered an extended action.

Extended actions are resolved with extended Skill or Attribute rolls. The Gamemaster determines the total number of successes required to complete an extended action—typically between five and ten—depending on the amount of effort required to complete the task. He also determines how much time passes with each dice roll.

Just like a standard action, an extended action has a Difficulty rating. Successes in excess of the Difficulty count toward the total needed to complete the task. If fewer successes are rolled than the Difficulty, they are subtracted from the total number of accumulated successes. This illustrates that some tasks are harder and more complex than others, and thus take more time and expertise to complete.

If a player's average number of successes exceed the Difficulty rating of the task (see *Taking the Average*, below), his character will automatically complete the task after a certain amount of time.

Once the player has accumulated the necessary number of successes, the task is complete. Until that time, the player must keep rolling dice until the extended action is complete, or her character abandons the task. Depending on the nature of the task, the Gamemaster may allow the player to keep the number of accumulated successes until her character returns to the task.

Example: *Lady Clarissa is trying to decipher an ancient Chaldean parchment scroll. It is written in a fairly complex script, and in a dead language, so it is going to take her a long time to translate it. The Gamemaster determines that deciphering the text requires an extended Linguistics roll with a Difficulty rating of 3. Each roll represents one hour of work and Clarissa will need to accumulate ten successes in order to complete the translation.*

The player makes an extended Linguistics roll and gets four successes. Subtracting the Difficulty rating of 3, she accumulates one success. On her next roll, she only gets three successes, which means that she hasn't made any progress during that hour of work, but she still has the one success banked from her first roll. On the third roll, Lady Clarissa gets five successes, which accumulates two more successes, for a grand total of three successes. After three hours of work, her ladyship has deciphered approximately one-third of the scroll.

Opposed Actions

Occasionally, two characters will compete with each other to accomplish a task, or one may actively try to prevent the other from completing the task at all. For example, two characters may be trying to grab the same weapon, or one may be trying to punch the other. In these cases, opposed rolls are made to determine who prevails. Both standard and extended actions may be opposed by another character.

Opposed actions are resolved with opposed Skill or Attribute rolls. The player who rolls the most successes wins. If two players roll the same number of successes, neither character is considered the victor. If they were both trying to grab the same weapon, for example, they both end up with a hand on it and must attempt to wrest it away from the other character.

In situations where one character is clearly the defender (e.g., when one character is trying not to get hit), a tied roll means the blow landed, but without enough force to do any damage. These are like the classic near misses from television and film where the bullet or knife passes through a piece of clothing or only nicks the character.

In instances where two or more characters are racing each other to a goal, such as climbing to the top of a mountain, the first player to roll the required number of successes wins. If both players exceed the required number of successes, then the one with the most successes wins. If both players roll the required number of successes simultaneously, their characters reach the goal at the same time.

Example: *Steve is trying to wrest away a knife from a cultist who intends to plunge it into a sacrificial victim's heart. Both characters make opposed Strength rolls to see who prevails, and they each roll three successes. As the defender, the cultist barely manages to hang on to the weapon, but the Gamemaster determines that he cannot stab the victim this round.*

Reflexive Actions

Some actions take no time at all to resolve. They happen instantaneously and don't require any thought on behalf of the character. Reflexive actions often happen instinctively, such as trying to grab a handhold before falling, or resisting the effects of a poison. Since reflexive actions don't take any time or attention, they normally do not incur multiple action penalties or count toward a character's actions for the turn.

By their very nature, reflexive actions are variants of opposed actions. Resisting a character who is trying to make your character do something unpleasant is a reflexive action. Reflexive actions are resolved with a reflexive Skill or Attribute roll. If the number of successes rolled meets or exceeds the Difficulty, the action succeeds. If the reflexive roll is opposed, the player with the most successes wins; ties go to the defending character.

Example: *A pickpocket is trying to steal from Dave. The thief rolls his Larceny rating and gets three successes. Dave makes a reflexive perception roll and gets four successes. He spots the pickpocket reaching out toward his jacket pocke*t.

DIFFICULTY

The Difficulty rating of an action represents how hard it is to accomplish. The Gamemaster determines the Difficulty rating of an action based on how hard the task is to perform. The Difficulty rating is the number of successes required to complete the task.

Any successes over this number represent a greater degree of success. Difficulty ratings for tasks normally range from one to five, but exceptionally difficult tasks may have higher ratings.

Difficulty	Rating
Easy	1
Average	2
Tough	3
Hard	4
Very Hard	5
Nigh Impossible	

Example: *Peter is trying to negotiate safe passage through the desert with a tribe of nomads. Since there is much haggling over costs and service, the Gamemaster determines this requires a Diplomacy roll with a Difficulty rating of 3. Peter will have to roll more than three successes to make any progress toward getting the nomads to show the party a safe route.*

DICE POOLS

A dice pool is the number of dice you roll to determine the outcome of your character's action. A dice pool is calculated based on the character's appropriate Skill or Attribute rating for the task being attempted. As a result, the size of the dice pool will vary from character to character and action to action.

Skill and Attribute Ratings

Virtually every dice roll you make in the game will be based on a specific Skill or Attribute rating. The first step in calculating a dice pool is to determine your character's appropriate Skill or Attribute rating.

Skills cover most actions that your character will attempt. If your character possesses the appropriate Skill for the task he is attempting, your dice pool is equal to his Skill rating. If your character does not possess the appropriate Skill for the task, and an untrained Skill roll is allowed, his dice pool is equal to the Skill's Base Attribute minus 2 (see Untrained Skill Rolls, p. 31).

Example: *Walter and Nathaniel are being threatened by cannibals. Walter decides to fight his way out. He has a Brawl rating of 4, so his dice pool to attack the cannibals is four. Nathaniel does not have the Brawl Skill, so his dice pool is equal to his Strength rating –2, giving him a dice pool of zero as he's an average chap. He's not going to be much help in the fight.*

Skill Specializations that apply to a particular action increase the Skill rating used to calculate the dice pool.

Example: *Simon is being menaced by a yeti and he decides to take the creature out using his rifle. He has Firearms 5 with a Skill Specialization in rifles, so his Firearms rating when using a musket is 6.*

Attribute rolls are made for any action not explicitly covered by a Skill (such as when a character tries to remember a detail he once heard or tries to resist a poison in his system). In these cases, the dice pool is equal to

the appropriate Secondary Attribute rating or double the Primary Attribute rating. See the specific Attribute descriptions for examples of Attribute rolls.

Example: *Walter and the hungry cannibal he's been fighting are both trying to grab the same spear. Since this action is based on speed, the Gamemaster has both characters make opposed Dexterity rolls. Walter has Dexterity 4, so his dice pool to grab the sword is eight.*

Once you've calculated the base dice pool for an action, the next step is to add or subtract dice for equipment and any good or bad situational modifiers.

MODIFIERS

Characters rarely perform tasks in a vacuum. There are countless situational modifiers that will either help or hinder them. These modifiers translate into bonus and penalty dice on the task being attempted. Bonus dice are added to a dice pool while penalty dice are subtracted from it. A maximum of ten dice may be added or subtracted from a dice pool, not counting equipment bonuses. The task fails automatically if the modified dice pool is reduced to zero or less.

Modifier	Example	Dice Pool
A superior bonus	A team of highly trained assistants	+8
A major bonus	Taking extra time	+4
A moderate bonus	A good set of tools	+2
A minor bonus	Had some practice	+1
No modifier	Normal conditions	0
A minor penalty	Slightly obscured vision	–1
A moderate penalty	Improvised tools	–2
A major penalty	Crippling wounds	–4
A severe penalty	Total darkness	–8

Equipment

Using the proper tools and equipment for a task gains you bonus dice to your character's dice pool. Using the wrong piece of equipment or having to improvise a tool imposes a penalty to your character's dice pool. In addition, using higher quality tools and equipment will provide additional bonuses, just as lower quality items will have additional penalties.

Example: *Julia is using a safety line to scale a mountain. Her Athletics rating is 5, and the secured line provides a +2 bonus to climbing rolls, so her dice pool to climb the mountain is seven.*

The most common type of equipment bonus is a weapon bonus. Each weapon has a damage rating that is added to the Skill rating when determining the dice pool to attack with that weapon.

Example: *Simon is firing his rifle at a charging yeti. He has Firearms 6 with rifles and his weapon's damage rating is 3, so his dice pool to attack the abominable snowman is 9.*

Note: Weapons and equipment bonuses do not count toward the maximum number of bonus dice that may be added to a dice pool.

Circumstances

There are myriad factors that can affect your character's actions. Your character may be severely wounded, unable to see very well, or have some other sort of disadvantage. Some of these factors will help your character and add to your dice pool; many will not, and will subtract from your dice pool. The Gamemaster decides what circumstances affect your character's actions and how severe the benefit or penalty is.

Example: *Jock is badly wounded and trying to land a small zeppelin. His Pilot rating is 5. Unfortunately, his current Health is –3, giving him a three penalty dice on all his actions and reducing his dice pool to two. Jock may need some help!*

Time

Different actions take different amounts of time to perform. For example, translating an obscure text might take a day, fixing a wagon might take an hour, and shooting a firearm might take a few seconds. Sometimes getting the job done right is more important than how long it takes. On the other hand, sometimes time is of the essence and a job has to be done quickly. In general, taking extra time provides bonus dice while rushing penalizes the dice pool for an action.

Time	Dice Pool
Ten times slower	+8
Five times slower	+4
Two times slower	+2
Normal speed	0
Two times as fast	–4
Three times as fast	–8

Example: *Victor is exploring a ruin when a trap activates, closing the door and causing the ceiling to descend. The only way out is to solve a puzzle engraved into the wall. He must solve the puzzle before he is crushed. The Gamemaster tells Victor that deciphering the logical solution will take five combat turns (30 seconds), but the ceiling will reach the floor in just three combat turns (18 seconds). Victor will have to work twice as fast if he wants to survive.*

Victor has Enigmas 7, but suffers a –4 penalty for working twice as fast, giving him a dice pool of three to deduce the solution. It's not much of a chance, but if he succeeds, he'll escape from the trap just in the nick of time.

SKILL SYNERGY

If your character has more than one skill applicable to the task being attempted, he receives bonus dice to his dice pool (see Skill Synergy, p. 32).

TEAMWORK

If your character has one or more skilled assistants helping him accomplish a task, he receives bonus dice to his dice pool (see Teamwork, p. 32).

TAKING THE AVERAGE

It is important to keep the story moving and not get bogged down rolling dice unnecessarily. Nothing can take drama out of a story faster than rolling dice to determine if a relatively straightforward task is accomplished.

Ubiquity addresses this problem in a special way: Taking the Average. The probability that any die will come up a success is 50/50, just like flipping a coin. Because of this, it is possible to calculate the average number of successes you will roll for any given task by simply dividing the number of dice in the dice pool by two. The result is the number of successes you will roll on average. While it is possible to roll more or fewer successes than this number, it represents the degree of skill your character exhibits without really putting any effort into performing the task. For example, a dice pool of six will net you three successes on average, meaning your character can handle relatively tough situations without breaking a sweat.

If the average number of successes for a given dice pool is greater than or equal to the Difficulty of a task, your character is assumed to have succeeded with minimal effort—all without rolling the dice. This allows the Gamemaster to move the story along, without slowing down to see if your character succeeds at relatively simple tasks. As a result, you only roll dice in dramatic situations or when the chance of success is uncertain.

Example: *Maxine has a Streetwise rating of 8. Taking the Average of his dice pool nets her four successes. She won't need to make a Streetwise roll for any Streetwise task with a Difficulty rating of 4 or less.*

TAKING THE AVERAGE OF ODD NUMBERS

If the number of dice in the dice pool is an odd number, Taking the Average is done a little differently. The dice pool is divided in half, rounded down, and with a "+" sign added to the total to denote the odd die. For example, if your dice pool is seven, Taking the Average nets you "3+" successes. You should roll more than three successes on average, but not always four. In fact, you have about an equal chance of rolling three or four successes on the average. Therefore, each time you Take the Average of the dice pool, roll one die. If it comes up a success, use the higher number. If not, use the lower number. In the example above, if the die rolled is a success, Taking the Average yields four successes, or three successes if the die comes up a failure.

Just like with whole numbers, if the average successes equal or exceed the Difficulty rating of the task being attempted, your character is assumed to have accomplished the task without rolling the dice.

Example: *Ludwig has a Pilot rating of 5. Taking the Average of him dice pool nets him "2+" successes. Each time he Takes the Average of his Pilot dice pool, he rolls one die. If it is a success, he nets three successes for the task. If he does not roll a success, he only nets two successes for the current task.*

MODIFIERS AND TAKING THE AVERAGE

Since Taking the Average is intended to speed up the



game, it makes sense to pre-calculate the number of successes for a Skill roll. However, good and bad conditions will add bonus and penalty dice to the roll. In these cases, each bonus die moves the Average up one step. So, if Taking the Average of a dice pool normally gives you "3+" successes and the Gamemaster grants you a bonus die on the task, you net four successes without having to roll any dice. Conversely, if you received a penalty die on the task, you net a flat three successes. By the same logic, if a bonus or penalty die leaves you with a "+", you may roll a die to see if you gain the additional success or not.

For example, if Taking the Average of a dice pool nets you "2+" successes and the Gamemaster grants you two bonus dice to the roll, the first die brings the total to "3" successes and the second bumps it up to "3+" successes. Assuming that there were no more modifiers, you would roll one die to determine if your character scores three or four successes.

Example: *Lucy has a Gambling rating of 5, which gives her an average of "2+" successes. If she were to gain a bonus die on his action, her average would increase to three successes. On the other hand, if she were to get a penalty die to his roll, she would only net two successes. Additional bonus and penalty dice continue to increase or decrease average successes in this manner.*

RESOLVING ACTIONS

With a few rare exceptions, characters' actions do not automatically succeed or fail. You do not normally have to worry about whether your character accomplishes ordinary, day-to-day actions like walking across a room, but when there is danger or a chance that the action will fail, there needs to be a method to determine the outcome. Also, the player may need to know the degree of success or failure of his character's action. Did he succeed spectacularly or just squeak by?

Rolling Dice

The success or failure of an action is determined by rolling dice. The number of dice you roll is equal to the dice pool appropriate for the action, plus or minus any applicable modifiers. The modified dice pool is rolled, and each die that rolls an even number is counted as a success. The total number of successes rolled determines the outcome of the character's action. In general, the more successes rolled, the better the outcome of the action.

Optional: Rolling Large Dice Pools

Anything over ten dice is considered a large dice pool. Rolling more than ten dice can be problematic, as you may not have enough dice or can't roll them all at once. For simplicity, Take the Average of the first ten dice (five successes) and roll the remainder. The average successes are added to the rolled successes to determine the outcome of the action.

Example: *Allan Quatermain is shooting his rifle at a large buffalo. His modified dice pool to attack the wild beast is twelve. Instead of rolling all the dice, he only rolls two dice and adds five averaged successes to the total. He rolls one success, giving him a total of six successes on his attack!*

Degree of Success

Compare the number of successes achieved (gained by rolling dice or Taking the Average) to the Difficulty rating of the action being attempted. The result of the comparison is called the Degree of Success. If the number of successes equals or exceeds the Difficulty, the action is successful and the number of additional successes determines how masterfully the action is accomplished.

On the other hand, if the number of successes achieved is less than the Difficulty, then the action fails and the difference between the two determines how dismally the action fails.

Successes vs. Difficulty	Degree of Success or Failure
+5 or more	Amazing Success
+4	Exceptional Success
+3	Major Success
+2	Complete Success
+1	Simple Success
0	Minor Success
–1	Simple Failure
–2	Complete Failure
–3	Pitiful Failure
–4	Dreadful Failure
–5 or more	Abysmal Failure

The degree of success is usually roleplayed. The character receives more information than he normally would, for example, or his task is completed in less time than usual. Alternately, his failure is even more spectacular, resulting in false information or possibly enough of an error to prevent retrying the action.

In combat, the result is even clearer. Extra successes result in additional damage to the target and insufficient successes result in a clean miss. The difficulty in hitting a target takes into account an opponent's reflexes and toughness. Therefore, not all misses are clean misses. Some attacks hit the target only to slide off armor, catch in clothing, or just not land hard enough to do much damage. This is the case when an attacker rolls exactly the number of successes as his opponent's Defense roll.

The blow lands but is only a scratch or a near miss. An attacker must exceed the target's Defense to do actual damage.

See the Combat chapter for details on attacks and damage.

Example: *Peter is trying to negotiate with nomads. The Difficulty to gain their support is 3. He rolls his modified dice pool and gets two successes—not enough to succeed. Since he only rolled one success less than he needed, it is a Simple Failure. The Gamemaster decides that Peter has the ear of the chief, and may roll again.*

CRITICAL FAILURE

If your character fails to roll even one success on any of his dice, she suffers a critical failure. Whenever this occurs, something bad happens to the character: she falls down, her weapon misfires, or she leaves himself open to attack. In general, the higher the Difficulty rating of the task being attempted, the worse it is for the blundering character. Therefore, a critical failure on an easy task is not as bad as one made while attempting a very hard task, which often has a greater degree of risk associated with it.

Example: *Nicola is trying to repair the engine of her automobile. She makes a Mechanics roll and gets no successes—a critical failure. Since fixing the engine is Difficulty 3, Nicola has made a fairly major blunder. The Gamemaster decides that the nut she was trying to undo has sheared—the engine housing is now jammed. Nicola cannot try to repair the engine again without some serious tools.*

TRYING AGAIN

If your character fails a task, he may be able to try again depending on the circumstances surrounding the task, and whether the Gamemaster allows it. Whenever your character attempts an action that he initially failed, you suffer –2 penalty dice to your dice pool.

Tasks that can be tried again are normally those where failure doesn't have immediate consequences. For example, throwing a punch, missing, and trying to hit your opponent again does not count as trying again. Each attack is considered a new action. Additionally, extended actions do not count as trying again, as each dice roll is still part of the same action. On the other hand, actions such as climbing a tree or building a shelter will count as trying again if your character fails the first time.

STYLE POINTS

Arguably the most important resource in the game, Style points may be spent to give your character a boost and allow him to perform extraordinary feats. You can buy bonus dice, reduce damage, and even boost your character's Talents with Style points. They may also be spent to help your character's friends and allies.

At the end of each *adventure*, all Style points are lost. At the start of each *session*, a player may be given extra Style points for real-world actions like hosting the game (see below). There is no advantage to hoarding Style points.

STYLE, HUMOR, & ROLEPLAYING

Knowing when to award Style points for good roleplaying, humor, and daring stunts can be highly subjective; what one GM sees as worthy, another might not. There is no right or wrong way to award Style points, but for those of you who might be wondering what qualifies, here are some examples we think qualify for a Style point:

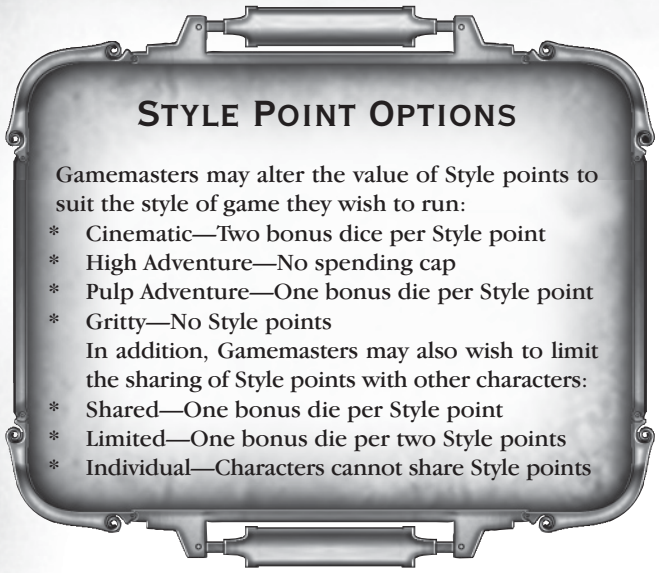
* During a fight in a harem, a wild swing by a eunuch strips a harem girl of her veil. A character forfeits his attack action to offer the lady his handkerchief so she can cover her face [humor].
* The heroes are chasing a group of villains. During the chase, an innocent woman is knocked off to the ground. The hero pauses to help her to her feet (as a good gentleman should) [roleplaying].
* A character asks a thug to hold his sword while he removes his cloak, and then takes his sword back from the stunned villain with a polite "thank you" [Trick].
* A character reaches for his pistol, having forgotten he dropped it earlier. Rather than switch to a Brawl attack, he points his index finger and shouts "Bang!" at his foe [Trick].
* A foe drops his weapon or is disarmed. The character returns it to him before attacking, saying he won't attack an unarmed man [roleplaying].

EARNING STYLE POINTS

The Gamemaster may award Style points as he sees fit; however, Style points are normally earned through roleplaying and other activities that generally benefit the game. As noted above, Style points not used during an adventure are lost.

You may earn Style points during play for a variety of different reasons:

* Pursuing your character's Motivation: 1 pt.
* Succumbing to your character's Flaw: 1 pt.
* Heroic actions (Cool tricks, daring stunts, brave acts, etc.): 1 pt.
* In-Character (Roleplaying, humor, etc.): 1 pt.
* Out of Character (Game report, diary, etc.): 1–3 pts.



Style Point Options

Gamemasters may alter the value of Style points to suit the style of game they wish to run:

* Cinematic—Two bonus dice per Style point
* High Adventure—No spending cap
* Pulp Adventure—One bonus die per Style point
* Gritty—No Style points

In addition, Gamemasters may also wish to limit the sharing of Style points with other characters:

* Shared—One bonus die per Style point
* Limited—One bonus die per two Style points
* Individual—Characters cannot share Style points

These points are earned at the start of the session the game report, diary, or whatever is handed to the GM.

* Miscellaneous (Hosting the game, bringing treats to share, etc.): 1 pt.

There is no limit to the number of Style points you can earn during play; however, to keep it from getting out of hand, the Gamemasters may limit you to earning five Style points per game session.

Note: Style points may be tracked on paper, just like a character's Health. Because Style tends to come and go much more frequently than any other trait, some players will prefer to track Style points with poker chips or some other physical object.

Spending Style Points

Style points may be spent during play for a variety of benefits.

Bonus Dice: The most common use of Style points is purchasing bonus dice for a particular action. You receive one bonus die for every Style point spent. These bonus dice are only good for a single dice roll, after which they are gone. Additional Style points have to be spent to get bonus dice on another roll. Bonus dice may also be purchased to improve the average of a dice pool (see *Taking the Average*, above). You may not buy more than ten bonus dice on any one action. Bonus dice may be bought after the initial die roll is made.

Example: *Victor is trying to escape a deathtrap. He must quickly solve a puzzle in order to get out alive. His modified Enigmas dice pool is three. That doesn't give him much of a chance, so he decides to buy some bonus dice. Victor spends three Style points to get three bonus dice, bringing his dice pool to escape his bonds to seven. Taking the Average of his dice pool nets Victor three successes, which is equal to the Difficulty rating of the task. Victor succeeds in solving the puzzle without rolling any dice. He runs away just in the nick of time!*

Boosting Talents: Talents may be temporarily boosted with Style points. Your character's Talent is improved by one Level for every two Style points spent. The improvement lasts for the duration of an entire combat, or an entire scene if it is a non-combat Talent. After this time, the Talent reverts back to its normal Level. Your character must have a Talent in order to boost it. You cannot boost a unique Talent or improve a standard Talent beyond its maximum Level.

Example: *Seamus is in deep trouble. He wandered off alone and now there's an angry bear charging him. If he is going to survive, he has to make every shot count by hitting the beast where it hurts. Called Shots to hit vital areas penalize the attacker's dice pool, but Seamus has the Accuracy Talent, which reduces this penalty by two. Seamus wants to reduce this penalty as much as possible, so he decides to boost his Talent. He spends a whopping six Style points to boost his Accuracy to its maximum Level, which allows him to ignore up to –8 Called Shot penalties for the duration of the combat. If he can do enough damage to the bear before it gets to him, he just might have a chance.*

Damage Reduction: Damage inflicted on your character may be reduced with Style points. Your character takes one less point of damage for every two Style points spent. This represents your character's special status as a player character. Even an absentminded professor can blunder through combat with nary a scratch. Major villains may also have Style points, making them just as hard to kill as player characters. Style points may only be spent to reduce damage when it is inflicted. If the Gamemaster allows it, however, you may spend Style points to reduce damage later, representing a less severe wound or faster healing ability.

Example: *Seamus shot and killed the bear that was attacking him. Unfortunately, its mate attacked him from behind while he was preoccupied. It landed a lucky blow and did seven points of lethal damage. This is more than enough to incapacitate Seamus, so he decides to spend some Style points to reduce the damage. Seamus spends all four of his Style points to reduce the damage by two points. He takes five points of lethal damage, which is enough to stun him but not knock him out. It also reduces his Health to 0. He's not dying yet, but if he takes any more damage he's going to be in trouble.*

Other: The Gamemaster may also allow you to spend Style points for other benefits, such as altering a plot point or making a seemingly random event turn out in your character's favor.

Sharing Style Points

Style points always belong to the player character that earned them. They may never be given away or traded to another character. However, you may spend Style points on behalf of another character, such as an Ally or Follower.

Your character must do something to explain the

expenditure, such as say a few words of encouragement or give the recipient helping hand. A shove or shouted warning are often enough to give another character some bonus dice on her Defense roll, for example.

Example: *Stephen's character is trying to protect a hapless scientist from the German soldiers attempting to kidnap him. The scientist has Defense 4 and is being attacked by a German soldier with a club. He doesn't think the scientist stands much of a chance, so he decides to help him out. Stephen declares that his character is shoving the scientist out of the way and spends two Style points to give him two bonus dice on his Defense roll. As a result, the soldier's attack misses. Stephen's character steps in front of the scientist and tells him to stay out of the way...*

CHANCE DICE

What do you do if you need more dice but you've run out of Style points? Desperate times call for desperate measures. This is where Chance dice come into play.

When the odds are against you, you have to take a bigger risk in order to succeed. If you want some extra dice to roll, you can always ask the Gamemaster for Chance dice. You may do this at any time, not just when you're out of Style points. In fact, you can spend Style points and get Chance dice on the same roll.

Here is how it works: For each two bonus dice you receive, the Difficulty rating of your character's task is increased by one point. You may gain up to ten bonus dice in this manner, which also increases the Difficulty rating of the task by up to five points.

Chance dice are added to your dice pool just like normal bonus dice. While you get to roll more dice, you also need to roll more successes in order to succeed. Essentially, you're gambling that you'll roll more successes than you added to the Difficulty rating. Increasing the Difficulty rating also increases the severity of the blunder your character makes if you fail to roll enough successes. It's a risky business, but you wouldn't do it unless you were desperate, right?

Note: Make sure you have enough dice in your dice pool to cover the number of successes you'll need in order for your character to succeed in his task. In general, you will want more dice in your dice pool than the Difficulty rating of the action. You may not Take the Average when using Chance dice.

Example: *Marcel is trying to steer an airship away from crashing into a rapidly approaching mountain. He is a trained pilot, but the airship has taken serious damage. He has Pilot 4, but suffers a –4 penalty to his dice pool because of the damage to the vehicle. This gives him a modified dice pool of zero to steer the airship. To make matters worse, Marcel is out of Style points. The airship is going to smash into the mountain unless he does something drastic!*

Marcel asks the Gamemaster for six Chance dice, which increases the Difficulty rating of steering the airship. Normally, the Difficulty of pulling the airship out of the dive is 2, but it becomes Difficulty 5 because of the Chance dice. This gives him a slim margin of success, but at least he has a chance!

Marcel rolls and gets four successes, which is not enough, but is not as bad as it could be. Marcel ends up with a simple failure instead of something much worse. The Gamemaster decides that Marcel pulls the airship up enough to crash into the mountain with only minor damage, but is now hanging over the edge of a precipice. Getting out of the airship requires careful movement, but with any luck the party can reach safety without toppling it into the abyss.

EXPERIENCE POINTS

Just like real people, characters learn and grow over time: honing their skills, developing their talents, and





Awarding Experience Points

The Gamemaster should be careful when awarding Experience points. It can be difficult to strike the right balance between giving out too much Experience and not enough. The Gamemaster can unbalance the game by giving away too many and, conversely, can cause just as many problems by giving away too few. In practice, awarding three Experience points (give or take a point) per game session sets a good pace for character advancement.

In addition, the Gamemaster is encouraged to give the same amount of Experience points to each character. Giving more Experience to only some of the characters may look like playing favorites, and runs the risk of unbalancing the game.

Characters who put forth extra effort and get involved with the story do not go unrewarded, however. Style points are there to compensate individual player characters without upsetting game balance or the speed of character advancement.

improving their natural abilities. Most of what characters learn, however, is beyond the scope of the game. People learn from their mistakes, but learning not to make mistakes in the first place requires common sense, which is not a skill that can be bought. Growing older and wiser should be roleplayed, not purchased.

In game terms, characters change in more tangible ways. During play, characters earn Experience points that represent all the things they learn over time. Players spend Experience points to improve their character's Attributes, Skills, and Talents—making their character more powerful.

Gaining Experience Points

The Gamemaster awards Experience points to each character at the end of a game session. Players write down how many Experience points their character has earned and may spend them during downtime to improve their character's Skills and other abilities.

The Gamemaster may award characters between one and five Experience points per game session. On average, characters should earn about three Experience points per game session. Characters may earn more Experience points for highly dramatic or eventful games sessions. No matter what, characters should always earn at least one Experience point. Even the most dismal failure can be a learning experience.

Characters earn Experience points in a variety of ways:

* Automatic: Characters gain one Experience point just for being a part of a game session.
* Danger: Characters gain one Experience point whenever they face grave danger and manage to survive.
* Roleplaying: Characters gain one Experience point whenever the players portray them exceptionally well.
* Success: Characters gain one Experience point whenever they further the plot or make progress toward their goal.
* Wisdom: Characters gain one Experience point whenever they learn something critically important.

The Gamemaster may decide to award extra Experience points to the characters at the end of a story. Only a couple of extra points should be awarded this way, usually as a bonus for a job well done.

Spending Experience Points

Experience points may be spent to improve your character's Attributes, Skills, and Talents. Resources are normally gained or lost through roleplaying, but may be purchased with Experience points, subject to Gamemaster approval.

Players should endeavor to spend Experience points on traits that reflect what their character has learned during the campaign. As always, the Gamemaster is the final authority on how and where Experience points are spent, and may ask for justification for any Experience point expenditure.

Experience points may be spent in the following manner:

Trait	Experience Point Cost
Primary Attribute	New Attribute level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Talent	15 points
Resource	15 points

Note: No trait may be raised by more than one point at a time. Significant changes in skills and abilities take time and effort to accomplish, and this rule reflects that limitation.

Example: *Maggie has been saving Experience points over many game sessions. She has been taking a lot of damage, so she raises her Body score from 2 to 3, costing 15 Experience (the new level is 3, multiplied by 5 to make the total cost).*

Chapter the Fourth: Fisticuffs, Firearms, & Falling With Grace

4

"There is an axe in the theatre," continued Poole, "and you might take the kitchen poker for yourself."

The lawyer took that rude but weighty instrument into his hand, and balanced it. "Do you know, Poole," he said, looking up, "that you and I are about to place ourselves in a position of some peril?"

"You may say so, sir, indeed," returned the butler.
— Robert Louis Stevenson, *The Strange Case of Dr. Jekyll & Mr. Hyde*

Leagues of Adventure is a game about heroic endeavors in a exciting and dangerous world, where characters will come face to face with strange creatures and villainous foes alike. As such, combat is virtually guaranteed to occur, and the rules below are designed to be quick and easy, while still remaining fun and cinematic.

Combat Overview

Step One: Roll Initiative (p. 108)

Roll Initiative to determine when your character's actions are resolved during the combat turn. The character with the most successes takes the first action, and the character with the fewest successes goes last.

Step Two: Combat Actions (p. 108)

Your character may attack, defend, and move each turn. Declare your character's Attack action and determine the Skill or Attribute roll required to resolve it. Defense actions are reflexive and do not need to be declared. Move actions must be declared but do not require a dice roll to resolve.

Step Three: Attack (p. 113)

The first attacker calculates his attack rating, including appropriate modifiers, then rolls his modified dice pool.

Step Four: Defense (p. 114)

The defender calculates his Defense rating, including any appropriate modifiers. He rolls his modified dice pool and compares the number of successes rolled to his opponent's attack roll.

Step Five: Damage (p. 118)

If the attacker rolls more successes than his opponent, his attack is successful. Each extra success inflicts one point of damage. If the attacker rolls fewer successes than the defender, his attack missed. If both characters roll the same number of successes, the attacker narrowly misses or strikes the defender without enough force to do any damage.

Step Six: Health (p. 119)

If the attack inflicts damage, mark off the appropriate number of Health levels and resolve any additional damage effects, such as stun or knockback.

If your character is reduced to negative Health, he falls unconscious.

If he is reduced to –5 Health, he dies. After damage is resolved, return to step three and go on to the next character in the Initiative order.

Combat Turns

Combat can be very confusing. There is often a lot going on, and keeping everything straight can be difficult, especially when there are many different characters involved. To simplify things, combat is divided into six-second combat turns, making it easier for the Gamemaster

to keep track of all the characters and resolve all their actions in order.

Each combat starts with an Initiative phase that determines when each character acts during the turn. This ensures that each character has a chance to attempt his chosen task during the combat turn.

Initiative

At the beginning of combat, every character involved rolls their Initiative rating to determine when they get to act in each combat turn. The number of successes rolled determines the order of Initiative, with the character scoring the most successes taking the first action and the character with the fewest successes going last.

In the case of a tie, the character with the highest Initiative rating goes first. If two characters have the same Initiative rating, the character with the highest Dexterity rating goes first. If there is still a tie, then both characters actions are resolved at the same time. Once a character's Initiative has been determined, it remains the same for the duration of the entire combat, but there are ways to alter it.

Holding Actions

Sometimes a character will want to hold his action until another character does something in particular. For example, he may want to hold his attack until his opponent goes for his weapon or shows his head from around a corner. In this case, the held action is resolved before the action that triggers it. Once a character acts, his initiative changes, and he acts at that point in the Initiative order for the remainder of combat, or until he holds his action again. An action may be held from one turn to another; a character may also stop holding his action, in which case he loses the action he was holding and his initiative remains unchanged.

Surprise

Occasionally, a character may be caught unawares by an attack. Usually this is due to an ambush or an unforeseen accident. When a character is caught by surprise, he does not get to act in the first turn of combat. He still rolls Initiative, however, and may take reflexive actions and defend himself normally.



Combat Actions

There are three different types of actions your character can take in combat: attack, defense, and move actions. Your character may perform one of each type of action every combat turn without penalty. For example, your character can move, attack, and defend all in the same combat turn.

Your character doesn't have to perform all three types of combat actions if he doesn't want to; however, giving up one action doesn't allow him to perform two of another type. If he wants to give up his defense action in order to make two attack actions in the same combat turn, he would have to perform the Total Attack maneuver (see Total Attack, p. 128).

Each type of combat action is described below.

Attack Action

Attack actions are used to attempt to hurt an opponent. Depending on the type of weapon being used, the most common attack actions are Melee, Brawl, and Ranged attack. Each attack action uses a different combat Skill roll to resolve the action (see Attack, p. 113). Unless otherwise stated, all attacks are general in nature and don't damage a particular part of the target.

In addition to attacking an opponent,

your character may also use his attack action to perform a particular combat maneuver (see below).

Defense Action

Defense actions are a special type of reflexive action that are used to prevent damage from an attack. Your character's Defense rating represents his ability to both evade attacks and resist damage. Your character does not have to bother thinking about defending himself. He does it instinctively. As a result, you do not have to worry about taking a defense action. You simply make a Defense roll in response to an opponent's attack action every time your character is attacked.

Move Action

A move action allows a character to move a certain distance based on his Move rating. Your character may perform a Move action in addition to attacking and defending himself. You do not have to roll any dice to resolve a move action; your character simply moves the appropriate distance based on his Move rating.

COMBAT MANEUVERS

In lieu of taking a standard attack action, your character can perform a variety of different combat maneuvers. Combat maneuvers may provide bonuses and penalties to attack opponents or allow your character to do other useful things.

Aim

Aiming improves your character's accuracy and damage with a ranged weapon. For each full turn that your character spends aiming at his target, you gain a +2 aim bonus on your attack roll, up to a maximum +4 aim bonus.

Special: Aiming takes your character's full attention, and he cannot move or actively defend himself. If he is attacked, you only get to roll your character's Passive Defense rating (plus any applicable Defense modifiers) for his Defense roll. Your character may continue aiming as long as he doesn't take any damage—even a single Health point will disrupt his aim.

Alternately, your character may choose to stop aiming when attacked (and forfeit his accumulated aim bonus) to defend himself, using his full Defense rating.

Autofire

Most firearms can only be fired accurately once or twice per combat turn. Automatic weapons, on the other hand, are capable of firing a steady stream of bullets at an opponent, and what they lack in accuracy, they more than make up for in firepower.

When firing an automatic weapon, your character may make either a burst fire, full autofire, or strafing attack.

Burst Fire: Your character fires three bullets at a single target and gains a +1 autofire bonus to his attack roll.

Full Autofire: Your character fires twenty or more bullets at a single target and gains a +3 autofire bonus to his attack roll.

Strafing: Your character may strafe his fire across multiple targets when making a full autofire attack, but suffers a –2 penalty for each five-foot distance between targets. For example, if your character makes a full autofire attack at two targets standing ten feet apart, he receives a +3 bonus for the full autofire attack and a -4 penalty for the distance between the targets. The end result is a single autofire attack against both opponents with a -1 penalty on the attack roll.

Special: When making a full autofire or strafing attack, your character cannot actively defend himself. If he is attacked, you only get to roll your character's Passive Defense rating (plus any applicable defense modifiers) for his Defense roll.

Block

Instead of making an attack, your character attempts to block all Brawl attacks made against him during the turn. When a Brawl attack is made against him, substitute your Brawl rating for your Active Defense in your Defense roll. If you lose your Active Defense for any reason, you may not make this substitution.

Normally, only Brawl attacks may be blocked. If your character wants to block Melee attacks, he may, but suffers a –2 penalty on the attempt.

Special: Against attacks which are not being blocked, your character uses his normal Active Defense rather than substituting his Brawl rating.

Called Shot

Sometimes your character will want to strike a specific target location, such as an object held in an opponent's hand, or a weak spot. Conversely, your character may want to avoid hitting something—such as a friend grappling with an opponent. Both scenarios require a Called Shot, and the attack roll suffers a number of penalty dice equal to the opponent's Defense rating or the Size rating of the object being attacked.

Vital Area: If your character really wants to hurt his opponent, he can make a Called Shot to hit a vital area. He suffers a penalty on his attack roll equal to his opponent's full Defense rating (including armor and other Defense modifiers), but successes rolled automatically inflict damage on the target. If your modified dice pool is zero or less, your character's attack automatically misses.

Held Object: If your character wants to hit a handheld object, you suffer a penalty equal to the object's Size rating (see Attacking Objects, p. 126). If the person

holding the item is trying to prevent it from being struck, you use the base Defense rating of the person holding it or the object's Defense rating (whichever is greater). Any successes in excess of the Defense roll do damage as normal.

Shooting into Combat: If your character attempts to shoot around a friend to hit an opponent, he makes a Called Shot with a penalty equal to the amount of cover his target has (see Cover, p. 115). Obviously, a critical failure on this roll would be disastrous for your character's friend.

Specific Location: If your character wants to hit a specific target location on an opponent, refer to the following chart:

Target Area	Attack Modifier
Torso	–1
Limb	–2
Hand	–4
Head	–4
Eye	–8

The result of hitting a specific location is up to the Gamemaster to interpret based on the specific circumstances, but it can be anything from forcing someone to drop a weapon to blinding your opponent. It can also be used to target locations not as well armored. For instance, a breastplate gives a foe +4 Defense, but only to attacks against his torso. By striking a limb, this Defense bonus is negated.

Cautious Attack

Your character may elect to make a Cautious Attack, focusing more on his defense than on harming his opponent. Your character suffers a –4 penalty on his attack roll but gains a +2 bonus on his Defense roll for the remainder of the round.

Charge

When charging an opponent, your character makes a reckless, headlong assault using either a Brawl or Melee attack. Charging grants a +2 charge bonus to your attack roll. Your character may move up to his normal move before making the attack, but cannot move again afterward.

Shove: Instead of making a standard Charge attack, your character may attempt to shove his opponent rather than damage him. In this case, he makes a touch attack (see Touch Attacks, p. 116) against his opponent. If successful, he does no damage. Instead, compare the opponent's Strength rating with the amount of damage your character would have done. If you rolled more damage than his Strength rating, he is moved back five feet for each success in excess of his Strength rating.

If the damage you rolled is less than or equal to your opponent's Strength rating, your character's shove attempt failed and he ends his movement standing directly in front of the opponent.

Special: When making a Charge attack, your character cannot actively defend himself. If he is attacked, you only get to roll your character's Passive Defense rating (plus any applicable defense modifiers) for his Defense roll.

Disarm

Your character may attempt to disarm his opponent by knocking the weapon from his hand with a melee weapon, or by stealing it, using a hand-to-hand attack.

Make an opposed Melee (or Brawl) roll against the opponent, but you suffer a –2 penalty for striking at his weapon. In addition, your opponent receives a +2 bonus if he is holding his weapon with both hands.

If you roll less than or equal to the number of successes rolled by the opponent, your character fails to disarm him.

If you roll more successes than the opponent, your character knocks the weapon from his grasp, flinging it five feet away per extra success rolled. Or, if your character was attempting to steal the weapon with a Brawl attack, he now has the weapon.

Dodge

Instead of making an attack, your character attempts to dodge all ranged attacks made against him during the turn. When a ranged attack is made against him, substitute your Athletics rating for your Active Defense in your Defense roll.

If you lose your Active Defense for any reason, you may not make this substitution.

Special: Against attacks which are not being dodged, your character uses his normal Active Defense rather than substituting his Athletics rating.

Note: If your character has the Acrobatics Skill, he may use that Skill in place of Athletics when dodging ranged attacks.

Grapple

Your character attempts to immobilize his opponent without harming him. Make a Brawl touch attack (see Touch Attacks, p. 116) with a penalty equal to the Size rating of the opponent. If successful, you do no damage. Instead, compare the opponent's Strength rating with the amount of damage your character would have done. If the damage you rolled is less than or equal to your opponent's Strength rating, your character's grapple attempt fails.

If you roll more damage than his Strength rating, your character grabs him. On his next turn, the grappled character cannot attack and must succeed in an opposed Strength roll in order to free himself. If you roll more damage than twice the opponent's Strength rating, your character pins him, and he only gets to use his Passive Defense rating for Defense rolls.

Parry

Instead of making an attack, your character attempts to parry all Melee attacks made against him during the turn. He must have a shield or be holding an appropriate weapon in order to perform this maneuver. When a Melee attack is made against him, substitute your Melee rating for your Active Defense in your Defense roll. If you lose your Active Defense for any reason, you may not make this substitution.

Normally, only Melee attacks may be parried. If your character wants to parry Brawl attacks, he may do so, and inflicts damage on his attacker if you roll more successes on your Defense roll.

Special: Against attacks which are not being parried, your character uses his normal Active Defense rather than substituting his Melee rating.

Ready Weapon

Your character draws a weapon and readies it for combat. Most weapons only take a single action to ready, but some weapons may take longer to ready based on how complicated they are and how they are being carried.

Reload Weapon

Your character reloads a firearm or similar ranged weapon by replacing the clip or magazine with a fresh one. Primitive and archaic weapons (e.g., bows and crossbows) already have their reload time factored into their rate of fire and do not have to be reloaded. If reloading a weapon that has a cylinder or internal magazine, your character may insert a number of rounds equal to his Dexterity rating each time he performs this maneuver.

Run

Instead of making an attack, your character doubles his Move rating to determine the distance he runs during the combat turn. He may defend himself normally, but is unable to perform any other actions while running.

Sprint

Instead of making an attack, your character quadruples his Move rating to determine the distance he sprints during the combat turn. He may keep up this speed for a number of turns equal to his Body rating. After this time, he may exert himself—and suffer a nonlethal wound—to continue to sprint for another turn. If he wishes, he may continue sprinting until he collapses from exhaustion. After your character stops sprinting, he must rest for a number of turns equal to his Body rating before he can sprint again.

Stand Up

Falling down is easy; it's getting up that is hard. Your character may fall prone as a reflexive action, but standing up requires him to give up an attack action. Your character may move and defend normally after getting to his feet.

Sweep

A sweep is a type of total attack in which your character swings a long weapon in a broad circle with the intent of hitting multiple targets. Make a Brawl or Melee attack at a –2 for each target and each empty five-foot space between targets. All targets must be within the normal reach of your weapon and must form an uninterrupted line; therefore, if an ally is between two enemies then you may not strike both enemies unless you include your ally as a target. Longer reach is an advantage when performing this maneuver, so a character can reduce his total penalty by an amount equal to his Size. When making a sweep attack, your character loses his Active Defense.

Throw

Your character attempts to throw his opponent to the ground with a Brawl attack. Make a Brawl touch attack against the opponent (see Touch Attacks, p. 116). Your character suffers a penalty equal to the Size rating of the opponent. If successful, your character does no damage. Instead, compare the opponent's Strength rating with the amount of damage your character would have done. If the damage you rolled is less than or equal to the opponent's Strength rating, your character fails to throw his opponent.

If you rolled more damage than the opponent's Strength rating, your character throws him five feet per success in excess of his Strength rating. If this causes the opponent to strike an object and he cannot move further, he suffers a point of nonlethal damage for each five feet he still needs to move. Additional damage may be done depending on where the opponent lands.

Total Attack

When all that matters is taking an opponent down, your character may go entirely on the offensive—disregarding his own safety—and gain a +2 bonus to his attack roll. Instead of making a standard Total Attack, your character may make two attacks in the same combat turn.

Florentine: Your character may make two attacks, using one weapon in each hand. He may make two Melee attacks, two Ranged attacks, or one of each. He doesn't even have to attack the same target. However, attacking with two weapons is difficult: you give up the normal Total Attack bonus and suffer a –4 penalty to attack with the weapon in his primary hand and a –6 penalty to attack with the weapon in his off-hand

Flurry: Your character attacks the same target twice, in quick succession, using either a melee weapon or his

bare hands. You give up the normal Total Attack bonus and suffer a –4 penalty to both attacks when making a flurry attack.

Rapid Fire: Your character attacks the same target twice, in quick succession, with a ranged weapon capable of attacking more than once in the same round. You give up the normal total attack bonus and suffer a –4 penalty to both attacks when making a rapid fire attack.

Special: When making a Total Attack, your character cannot actively defend himself. If he is attacked, you only get to roll your character's Passive Defense rating (plus any applicable defense modifiers) for his Defense roll.

Total Defense

In dire circumstances, your character may focus entirely on his defense: blocking blows, parrying strikes, and dodging ranged attacks all at the same time. By giving up his attack action, your character gains a +4 bonus to his Active Defense rating until his next turn.

Trick

A Trick is a non-damaging attack designed to put an opponent in a disadvantageous position. Tricks *never* inflict damage, whether lethal or nonlethal. If a character wants to inflict damage, he must make an attack as normal. Tricks make for great cinema, and thus should be rewarded with a Style point.

As an attack action, your character can attempt to trick his opponent during combat. The character must describe his trick. The GM then decides what Attribute or Skill the character must roll. Tricks involving physically touching your opponent in some manner are typically Touch Attacks (p. 116). The GM must also decide how the defender resists. Typically this will involve Active Defense only as a trick is non-damaging, though sometimes an Attribute or Skill roll may be better suited.

Some examples are shown below. Individual Tricks may be affected by circumstances, such as what the attacker is trying to achieve, and how the defender resists.

Trick	Attacker	Defender
Beer in the face	Athletics	Active Defense
Look behind you!	Con	Intelligence
Pulling hat over eyes	Brawl Touch Attack	Active Defense
Yanking a rug from under feet	Strength	Acrobatics, modified by Size rating

If you roll more successes than the opponent's Willpower rating, the character is tricked and unable to attack for a number of turns equal to the number of extra successes you rolled. A tricked opponent may defend himself normally, but the spell is broken if he is attacked during this time. If you roll more than twice an opponent's Willpower rating, he is completely baffled and loses his Active Defense rating for a number of turns equal to the total number of extra successes you rolled.

Example: *Paul wants to throw a glass of wine in the face of an attacker. Athletics is his best Skill for this, since it includes Throwing. Because the liquid doesn't have to hurt, the GM rules it is a Touch Attack. The Defender resists with his Active Defense. Paul rolls 6 successes, while his opponent scores just two, so four successes to Paul. His opponent's Will is 3, which means the villain is tricked for 1 round. The GM describes the opponent gasping and wiping his face.*



Trip

Your character attempts to trip his opponent and knock him down. Make a Brawl touch attack against the opponent (see Touch Attacks, p. 116). Your character suffers a –2 penalty to his trip attack if his opponent has four or more legs. If successful, your character does

no damage. Instead, compare the opponent's Strength rating with the amount of damage your character would have done. If you rolled more damage than his Strength rating, your character knocks him down, otherwise your character fails to knock his opponent down.

Use Item

Instead of making an attack, your character may use an item or operate a simple piece of machinery. He may open doors, pull levers, or other similar tasks, as long as it doesn't require a Skill roll to accomplish.

Use Skill

Instead of making an attack, your character performs a Skill in combat, such as Diplomacy, Medicine, or Stealth.

Attack

An attack represents a character's ability to strike and damage an opponent. It not only determines if your character hits his opponent, but more importantly, how much damage he does to him. Because an attack covers both the power and accuracy of a blow, it is resolved with a single dice roll.

ATTACK RATING

A character's attack rating represents how powerful and damaging an attack is. Very powerful but inaccurate attacks and weaker but highly accurate attacks may end up with the same attack ratings. One attack uses power to blow through an opponent's defenses, while the other targets his weak spots—both are equally damaging to the opponent.

Combat Skills

Your character's base attack rating is equal to his appropriate combat Skill rating:

Ranged Attack: Athletics, Firearms, or Gunnery
Brawl Attack: Brawl
Melee Attack: Melee

ATTACK MODIFIERS

There are numerous factors that can modify your character's attack rating. The weapon being used, the size of and range to the target, visibility conditions, and any wound penalties your character has, may all affect the outcome of an attack.

Large & Small Character Combat

Everything in *Leagues of Adventure* is scaled around human-sized characters to speed up play. But what happens when larger or smaller creatures attack each other?

When a larger and a smaller creature come to blows, there is no change to their attack ratings or Defense ratings—both creatures have already been scaled to Size 0 which puts them on a level playing field. When both creatures are larger or smaller, however, it's time for a few modifiers.

When two large creatures attack each other, they both receive bonus dice to their attack and Defense ratings equal to the Size of the smaller creature. For example, if a T. Rex (Size 4) is attacking a Triceratops (Size 2), both creatures receive two bonus dice to their attack and Defense ratings. If both creatures were the same size, they'd both receive bonus dice equal to their Size rating.

When two small creatures attack each other, they both receive penalty dice to their attack and Defense ratings equal to the Size of the larger creature. For example, a sled dog (Size –1) is attacking the monkey (Size –2) trying to steal his food. Both creatures suffer a penalty die to their attack and Defense ratings. If both creatures were the same size, they'd both suffer penalty dice equal to their Size rating.

Weapon

Each weapon has a damage rating depending on how powerful and accurate it is. Typically, the larger the weapon, the more bonus dice it adds to the attack rating. Because this is an abstract concept, however, lighter, more accurate weapons may do just as much damage as powerful but awkward weapons. Weapons also determine the type of damage being inflicted, either lethal or nonlethal.

Size

Even though our version of the world is filled with huge creatures and wild animals, human-sized characters are the norm. Therefore, everything in *Leagues of Adventure* is scaled for attacking and defending against Size 0 creatures. Average-sized humans receive no Size modifier to their attack rating, but larger and smaller creatures do. Larger creatures receive a penalty to their attack rating, representing how hard it is for them to hit

humans. Smaller creatures receive a bonus to their attack rating, representing how easy it is for them to hit a relatively larger target.

Size	Attack Modifier
8	–8
4	–4
2	–2
1	–1
0	0
–1	+1
–2	+2
–4	+4
–8	+8

Note: Human-sized characters do not have any modifiers to attack larger or smaller creatures, as the difficulty of being hit by a Size 0 attacker is already factored into their Defense rating (see Defense, p. 114)

Range

When attacking with a ranged weapon, your character's distance from his target modifies his attack rating. However, different weapons have different ranges where they are most effective. You can hit a distant target more accurately with a musket than with a thrown dagger, for example. The distance at which a weapon may be used to attack a target is its effective range. Attacking a target farther than this suffers a penalty to the attack rating.

Range	Distance	Modifier
Point Blank	Less than 5 feet	*
Short	Weapon Range	0
Medium	Weapon Range x2	–2
Long	Weapon Range x4	–4
Extreme	More than Weapon Range x4	–8

** Pistols provide an additional bonus die when used at point blank range. Longarms are designed for long distance and suffer a penalty die to use them up close.*

Visibility

It's hard to attack effectively when unable to see clearly. Very dim light, or very bright light shining directly in your character's eyes, can modify his attack rating.

Visibility	Example	Modifier
Blinding light	Direct sunlight	–8
Bright light	Spotlight	–4
Glare	Reflected sunlight, D	–2
Well-lit	Diffused light	0
Dim light	Candle or torchlight	–2
Near darkness	Moonless night	–4
Complete darkness	Underground cave	–8

Wound Penalties

When your character is seriously wounded, he suffers wound penalties to his attack rating equal to his negative Health rating. In addition, his ability to act is limited (see Health, p. 30).

ATTACK ROLL

The dice pool for your attack roll is equal to your character's attack rating plus or minus any circumstantial modifiers. If your modified dice pool is 0 or less, your character's attack automatically misses.

Roll your modified dice pool and compare the number of successes to the opponent's Defense roll. If you roll more successes than the opponent, your character has damaged him. Each extra success inflicts one point of damage and may have additional effects (see Damage, p. 118). If you roll fewer successes than the opponent, your character's attack is a clean miss. If you both roll the same number of successes, your character's attack narrowly misses or strikes his target without enough force to do any damage. This is similar to the close calls in television and movies where bullets and knives get caught in clothing, are barely deflected by armor, or only graze a character.

Defense

While an attack roll represents a character's ability to strike his opponent, his Defense rating represents his ability to both evade an attack and soak up any damage. Because Defense covers both a character's agility and toughness, it is resolved with a single dice roll.

DEFENSE RATING

A character's Defense rating represents how hard he is to hit and how resistant he is to damage. Therefore, frail but agile characters and slow but tough characters may have the same Defense rating. One defender relies on his natural toughness to shrug off blows while the other relies on not getting hit in the first place. Both characters are equally resistant to damage; however, there are situations that require a character to use only one aspect of his Defense rating.

Your character's Defense rating is calculated as follows:

Defense = Passive Defense + Active Defense – Size

Passive Defense = Body (+ Armor, if applicable)

Active Defense = Dexterity

Your character may be limited to using only his Active or Passive Defense ratings against certain attacks, such as Touch Attacks and Area Effect attacks (see below).

DEFENSE MODIFIERS

Several factors can modify your character's Defense rating. Your character's Size and armor (if any) are the most common modifiers. Cover, wound penalties, and even the number of attackers your character faces also affect how effective his defense is.

Size

In *Leagues of Adventure*, combat is scaled around human-sized characters. Average-sized characters receive no modifier to their Defense, but larger and smaller ones do. Larger opponents (like bears) are easier to hit, while smaller creatures are harder to strike.

Consequently, larger creatures suffer a penalty to their Defense rating while smaller creatures receive a bonus. To make up for this, larger and smaller creatures also receive a modifier to their Health rating. Although larger creatures may be easier to hit, they are also harder to kill. Conversely, smaller creatures may be harder to hit, but they are also easier to kill because they can't take as much damage.

Size	Defense Modifier
8	–8
4	–4
2	–2
1	–1
0	0
–1	+1
–2	+2
–4	+4
–8	+8

Armor

Armor, whether natural or worn as clothing, deflects incoming attacks and prevents blows from doing as much damage as they would without the protection. To represent this, bonus dice from shields and armor are applied to a character's Defense rating. Armor is heavy and restrictive, though, and may also impose penalties on the character wearing it. See the Gear chapter for specific stats on shields and armor.

Cover

Taking cover is an excellent way to defend against attacks, especially against ranged attacks. The more cover your character has, the harder it is for attacks to harm him. In game terms, cover provides a bonus to your Defense rating. The more cover your character has, the greater the bonus you receive. Be aware that missed attacks are likely to hit the object being used as cover, so think twice before hiding behind those casks of gunpowder.

Cover	Modifier
Full cover	+8
Major cover	+4
Half cover	+2
Partial cover	+1
No cover	0

Partial cover: Most of your character is visible to the opponent, such as when hiding behind a small box.

Half-cover: Half of your character is visible to the opponent, such as when firing from behind a tree.

Major cover: Very little of your character is visible to the opponent, such as when peering around a corner

Full cover: No part of your character is visible to the opponent, such as when hiding behind a huge boulder.

Multiple Attackers

As in real life, it's hard to defend against multiple attackers. Groups of opponents can easily outmaneuver and overpower your character; defending against one attacker leaves him open to another. Likewise, multiple attacks from a single attacker are similarly challenging to defend against.

Your character may only use his full Defense rating against one attack per combat turn. He suffers a –2 penalty to his Active Defense rating for each additional attack made against him during the same combat turn. While these penalties may reduce the character's Active Defense to zero dice (it can never go negative), his Passive Defense is unaffected.

Example: *Henry has Active Defense 3 and Passive Defense 3, for a total Defense of six dice. He is attacked three times in the same turn. He rolls his full Defense against the first attack. Against the second attacker his Active Defense is reduced by two, giving him just four Defense dice overall. The third attacker reduces his Active Defense by four, which gives him –1 Active Defense. However, the penalties for multiple attackers can never reduce this below zero. Henry ends up defending with just his three Passive Defense dice. Had there been a fourth or fifth attacker, Henri would still roll his Passive Defense.*

Size Bonus: Large creatures are able to handle multiple attackers more easily than smaller ones. For every two levels in Size, a creature may use its full Defense rating against one additional attack per turn. Therefore,

a Size 2 creature does not suffer any penalties for being attacked twice during the same combat turn and a Size 4 creature does not suffer any penalties for being attacked three times. A Size 8 creature may defend itself up to five times per turn using its full Defense rating!

This bonus only applies when attacked by human sized (or smaller) creatures. A larger creature will suffer normal penalties for multiple attacks by creatures of its own size.

Wound Penalties

When your character is seriously wounded but remains conscious, he suffers wound penalties to his Defense rating equal to his negative Health rating. In addition, his ability to act is limited (see Health, p. 30).

Touch Attacks

Sometimes you only need to determine if an opponent touches your character, such as when he is trying to Grapple him or burn him with a torch. Because Grapple attacks are not concerned with doing damage to your character, you do not get to use your character's Passive Defense rating for your Defense roll. Likewise, when facing an opponent wielding a torch or some other highly damaging weapon, you only get to use your character's Active Defense rating for your Defense roll.

With touch attacks, your character's size, cover, and wound penalties still factor into your Defense roll. Armor does not normally factor in unless your character is being attacked with a dangerous weapon (or when skin to skin contact is important).

Note: Touch attacks rarely do damage in and of themselves. Often the amount of damage that would have been done is compared to one of your character's Attributes to determine another effect, such as with a Grapple attack. Touch attacks that result in damage (e.g., being attacked with a burning torch) do a specified amount of damage if successful. Extra successes on the touch attack do not increase the amount of damage inflicted.



Area Effect Attacks

Some attacks, such as explosions, damage everything within a given radius. Because they do widespread damage, there isn't an effective way to dodge such an attack. Characters caught in the radius of an area effect attack only get to use their Passive Defense rating for their Defense roll. Creature Size and wound penalties (if any) are not factors when defending against area effect attacks, but any cover your character has or armor he is wearing will grant him some protection.

Area effect attacks made with fire, acid, or some other caustic material (see sidebar, p. 122) ignore your character's Active Defense and Passive Defense. The only modifiers that factor into your Defense roll are armor and cover.

Note: While area effect attacks are very powerful, only the weapon's damage rating is used for the attack roll. An opponent's Skill rating is not a factor, except when it comes to placing or throwing the weapon into a particular location. This does not normally require a roll on his part, except when accuracy is important—such as when tossing a grenade into a hostile native encampment.

Defense Roll

The dice pool for your Defense roll is equal to your character's Defense rating plus or minus any conditional modifiers. If your modified dice pool is 0 or less, then your character is defenseless, and any successful attacks will inflict full damage.

Roll your modified dice pool and compare the number of successes to the opponent's attack roll. If you roll more successes than your opponent, his attack is a clean miss. If you both roll the same number of successes, however, then his attack narrowly misses or strikes your character without enough force to do any damage. The blow may have been just a graze or was deflected by armor, for example. If you roll fewer successes than your opponent, your character has been hit and suffers damage. Each extra success your opponent rolled inflicts one point of damage and may also have additional effects (see Damage, p. 118).

Defense & Taking the Average

To speed up combat, the Gamemaster may opt to have each character Take the Average of his Defense rating. The result becomes the threshold number of successes that must be exceeded in order to damage that character. Basically, it turns the opposed attack vs. Defense roll into a simple attack roll with a Difficulty equal to the average Defense of the target. It sounds complicated, but it's really very simple. If you roll more successes than the opponent's average Defense, your character does that much damage to him.

While Taking the Average of Defense ratings greatly reduces the number of dice rolls in combat, most players like rolling dice to defend themselves—even if it means fewer successes than when they Take the Average. Therefore, the Gamemaster may want to use this method only for NPCs and less important characters in order to speed up combat and keep the focus on the player characters.

Move

Movement does not require a dice roll to resolve. Your character simply moves the distance allowed by his Move rating for the type of movement he is making.

Move Rating

Your character's Move rating is a combination of his speed and vigor. Strong and agile characters are fast, while weak and clumsy characters are slow. Your character's Move rating is calculated as follows:

Move = Strength + Dexterity*

** Characters with the Athletics Skill may substitute that Skill rating for their Move rating.*

How far your character moves per combat turn is based upon your character's Move rating and the type of movement he is making.

Wounds

Wound penalties reduce your character's effective Strength rating for the purposes of determining his Move rating and the amount of weight he can carry (see Encumbrance, below). For example, a character with Move 5 and Strength 3 is currently at –2 Health, reducing his Move rating to 3 and his effective Strength rating to 1 for determining how much weight he can carry.

Encumbrance

Carrying too much weight can severely impede your character's movement. While it may be tempting to lug around all your character's gear and ammunition, there are limits. Carrying around more weight will either slow your character down or tire him out fairly quickly. Both cases can be potentially fatal. Of course, a strong henchman is worth his weight in gold when it comes to carrying gear, as is a horse.

The amount of weight your character can carry without penalty is based upon his Strength rating.

Strength	Light Load	Medium Load	Heavy Load
1	0-10 lbs.	11-25 lbs.	26-50 lbs.
2	0-25 lbs.	26-50 lbs.	51-100 lbs.
3	0-50 lbs.	51-100 lbs.	101-250 lbs.
4	0-100 lbs.	101-250 lbs.	251-500 lbs.
5	0-250 lbs.	251-500 lbs.	501-750 lbs.

The total weight your character is carrying determines his encumbrance category and the associated penalty (if any).

Light Load: Your character moves and performs actions without penalty.

Medium Load: Your character is encumbered and suffers a –1 penalty to his Dexterity and Move ratings.

Heavy Load: Your character is heavily encumbered and suffers a –2 penalty to his Dexterity and Move ratings.

Maximum Load: Your character can attempt to carry up to double his Heavy Load weight, but he suffers a –4 penalty to his Dexterity and Move ratings. If this reduces his Move rating to 0 or less, he can pick up the load but not carry it. Each turn your character carries a maximum load he must exert himself.

Exerting: If your character is encumbered, he may exert himself—and suffer a nonlethal wound—to move and act normally for a single combat turn, or one hour of game time if outside of combat.

Riding Animals

Any animal that is at least one Size category larger than a rider may serve as a mount, but some creatures are much more accommodating than others. Mounts are considered either cooperative or hostile depending on how (and if) they were trained. Either way, while the mount is in motion, Skill rolls made by the rider are limited by his Ride Skill level. For example, if a character has a rating of Firearms 6 and Ride 4, he attacks as though he had Firearms 4 in combat turns during which his mount takes a movement action.

A cooperative mount is any animal that has been trained or accustomed to take riders, and this always includes Animal Followers of sufficient Size. However, many trained animals accept only those riders whom they recognize as their masters, and will be hostile to all others (see below). A cooperative mount will generally obey the instructions of its rider, although it will not easily be coerced into performing any action counter to its nature or training.

Therefore, a dairy cow will never charge into a noisy battle, while a stubborn triceratops is likely to stop to graze when hungry even if its master expresses a need for haste. The rider of a cooperative animal need not make a Ride check to stay mounted except in extreme circumstances, such as when the animal jumps over an obstacle or suffers Knockback (in which case the Ride difficulty is equal to the animal's Athletic Skill difficulty or the degree of Knockback, respectively).

Hostile mounts include any wild animal and any trained animal that takes a disliking to its rider. A potential rider must generally mount the hostile animal with a Ride roll (to climb onto its back), an Athletics roll (to jump down on it from above), a Stealth roll (to sneak up on it), or a combination of the above. Each combat turn thereafter, the rider must then use his movement action to make a Ride roll with a penalty equal to the animal's Size plus Dexterity.

If the rider's number of successes is less than the mount's Strength rating, he is thrown to the ground and will likely be the animal's choice target on its next turn. If the rider's number of successes is equal to or greater than the mount's Strength rating, he stays mounted, but may only perform actions one-handed and with a -4 penalty. If the rider's number of successes is greater than twice the mount's Strength rating, then the rider holds his position with his legs and can perform actions with both arms without penalty.

A hostile mount can move and attack as normal, but the animal cannot attack its rider unless it has an unusually long and flexible appendage (such as a plesiosaur's neck). A mount may not use its Active Defense to defend against attacks from its rider. Whether the mount is cooperative or hostile, if it is equipped with riding equipment such as saddle and stirrups, a rider gains a +2 bonus to any Ride rolls.

Damage

There are two types of damage: lethal and nonlethal. Most damage is lethal, which means that you will die if you take enough of this type of damage. Nonlethal damage, on the other hand, will only make you fall unconscious if you take enough of it. Massive amounts of nonlethal damage can become lethal, however, so it is possible to die if you take enough.

Lethal: Cutting, slashing, stabbing, burning and other major trauma that is highly damaging and will quickly kill someone. Most weapons do lethal damage.

Nonlethal: Bruising, fatigue, illness, shock, and other such minor traumas that are not immediately life threatening. Only a few weapons do nonlethal damage, but it is often caused by environmental conditions.

Effects of Damage

Stunned: If your character takes more damage in one blow than his Stun rating, he is stunned and loses his next action. However, he may still perform reflexive actions and defend himself normally.

Knocked Out: If your character takes more damage in one blow than double his Stun rating, he is knocked out for one minute per point of damage in excess of his doubled Stun rating. He is defenseless and helpless during this time.

Knockback: If your character takes more damage in one blow than his Strength rating, he is knocked backward five feet per point of damage in excess of his Strength rating. He may take additional damage depending on what is behind him.

Knockdown: If your character takes more damage in one blow than double his Strength rating, he is knocked down in addition to being knocked back, and must stand up on his next action.

Continuous Damage: Some attacks will continue to inflict damage over time. Both fire and poison damage, for example, often inflict damage each combat turn until the fire is put out or the poison wears off. Starvation or exposure to the elements will inflict damage over a longer period of time.

Killing Blow: Helpless, unconscious, or dying characters could potentially be dispatched with a single killing blow. The attacker ignores the victim's Defense, inflicting damage with every success rolled on his attack roll.

Optional Rule: Bladefodder

One simple way to increase the cinematic action in your games is to up the number of foes you throw against the characters but reduce their endurance dramatically.

Rather than using their Health rating, bladefodder characters immediately fall unconscious or die (as appropriate to the type of damage dealt) if they suffer so much as a single point of damage. Using this rule allows the characters to wade through ranks of vile cultists, attacking natives, or bandits with a few flicks of the blade or shots from a pistol.

Any villainous character can be bladefodder, but it is best used with nameless thugs whose demise does not impact on the story. Named personalities and important villains should always retain their standard Health rating.

Health

Your character's Health rating represents how much damage he can take before falling unconscious, suffering wound penalties and dying. When your character's Health falls below 0, he suffers penalty dice equal to his negative Health rating to all actions—if he remains conscious at all.

There are two types of damage: lethal and nonlethal. As their names imply, they represent different kinds of wounds and have very different effects on characters. Lethal damage represents wounds that are immediately life-threatening, such as broken bones, lacerations, punctures, etc. If your character's Health reaches 0 due to lethal wounds, he is disabled and is only capable of taking limited action. If his Health falls below 0, he falls unconscious and begins to die. If his Health reaches –5 due to lethal wounds, he dies.

Nonlethal damage represents non life-threatening wounds, such as bruises, fatigue, shock, etc. If your character's Health reaches 0 due to nonlethal wounds, he is exhausted, and is only capable of taking limited action. If his Heath falls below 0, he falls unconscious. If his Health reaches –5, any additional damage converts his nonlethal damage to lethal damage on a point-for-point basis.

Whenever a character takes damage, lethal damage is subtracted first from his Health, and nonlethal damage is subtracted second. The remaining Health total is used to determine if the character falls unconscious or suffers any wound penalties.

Example: *Clark has a base Health of 4. He suffers two lethal and two nonlethal wounds, making his current Health 0. He is badly beaten and exhausted, but still on his feet. Unfortunately, he suffers two more lethal wounds, making his current Health –2. Instead of falling unconscious and dying, however, he is only unconscious because it is the two nonlethal wounds that reduced his Health to –2. Without them, he'd have a current Health of 0 and be merely disabled. If Clark suffers any more lethal damage, he will start dying. He will be in big trouble unless he receives medical attention soon.*

States of Being

Exhausted: If your character takes enough nonlethal damage to reduce his Health to 0, he is exhausted and only capable of taking limited action. Instead of attacking, defending, and moving all in the same combat turn, he may only perform one of these actions each turn. If he wishes, he may exert himself and perform all three actions normally, but suffers a nonlethal wound immediately afterward, causing him to fall unconscious.

Disabled: If your character takes enough lethal damage to reduce his Health to 0, he is disabled and only capable of taking limited action. Instead of attacking, defending, and moving all in the same combat turn, he may perform only one of these actions each turn. If he wishes, he may exert himself and perform all three actions normally, but suffers a lethal wound immediately afterward, causing him to fall unconscious and begin dying.

Unconscious: If your character takes enough nonlethal damage to reduce his Health below 0, then he falls

unconscious. He will remain unconscious for one minute per point of damage below 0. Even after regaining consciousness, his Health remains negative. If your character takes three points of damage, reducing his Health to –1, he will regain consciousness in one minute.

Dying: If your character takes enough lethal damage to reduce his Health below 0, he falls unconscious and begins dying. He will continue to take one lethal wound per turn until he receives medical attention or stabilizes on his own.

Dead: If your character takes enough lethal damage to reduce his Health to –5, he is dead, but may be resuscitated if he receives immediate medical attention.

Remaining Conscious: If your character takes enough damage to knock him unconscious, he may try to remain conscious through sheer willpower. Make a reflexive Willpower roll with a Difficulty rating of 2. Your character suffers a penalty to his Willpower roll equal to his negative Health rating.

If you roll fewer than two successes, your character falls unconscious as normal. If you roll two or more successes, your character remains conscious but is considered exhausted or disabled as appropriate, and suffers a penalty to all actions equal to his negative Health rating. If he takes any additional damage, he must make another roll to remain conscious using the new penalty.

Example: *Nicholas takes three lethal wounds, reducing his Health to –3. The hero wants to try to remain conscious, but his Willpower rating is 2, giving him a modified dice pool of 1. He automatically falls unconscious because he cannot possibly roll two successes with one die.*

Stabilizing: If your character is dying, he may attempt to stabilize himself each combat turn. Make a reflexive Body roll with a Difficulty rating of 2. Your character suffers a penalty to his Body roll equal to his negative Health rating.

If you roll fewer than two successes, your character continues to die as above, but may attempt to stabilize again next combat turn using the new penalty. If you roll two or more successes, your character stabilizes and does not lose any additional Health. When he wakes up, he is considered disabled and suffers a penalty to all actions equal to his negative Health rating.

Example: *Nicholas has been reduced to Health –3 and is dying. On his turn, he makes a stabilization roll (double his Body rating). His Body rating is 3 and he suffers three penalty dice on the roll, so his final dice pool to stabilize is three. He rolls the dice and scores two successes. He stabilizes before he loses any more Health, but he is still unconscious and will be disabled when he wakes up.*

Note: A skilled doctor may attempt to stabilize a dying character. Make a Medicine roll with a Difficulty rating of 2. The doctor attempting to stabilize the dying character suffers a penalty equal to the injured character's negative Health rating.

If he rolls two or more successes, the dying character is stabilized as normal. If he rolls fewer than two successes, the dying character is not stabilized, but he may try again next turn.



Healing

The world of *Leagues of Adventure* is a dangerous place, and characters will get hurt. They might eat something poisonous, run afoul of a hungry lion, or have a fight with angry native warriors. Player characters lead dangerous and exciting lives, and that means they are going to need medical attention from time to time if they want to live to tell the tale.

First Aid

First aid can literally be a lifesaver. When properly administered, first aid can reduce the severity of an injury or even bring someone back from the brink of death. The most life threatening aspect of a wound is the shock and trauma that

go along with it. Treating an injured person for this can actually reduce the severity of his wound.

Make a Medicine roll to treat a wounded character. Each rolled success heals one point of nonlethal damage, or converts a point of lethal damage into nonlethal. Nonlethal damage is always healed before lethal, representing easing the shock and trauma of the wounded person.

First aid takes one minute to perform and must be administered within one hour after injury to have any benefit. After the hour is up, the damage becomes permanent and the wound must heal naturally. First aid may be administered each time a character is wounded, but it cannot heal more than the most recent damage.

Example: *Patrick is in bad shape. He suffered eight points of lethal damage, reducing his Health to –3. Henry performs first aid on him, makes a Medicine roll and scores three successes. The first success converts a point of lethal damage into nonlethal, and the second success heals the nonlethal wound completely. The remaining success converts another point of lethal damage into nonlethal, leaving Patrick with six points of lethal damage and one point of nonlethal. He's still badly hurt, but better off than he was before.*

Medical Care

Healing takes time, but can be aided with medical attention. Normally, nonlethal damage heals at the rate of one point per day, and lethal damage heals at the rate of one point per week. Under the care of a skilled medical professional, a character heals much faster. The number of successes rolled by the character treating the patient proportionally decreases the amount of time it takes to heal a wound.

For example, a character with one lethal and two nonlethal wounds receives medical assistance. The doctor looking after him rolls three successes, meaning that he will heal three times faster. Therefore, the two nonlethal wounds will heal the first day and the lethal wound two days later.

Trying Again

If a character wishes to treat an injured person again, hoping to get a better result, he may do so, but each successive attempt imposes a cumulative -2 penalty on the Medicine roll. The new result, for better or for worse, replaces the previous result.

Environment

Environmental damage comes in many forms. Your character could have an accident, contract an illness, or suffer from exposure to the elements. Depending on the nature of the situation, environmental damage can be either lethal or nonlethal.

Deprivation

Whether due to an accident, miscalculation, or outright treachery, going without food or water for an extended period of time is bad for your health. A character's Health rating is the primary factor that determines how long he can withstand deprivation before expiring.

Dehydration: Your character suffers a lethal wound each day he goes without water. He will continue to take lethal damage until he once again has a steady supply of water.

Starvation: Your character suffers one lethal wound each week he goes without food. He will continue to take lethal damage until he gets a steady supply of food.

Note: If your character goes without both food and water, he suffers damage from lacking both. Also—as if the effects of deprivation weren't bad enough—dehydrated or starving characters lack the energy to heal their wounds. All healing stops until the character regains regular access to food and water.

Disease

Different diseases pose different problems. Whether battling the common cold or a more debilitating disease, a character is likely to take damage over time, and possibly suffer more serious effects if the malady is left untreated.

Most diseases and illnesses have an Infection rating, which represents how hard it is to avoid contracting the disease or to fight off the illness. Make a Body roll whenever your character is exposed to an illness (see Resistance, p. 25) and compare the number of successes to the Infection rating.

If you roll at least as many successes as the disease's Infection rating, your character avoids contracting the disease; however, he may become infected later if he is exposed to it again.

If you roll fewer successes than the Infection rating, your character contracts the disease and suffers its effects. To recover from a disease, make an extended Body roll against the Infection rating of the disease.

Typically, each roll represents one day of sickness; you will need to accumulate between five to ten successes to fully recover from the disease. If being tended by a doctor, he may substitute his Medicine rating for your character's Body roll.

Sample Disease: Camp Fever

Camp fever, properly known as typhus, is common during and after wars, when vast numbers of men are congregated together in close proximity, and often in squalid conditions. For similar reasons, it is also known as jail fever and ship fever.

The disease is spread through the droppings of infect-

Caustic Damage

Caustic Damage—most notably that caused by fire and poison—is scaled for human-sized characters but would prove a greater or lesser threat depending on the victim's size. To account for this, reduce caustic damage by one point for each two Size levels above zero, or increase it by one point for each two Size levels below zero. For Size 1 or -1 creatures, a "+" sign is added to the damage to indicate the possibility of taking an extra point of damage (see Taking the Average of Odd Numbers, p. 101). Larger creatures take no damage from caustic damage that is reduced to zero, but may still feel pain when they come in contact with it.

Example: *Luke is armed only with a torch when he is attacked by a crazed chimpanzee. Against an average-sized human, the torch would do 1 point of lethal damage, but the chimpanzee is Size -1, so the damage increases to 1+. As with Taking the Average, the "+" indicates a 50% chance of an extra point of damage. In this case, one die is rolled and it comes up a success, so the chimp takes two points of fire damage from the torch.*

Unfortunately, the next opponent Luke encounters is a giant ape, which is Size 2. The torch's damage is reduced to zero against the ape. Burning the ape with a flame that size would probably do little but startle and enrage it, but not injure it enough. If only he could use the torch to make a bigger fire…

ed lice, a common fixture in unhygienic military camps. These bite the victim, who then scratches at the area, carrying the droppings into his bloodstream.

Symptoms: Camp fever begins with a high fever, but quickly develops into coughing, severe headache, severe muscle pain, sensitivity to light, stupor, and delirium. A rash begins on the torso and spreading to the extremities. In the latter stages, the disease can cause gangrenous lesions.

Infection: 2 (3 if the camp is particularly unhygienic, or the character infrequently launders his clothes).

An infected character usually feels fine for the first week, displaying no symptoms. During the second week he develops a rash, which quickly spreads. Accompanying this is a high fever. After the second week, the character takes one lethal wound per day until he recovers or succumbs to the disease. Characters infected with camp fever suffer a –1 penalty to all actions due to lethargy.

Recovery: 2 (10 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day camp fever is contracted.

In an age before antibiotics, there is nothing a physician can do to aid recovery except make the patient comfortable.

Sample Disease: Cholera

Cholera is a small intestine infection caused and spread by insanitary conditions. The disease is spread through contaminated water or food. With no true sewers, an outbreak of cholera spreads quickly, as victims' infected bodily waste enters the local water supply, leading to further infection.

Symptoms: The main symptoms are excessive diarrhea and the vomiting of clear fluid. Other symptoms include a rapid pulse, sunken eyes, and turgid skin (wrinkled hands).

Infection: 3 (1 if merely in prolonged contact with an infected person). At the Gamemaster's discretion, gluttony in an infected area may increase the Difficulty to 4, as the character consumes more of the bacteria.

One to five days after infection, the character's bowels begin violently emptying from both ends. A patient can expel as much as 20 quarts of liquid faeces a day, leading to rapid and often fatal dehydration and electrolyte imbalance.

Recovery: 3 (10 successes are required to recover from the disease). Each Body roll represents one half-day of illness, starting from the day cholera is contracted.

Without antibiotics, the best cure is fresh, clean water (not easy to find in an infected area), laced with a little salt and plenty of sugar. Potassium, found in various nuts, parsley, and potatoes, is required to balance electrolyte levels. Potassium isn't discovered until 1807, but certain types of food will be known through folklore to serve this purpose.

Sample Disease: Pneumonia

Pneumonia, an infection of the lungs, is a common malady and a leading cause of death. Pneumonia can be caused by bacteria, viruses, fungal spores, and even parasites. For game purposes, all forms of pneumonia are assumed to be identical.

Symptoms: Chest pains, chills, vomiting, clammy skin, a hacking cough delivering up thick sputum, shortness of breath, fatigue, raging fever, and body aches are all symptomatic of pneumonia. Different patients often exhibit different symptoms, which makes diagnosis difficult.

Infection: 2 (3 if in close proximity to a patient). Direct, prolonged, face-to-face contact is typically required to catch pneumonia through airborne particles.

Pneumonia kills in a variety of ways. Blood poisoning, asphyxiation through congested lungs, and secondary infections like pleurisy due to a weakened immune system are the most common, though normally it is the young, elderly, and already sick who succumb. After the

first week, the character takes a lethal wound per week until he recovers or succumbs to the disease. Characters infected with pneumonia suffer a –1 penalty to all actions due to lethargy and fatigue.

Recovery: 2 (6 successes are required to recover from the disease). Each Body roll represents one week of illness, starting from the day pneumonia is contracted. Long-term rest also aids in the recovery of pneumonia. A patient who gets suitable bed rest gains a +2 bonus to his Body roll for the purposes of recovery.

Sample Disease: Scurvy

Scurvy is one of the most common illnesses encountered by explorers. It's a familiar condition to anyone who has been on a long sea voyage, but little is known about its prevention. Scurvy is not caused by starvation, but by deficient nutrition; specifically, a deficiency of vitamin C. Lack of fresh food, especially vegetables, will cause scurvy.

Symptoms: The diseased character's skin turns gray; he becomes bloated, and his eyes assume a heavy, lidded expression. He loses energy and is wracked with aches and pains: especially in his joints. His gums bleed, his breath is fetid, and his teeth may fall out.

Infection: Scurvy is not an infection, but will develop in a number of months equal to a character's Body rating after his last intake of fresh food. After that, the diseased character will take one nonlethal wound per week until he once again has access to a regular supply of fresh food. In addition, the character is unable to heal wounds while suffering from scurvy and suffers a –1 penalty to all actions due to his low energy.

Recovery: Long-term medical attention will not cure scurvy, nor is it an illness that can be fought off by a character's immune system. A character will recover normally once he starts eating fresh food again.

Sample Disease: Smallpox

Smallpox is a very serious and sometimes fatal disease that is only transmitted by humans. The name is derived from the Latin word for "spotted" and refers to the raised bumps that appear on an infected person. Infection usually occurs by inhaling the virus, which can remain on clothing, bedding and other surfaces for up to one week. As such, the disease usually starts in the lungs, invades the bloodstream, and eventually spreads to the rest of the body.

Symptoms: At first, the infected character suffers from a high fever, lack of energy, aches and pains, and sometimes vomiting. Later, sores form in the character's mouth and a rash spreads all over his body, eventually becoming raised bumps. By this point, the character is usually too sick to perform normal activities.

Infection: 2 (3 if in direct contact with bodily fluids). Direct, prolonged, face-to-face contact—or contact with infected bodily fluids—is typically required to catch smallpox.

An infected character usually feels fine for the first week, and displays no symptoms. He gradually begins to suffer symptoms over the second week, at which point the disease has taken hold. After the first week, the character takes a lethal wound per day until he recovers or succumbs to the disease. Characters infected with smallpox suffer a –1 penalty to all actions due to lethargy.

Recovery: 2 (10 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day smallpox is contracted. Long-term medical attention has almost no affect on smallpox.

Drowning and Suffocation

Under normal circumstances, your character can hold his breath for one minute per point of Body rating. In combat, your character holds his breath for one turn per success on a reflexive Body roll.

After this time passes, your character will be forced to take a breath and suffer the effects of whatever he breathes in. If he inhales water or thick smoke, for example, he will receive one nonlethal wound per turn until he is able to breathe normally. Your character cannot hold his breath again until he has had a chance to catch his breath.

Electricity

Characters run the risk of getting electrocuted from a variety of sources, including being struck by lightning, touching a live wire, or being purposely shocked by an enemy.

If electrocuted, no attack roll is made. Your character automatically takes damage based on the intensity of the shock. If an opponent attacks your character with an electrified weapon, such as a live wire, a touch attack is made (see Touch Attacks, page 116). Your character gets to roll his Active Defense rating against the attack, but loses any armor bonuses from metal or other conducting materials.

The amount of damage done by a shock depends on the power of the electrical charge. Note that electricity is caustic damage (see sidebar, page 122) and will have a reduced effect against larger creatures.

Electrical Shock	Damage
Minor (a strong shock)	1L
Major (en electric fence)	2L
Severe (an electric generator)	3L
Deadly (industrial power line)	4L

Damage will continue as long as your character

remains in contact with the electricity. If the electrical current is continuous, your character may not be able to escape. The electrical shock may cause his muscles to contract and prevent him from pulling away. You must make a Strength roll with a difficulty equal to the electricity's damage rating in order for your character to escape.

If your successes equal or exceed the electricity's damage rating, your character pulls away and will not continue to take damage. If you rolled fewer successes than the damage rating, your character continues to take damage but may attempt another escape on his next turn.

EXPOSURE

Extremely hot and cold conditions can be detrimental to your character's health. Prolonged exposure can even be fatal. Exposure to extreme temperatures does nonlethal damage every hour that your character is without shelter. The amount of damage your character takes is determined by how extreme the conditions are.

Temperature (Fahrenheit)	Damage
Over 120 degrees	4N
110 – 120 degrees	3N
100 – 110 degrees	2N
90 – 100 degrees	1N
50 – 90 degrees	0
40 – 50 degrees	1N
30 – 40 degrees	2N
0 – 30 degrees	3N
Below 0 degrees	4N

Having adequate protection, such as warm furs, will keep your character from suffering from exposure. However, the Gamemaster will determine the level to which your character can afford protection. Even the thickest furs won't protect him long when the temperature is –30 degrees Fahrenheit. Also, weather conditions such as rain, wind, or high altitude may intensify the damaging effects of exposure.

FALLING

Globetrotting is a dangerous business, and characters need to be on their toes all the time. In particular, they need to watch their handholds and footing or they may slip and fall. Whether they fall a few feet off a ladder or hundreds of feet off a cliff, landing is likely to hurt your character.

Most falling damage is nonlethal, unless your character lands on something sharp and pointed, such as jagged rocks. Your character takes one nonlethal wound per ten feet he falls (rounded up).

Terminal velocity: Your character reaches terminal velocity once he falls 100 feet and will take no additional damage for falling farther. Once he's reached terminal velocity, however, falling damage is lethal.

Breaking a fall: If your character has the Acrobatics Skill, he may try to break his fall by grabbing objects to slow down, or by trying to land in a softer spot.

The Difficulty rating to break a fall is 2, but the Gamemaster may adjust it up or down based on circumstances. Make an Acrobatics roll to reduce your character's falling distance. For each success in excess of the Difficulty, the character reduces his effective falling distance by ten feet.

Hard and soft landings: If your character happens to land in a soft spot, such as water or a snow bank, the Gamemaster may reduce the amount of damage for the fall, depending on how soft the landing area is. Conversely, if your character lands on a particularly hard surface, such as jagged rocks, the Gamemaster may increase the amount of damage he takes or convert it to lethal instead of nonlethal damage.

FATIGUE

A character can do without rest or sleep for a short time, but he will eventually suffer ill effects. Your character suffers one nonlethal wound for each day he goes without sleep.

Your character can perform a strenuous activity, such as jogging or heavy manual labor, for a number of hours equal to his Body rating. After this limit, your character suffers a nonlethal wound for each additional increment of time based on his Body rating. The fatigue remains until the character rests or sleeps for eight hours plus the number of wounds he has suffered.

FIRE

Fire is crucial to survival, but it can also be an extremely dangerous hazard. Fire consumes nearly everything it touches, and can be an extremely potent weapon. Care should be taken, however, as a fire can easily get out of control and turn on the person who set it.

If burned, your character automatically takes damage based on the intensity of the fire. If an opponent is attacking your character with a flaming weapon, such as swinging a torch, a touch attack is made (see Touch Attacks, p. 116). Your character gets to roll his Active Defense rating against the attack, also including armor bonuses, to avoid taking damage.

In general, the hotter the fire, the more damage it does. Note that fire is caustic damage (see sidebar) and will have a reduced affect against larger creatures.

Fire Intensity	Damage
Molten rock or metal	4L
Chemical fire (third-degree burn)	3L
Campfire (second-degree burn)	2L
Torch (first-degree burn)	1L

If your character is exposed to flame for more than a turn, anything combustible he is wearing catches fire, and he will continue to take damage even if he escapes from the original blaze. Rolling on the ground or jumping into water will normally extinguish a fire and prevent your character from continuing to take damage.

If there is no water available, you must make a Dexterity roll with a Difficulty equal to the fire's damage rating in order to extinguish the fire by rolling on the ground.

If your successes equal or exceed the fire's damage rating, your character puts the fire out and will not continue to take damage. If you roll fewer successes than the damage rating, your character continues to take damage, but may make another attempt to put out the fire on his next turn.

POISONS AND DRUGS

Poisons and drugs can all be detrimental to your character's mental and physical well-being. They can also have a variety of different side effects, which usually translate into bonus or penalty dice on certain actions. Some poisons and drugs affect your character only once, while others affect him repeatedly over a period of time.

There are several different methods for ingesting a drug or poison. Depending on the specific toxin, your character may have to inhale it, ingest it, inject it, or simply touch it to suffer its effects.

There is little defense against ingesting or inhaling a drug or poison. Your character either has to detect the poison before eating it, or hold his breath to avoid inhaling it.

In the case of an injection or injury, your character defends himself normally. If the poisoned weapon does damage to your character, he also has to resist the effects of the poison.

If an opponent is merely trying to touch your character with a toxin, such as a lethal contact poison, a touch attack is made (see Touch Attacks, p. 116). Your character gets to roll his Active Defense rating against the attack (also including armor bonuses) to avoid skin contact with the poison.

Most drugs and poisons have a Toxin rating, which represents the Difficulty of resisting the effects of the substance. Make a Body roll whenever your character is dosed (see Resistance, p. 25), and compare the number of successes to the Toxin rating. If you roll at least as many successes as the Toxin rating, your character resists the effects of the poison. However, he may not be so lucky if he gets another dose.

If you roll fewer successes than the Toxin rating, your character suffers from the effects of the poison. If the poison inflicts damage immediately, your character takes an amount of damage based on the poison's potency.

If the poison does damage over time, the Toxin rating simply determines if the poison takes effect. The poison will then do damage over time until your character accumulates enough successes on an extended Body roll to get the poison out of his system. Typically, each roll represents one hour and your character will need to accumulate between five to ten successes to fully clean the poison from his system. If being tended by a doctor, you may substitute the doctor's Medicine rating for your character's Body roll.

Note: Poison is considered caustic damage (see sidebar) and will have a reduced effect against larger creatures.



Toxin	Damage
Deadly toxin (poison dart frog)	4L
Dangerous toxin (snake venom)	3L
Strong toxin (toxic spores)	2L
Weak toxin (food poisoning)	1L

Sample Drugs

Alcohol: Your character can safely consume as many alcoholic drinks per hour as his Body rating. For each additional drink, he suffers a –1 penalty to all actions. However, alcohol can temporarily reduce the effects of pain and cold. Drinking alcohol increases your character's tolerance to cold for the remainder of the hour. The effects of alcohol slowly fade at the rate of one penalty die per hour, until your character is completely sober again. However, if your character has more drinks than twice his Body rating, he becomes violently ill and suffers a nonlethal wound. If he continues to drink beyond that, the Gamemaster may impose harsher penalties.

Hallucinogens: Whether they are ingested, inhaled, or just touched, they disorient the drugged character and may make him act erratically and possibly see things that aren't there. Depending on the strength of the hallucinogen, the character will suffer a –1 to –4 penalty to all actions. However, depending on the nature of the drug, the character may experience tremendous insights or visions of the future. The effects of a hallucinogen normally last for eight hours minus the character's Body rating.

Sample Poisons

Arsenic
Toxin: 5
Damage: 4L
The effects of arsenic poisoning may include vomiting, convulsions, shortness of breath, loss of consciousness, and death. It is usually administered as a poison through inhalation or ingestion.

Venom
Toxin: 4
Damage: 1 - 4L
There are a variety of venomous creatures, such as snakes, spiders, and scorpions. The amount of damage done by a venomous creature is not necessarily determined by its size. Even very tiny creatures can be deadly to humans if their venom is potent enough. In addition, some venom can inflict additional side effects, such as paralysis, that will affect the character for a short time.

Attacking Objects

Sometimes a character will want to break an object, such as smashing in a door or breaking a lock. Objects take damage much like people do, but the amount of damage they can take depends on the size of the object and its durability. A small object made of metal will be harder to break than a large one made of glass.

The type of material the item is made out of determines its Defense rating. In this case, the Defense rating of the item represents how resistant it is to damage. Attacking an object is subject to the same modifiers for size and range as attacking an opponent. All successes rolled in excess of the object's Defense rating damage the item.

Material	Defense
Glass	2
Wood	4
Stone	6
Metal	8

Structure

The amount of damage that an item can take depends upon the item's size and quality of construction. To calculate an object's Structure, add the Size modifier below to the object's Defense rating.

However, the Size modifier cannot drop an object's base Structure below zero. Also, unlike humans, an object will break as soon as its Structure drops below 0. If its Structure reaches –5, it is utterly destroyed and can never be repaired.

Size	Structure
+8	+8
+4	+4
+2	+2
+1	+1
0	0
–1	–1
–2	–2
–4	–4
–8	–8

Attacking a Handheld Object

When attacking an item held in an opponent's hand, the character must make a Called Shot to hit the object, using the base Defense of the person holding it or the object's Defense (whichever is greater). Any successes in excess of the object's Defense roll do damage as normal.

Chapter the Fifth: Trappings, Necessities, Weapons, & Conveyances

5

"Am dining at Goldini's Restaurant, Gloucester Road, Kensington. Please come at once and join me there. Bring with you a jemmy, a dark lantern, a chisel, and a revolver. S.H." It was a nice equipment for a respectable citizen to carry through the dim, fog-draped streets. — Arthur Conan Doyle, *The Adventures of Sherlock Holmes*

Having the right piece of equipment can make or break an expedition. It can also mean the difference between life and death for an explorer. No one wants to be stranded in the middle of the Antarctic without some way to generate heat, or run out of ammunition at the wrong time. The following vehicles and items are generally available in the 1890s, and represent some of the useful things an explorer can take with him (or acquire) when exploring the far ends of the globe.

Currency

The default currency of *Leagues of Adventure* is the British pound sterling. A pound is divided into 20 shillings, with each shilling comprising 12 pennies (pence). There are 240 pence to the pound.

Amounts in pounds are indicated by the symbol £, which is derived from the Latin word *librum*. The historical symbol was a capital L with a line through across it. Shillings are noted by the symbol *s.*, and pennies by the symbol *d*, the latter stemming from the Latin *denarius*. When shillings and pence are being displayed, the common way is to list the shilling value first and pence second, the two numbers represented by a slash. For example, 2/6 means "two shillings and six pence."

Coins

The actual coins found in common circulation are listed below, along with pertinent details. Bank notes exist in 1, 10, 20, 50, 100, 200, 500, and 1,000 pound denominations. For larger sums, banker's drafts or credit notes must be used.

Coin Name	Value	Nickname	Notes
Guinea	21s	—	*
Sovereign	£1	Pound, quid	Gold
Half-Sovereign	10s	—	Gold
Crown	5s	Dollar	Silver
Double Florin	4s	—	Silver; rare in this age
Half-Crown	2/6	Alderman	Silver
Florin	2s	—	Silver
Shilling	12d	Bob	Silver
Sixpence	6d	Tanner	Silver
Threepence	3d	—	Silver; pronounced "thruppence"
Penny	1d	—	Bronze
Halfpenny	1/2d	—	Bronze; pronounced "ha'penny"
Farthing	1/4	—	Bronze

** The guinea was a gold coin minted until the early 19th century. Although no longer in circulation, most large sums, such as those used in horseracing prizes or when making sizeable wagers, are still quoted in guineas. Guinea prices are also found in upper class stores and quoted by professionals for their services.*

Exchange Rates

One British pound is roughly equivalent to $5.00 U.S., 9 Russian rubles, 10 Austrian florins, 18 Danish, Swedish, or Norwegian crowns, 20 German marks, and 25 French francs, Italian lira, or Spanish pesetas. When traveling overseas, globetrotters should not forget that gold coins, regardless of what nation minted them, are widely accepted across the planet.

Weapon Ownership

In most civilized countries it is considered very bad form to carry a weapon, whether openly or concealed. At best, it is a major social *faux pas*, likely to earn the offending character a black mark and the bad Reputation Flaw for a spell—at worst, it will attract the attention of local law enforcement agents. Shotguns and rifles may be owned by those who fancy a spot of hunting, military officers may wear their swords on special occasions, and a few rare detectives carry pistols on duty, but one most definitely does **not** attend a social event or visit one's club armed to the teeth. Attending the Dueling Club or Gun Club are exceptions to the "no weapons!" rule, but even then a modicum of decorum is expected.

WEAPONS

Few explorers will head into uncharted territory without some kind of weapon as the world is a dangerous place. This section describes a number of melee and ranged weapons. Note that *Leagues of Adventure* is a game about daring heroes and heroines, not their gear. Because many weapons, especially firearms, have very similar statistics, this game uses a greatly simplified weapon chart.

Damage (Dmg): The number of bonus dice added to your attack roll when using the weapon. It also indicates the type of damage it inflicts: lethal (L) or nonlethal (N).

Strength (Str): The minimum Strength rating needed to wield the weapon effectively. A character with a lower Strength rating suffers a –2 penalty to his attack roll for each point of Strength he is under the minimum. Using a two-handed weapon with one hand increases the minimum Strength required (to wield the weapon) by one point.

Capacity (Cap): The amount of ammunition the weapon can carry, indicating how many times it can be fired before it has to be reloaded. It also indicates how each weapon is loaded: belt (b), clip (c), internal (i), magazine (m), or revolver (r).

Range (Rng): The distance in feet that the weapon is effective before range penalties are incurred; each increment after the first imposes a –2 penalty to the attack roll (e.g., if a weapon's range is twenty feet, a –2 penalty will be incurred for targets between twenty and forty feet away, a –4 penalty will be incurred for targets between forty and sixty feet away, and so on).

Rate: The weapon's rate of fire, indicating how many times it may be fired each combat turn. Weapons with a rate of fire of 1 may only be shot once per combat turn, while weapons with a rate of fire less than 1 have to be reloaded after each shot (e.g., ½ means that the weapon may be fired once every two combat turns). Semiautomatic (M) and Automatic (A) firearms may be used to make multiple attacks the same combat round (see Total Attack, page 111).

Cost: The cost of the weapon or item in British pounds in the 1890s. This number may be adjusted up or down to account for supply and demand.

Weight: The weight of the weapon or item in pounds. Characters that carry too much weight cannot move as fast and tire out sooner.

MELEE WEAPONS

Although firearms are the preferred weapons of choice for most characters, there are times when a knife or sword is far more useful. As the world and its people are more thoroughly explored, strange and exotic weapons are sometimes found and utilized. Explorers who spend a great deal of time among other cultures may learn how to use these weapons. Some of the primitive civilizations inhabiting the earth's surface know nothing of firearms—they hunt and wage war with axes, bows, and spears. Explorers should not overlook the effectiveness of these simple weapons, especially when angry hordes are approaching and bullets are running low!

Axe, Hand: These are small one-handed hatchets, throwing axes, and tomahawks.

Axe, Two-Handed: Two-handed axes include battle axes and more mundane axes used for chopping wood.

Bayonet (Fixed): A bayonet attached to the end of a rifle allows it to be used as an effective melee weapon, especially when charging or resisting a charge. Most modern military rifles are designed to accept a bayonet.

Brass Knuckles: A must for the explorer who prefers to solve problems with his fists, brass knuckles can inflict serious damage. They are small enough to be carried in a pocket and donned quickly when trouble arises. Your character uses his Brawl rating when using brass knuckles.

Chain: Chains make excellent weapons, as they can entangle limbs, strangle opponents, or simply bludgeon the victim. If using a chain as a ranged weapon, it has a range of 10 feet. Chains longer than 10 feet in length cannot be used effectively as a weapon. To entangle an opponent, make a Melee touch attack (see Touch Attacks, page 116). If your character's attack is successful, no damage is done. Instead, compare the amount of damage your character would have done versus an opponent's Strength rating. If you rolled more damage than her Strength rating, the opponent is entangled and she must succeed in a Strength roll in order to break free on her next turn. If you rolled more damage than twice your opponent's Strength rating, she is entangled and may be either disarmed or knocked to the ground.

Cleaver: A heavy blade found in most kitchens and

restaurants, cleavers are also sometimes used as part of exotic, Far Eastern fighting styles.

Club: Clubs include anything from chair legs, sturdy wooden branches, baseball or cricket bats, and other bludgeoning implements. Because a club can be fashioned from nearly anything, they have no effective cost.

Club, Two-Handed: Includes any large club wielded with two hands, such as enormous tree branches or strengthened war clubs.

Cutlass: This long, heavy sword has a slightly curved blade and a large, protective hilt that can bash an opponent in the face. Its popularity with pirates and other rogues has never diminished, despite the decline of swords as weapons.

Dagger: Daggers include small-bladed weapons of all kinds, from a classic dagger to Bowie knives and unfixed bayonets. Few explorers go anywhere without a dagger (or three) hidden about their person. Daggers can be thrown up to 10 feet.

Hammer: Includes blacksmith hammers, small sledges, and other one-handed bludgeoning weapons with a metal head.

Hammer, Two-Handed: Two-handed hammers include mauls, sledgehammers, and warhammers.

Katana: Although rare outside of Japan, the officers and agents of that nation carry these fine swords as both a weapon and a sign of authority. The price listed is for a relatively cheap katana, with little adornment. Antique katanas or those made by famous swordsmiths can be virtually priceless.

Kukri: This bizarre knife hails from Indonesia and is known for its large blade that curves inward, giving it a nasty cut. They are common in the South Seas, but considered more objects of curiosity or collector's items in the West.

Machete: A favorite of explorers everywhere, this is a cleaver-like tool with a large heavy blade. It is normally used to cut through thick vegetation or jungle undergrowth but may be used as a weapon if need be.

Nightstick: Also called a billy club or truncheon, nightsticks are carried by law enforcement officials who wield them when use of a gun is considered unwise or unnecessary.

Pocketknife: The pocketknife's blade is tiny and used more as a tool than a weapon, but for the explorer in need, it's good to have one on hand.

Pick: Picks can be found in the hands of farmers, laborers, or the slaves of evil masterminds. The sharp point of a pickaxe can inflict tremendous damage.

Pistol Butt: Known as "pistol whipping," the butt of a gun can be used to deal damage.

Polearm: Polearms are large blades attached to the end of a spear-like pole. There are dozens, if not hundreds, of different types of polearms—glaives, halberds, and naginatas being just a few. In this day and age, they are rarely seen outside of military parades, although evil masterminds may arm their minions with them.

Rapier: Rapiers have thin, slender blades designed for thrusting rather than slashing attacks. The guard of the rapier is often large and ornate, used to catch and deflect an opponent's blade. Rapiers are often used in conjunction with a dagger (in the off-hand).

Rifle Butt: Most modern longarms are sturdy enough to be used as a melee weapon (by striking someone with the butt of the gun).

Saber: Sabers are long, heavy swords—used primarily from horseback—with a slightly curved, single-edged blade. The same stats can be use to represent scimitars. Scimitars are extremely common in the Middle East, and with the advent of the modern cinema, the image of the Arabian figure wielding his scimitar has become ingrained in the minds of moviegoers everywhere.

Sap: A sap is a small and sturdy leather pouch with a flexible handle filled with lead shot, sand, or other heavy, dense material. Also known as a blackjack, its main use is to strike someone on the head while they are unaware, more than likely knocking them out in the process.

Spear: Whether used by primitive cultures or by ex-



plorers during a hunt, spears are found in the hands of many people. Spears can be used as melee or ranged weapons, with a ten-foot range.

Straight Razor: Although the shape and size of a straight razor makes it inconvenient during combat, the incredibly sharp blade makes it popular with assassins, torturers, and gangsters.

Sword, Cane: A favorite of noblemen and gentrified masterminds, sword canes hold a rapier-like blade inside the shaft of a cane. It is extremely difficult to determine from a cursory glance whether or not a cane contains a concealed blade.

Sword, Arming: Arming swords are essentially any sword with a blade longer than 18 inches (typically 24" to 30") that can be wielded in one or two hands, including the classic style of double-edged blades used by knights of lore.

Sword, Short: Short swords include large knives and small double-bladed swords. Short swords are light enough that they can be used in the off-hand, often in conjunction with a pistol.

Sword, Two-Handed: Two-handed swords include massive bastard swords, German *zweihanders*, Scottish claymores, and Japanese no-daichi. They are slow to use, but deliver incredible amounts of damage.

Torch, Burning: A torch is little more than a club with one end lit on fire. As such, it may be used to bludgeon and/or burn an opponent. To burn an opponent, make a Melee touch attack (see Touch Attacks, page 116). If your character's attack succeeds, she inflicts one point of lethal 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 (see Fire, page 124).

Melee Weapon Reference Chart

Melee Weapon	Dmg	Str	Cost	Wtt
Axe, Hand	2L	2	3s.	1.5 lbs.
Axe, Two-Handed	3L	2	5s.	5 lbs.
Bayonet (Fixed)	2L	2	6s.	1 lb.
Brass Knuckles	1N*	1	2s.	0.5 lbs.
Chain	1N*	2	2s.	5 lbs.
Cleaver	2L	2	1/4	2 lbs.
Club	2N	2	—	2 lbs.
Club, Two-Handed	3N	2	—	3 lbs.
Cutlass	2L	2	7s	2.5 lbs.
Dagger	1L	1	4s.	1 lb.
Hammer	2N	2	2s.	1 lb.
Hammer, Two-Handed	4N	2	4s.	10 lbs.
Katana	3L	2	£2	3 lbs.
Kukri	2L	1	15s.	1 lb.
Lance	3L	2	9s.	10 lbs.
Machete	2L	2	5s.	1 lb.
Nightstick	2N	1	2s.	1 lb.
Pocketknife	0L	1	2/6	—
Pickaxe	3L	2	3s.	8 lbs.
Pistol Butt	1N	1	—	—
Polearm	4L	2	£1 10s.	8 lbs.
Rapier	2L	1	£1	2.5 lbs.
Rifle Butt	2N	2	—	—
Saber/Scimitar	3L	2	£1	3 lbs.
Sap	1N	1	2s.	0.5 lb.
Spear	3L	2	—	2 lbs.
Straight Razor	0L	1	2/6	—
Sword, Cane	2L	2	£1 3s.	0.5 lb.
Sword, Arming	3L	2	£2 5s.	3 lbs.
Sword, Short	2L	2	7s.	1.5 lbs.
Sword, Two-Handed	5L	2	£9 12s.	8 lbs.
Torch, Burning	1L*	2	—	1 lb.

** See weapon description for special rules.*

RANGED WEAPONS

Described here are a variety of ranged weapons. They are broken down into primitive and modern—primitive weapons are often, but not always, found in the hands of less civilized people.

Primitive Ranged Weapons

Blowgun: Primitive jungle-dwelling people use blowguns mainly for hunting small game. They have a short range and deal minimal damage, but the darts of these weapons are commonly coated with some form of toxin—the dart need only break the skin for this poison to do its work. Make an Archery attack roll as normal. If your character's attack succeeds, he inflicts normal damage and his opponent must resist the effects of the poison on the dart (see Poisons and Drugs, page 125).

Bolas: Bolas are small weights attached to two or three long slender cords. They are rapidly twirled and thrown at the target, who becomes entangled as the weights whip around her limbs. To entangle an opponent, make an Archery touch attack (see Touch Attacks, page 116). 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 spend a turn to free herself from the bolas. If you rolled more damage than

twice the opponent's Strength rating, she is trapped and cannot escape until someone frees her.

Boomerang: A curved stick that is thrown at an opponent. If the boomerang misses the target, it will loop back in the direction of the user. Boomerangs are relatively easy to make for those who know how, and are excellent for hunting small game, and can also be used as a club in melee. If your character misses his target, but you rolled at least two successes on your Archery roll, the boomerang returns to your character and may be thrown again. Boomerangs normally inflict nonlethal damage, but metal ones may do lethal damage and require a special glove in order to catch them.

Bow: Bows are still used by some indigenous tribes and long-lost civilizations as the ranged weapon of choice. They can shoot a variety of different arrow types.

Crossbow: Crossbows are rare, but are still sometimes used by hunters or found hanging on the walls of stately homes and castles. Crossbows fire projectiles called bolts, which are shorter than regular arrows. Crossbows take one turn to reload after firing.

Javelin: Javelins are slender, light, throwing weapons used for war and hunting game. They are ineffective during melee combat.

Longbow: Bigger, thicker, and requiring more strength than a regular bow, longbows have superior range and penetration.

Net: Primarily used for either fishing or trapping game, nets are found in the hands of those wanting to capture their prey alive. A net that can be carried and thrown by a single person is 10 feet long by 10 feet wide (large enough to catch a Size 0 creature) and includes a trailing rope used to pull the captured victim back. To entangle an opponent, make an Archery touch attack (see Touch Attacks, page 116). If your character's attack is successful, no damage is done. Instead, compare the amount of damage your character would have done versus opponent's Strength rating. If you rolled more damage than her Strength rating, the opponent is entangled and she must spend a turn to free herself from the net. If you rolled more damage than twice the opponent's Strength rating, she is trapped and cannot escape until someone frees her.

Sling: Slings use either small rocks or lead bullets, and are still utilized by primitive people as an effective hunting tool. Because slings are crafted from simple, easy-to-find materials, they effectively have no cost.

Whip: Whips can entangle limbs, wrap around throats, or safely swing an explorer over pits and chasms. Whips do little actual damage, but inflict incredibly painful wounds, and produce a loud crack that can intimidate lesser foes. To entangle an opponent, make a Melee touch attack (see Touch Attacks, page 116). 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 his Strength rating, the opponent is entangled and he must succeed in a Strength roll in order to break free on his next turn. If you rolled more damage than twice the opponent's Strength rating, he is entangled and may be either disarmed or knocked to the ground.

Arrow Types

Bows can shoot a variety of different arrow types, each with different properties. Arrows are purchased by type and you may not combine the properties of more than one arrow type.

Standard: Typical arrows with a hard, pointed tip that do normal weapon damage.

Blunt: Arrows with a broad, blunt head that do nonlethal weapon damage.

Fire: Arrows designed to ignite a target. They suffer a -1 penalty to weapon damage, but may set a target on fire. Make an Archery touch attack (see Touch attacks, page 116). If your character's attack succeeds, he inflicts one point of lethal damage. If the 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.

Hunting: Arrows with a sharp or jagged head designed to do maximum damage. They add +1 bonus die to weapon damage. They cost double the normal arrow price.

Poison: Arrows dipped in a poison or toxin. They suffer a -1 penalty to weapon damage but may poison an opponent. Make an Archery attack roll as normal. If your character's attack succeeds, he inflicts damage and his opponent must resist the effects of the poison or toxin on the arrow.

Primitive Ranged Weapons Reference Chart

Melee Weapon	Dmg	Str	Rng	Rate	Cost	Wt
Blowgun	0L*	1	25 ft.	1/2**	3s.	1 lb.
Bolas	*	1	25 ft.	1	—	0.5 lb.
Boomerang	2N	1	25 ft.	1	14s.	0.5 lb.
Bow	2L	2	50 ft.	1**	£1	1 lb.
Crossbow	3L	2	100 ft.	1/2**	£3	10 lbs.
Javelin	2L	2	25 ft.	1	16s.	1 lb.
Longbow	3L	3	100 ft.	1**	£2	1.5 lbs.
Net	*	2	10 ft.	1	6s.	6 lbs.
Sling	1N	1	50 ft.	1**	—	—

Whip	1N*	1	10 ft.	1	10s.	2 lbs.

** See weapon description for special rules*

*** Characters with the Instant Reload Talent double this weapon's rate of fire*

BLACKPOWDER FIREARMS

Blackpowder firearms are rarely seen, except by long-lost tribes of people who managed to gain some understanding of gunpowder or the occasional hunter who insists on doing things the hard way.

Pistol, Flintlock: With the advent of cartridges, flintlock firearms have long gone out of favor, but can still be found with enthusiasts, hunters, and extremely backwater communities. It takes one turn to reload a flintlock pistol.

Rifle, Flintlock: These include slightly more advanced versions of the primitive firearms, with rifling in the barrel for better accuracy. It takes one turn to reload a flintlock rifle.

Pistol, Muzzle-Loader: With the advent of breech-loading and metal cartridges, muzzle-loading percussion firearms have long gone out of favor, even in the navies that retained them longer than their army counterparts. It takes one turn to reload a muzzle-loading pistol.

Rifle, Muzzle-Loader: Muzzle-loading percussion rifles are now primarily found in the hands of hunting enthusiasts, rural backwaters, and displayed on the walls of some homes. It takes one turn to reload a muzzle-loading rifle.

MODERN RANGED WEAPONS

Single shot weapons have been at the forefront of personal firearms for many decades. But now, as the 19th century draws to a close, armorers are beginning to experiment with semi-automatic weapons.

Modern Pistols

Derringer and Double Derringer: Although there are dozens of different companies that make such tiny holdout pistols, the Derringer is easily the most famous and pervasive. It is a concealable weapon that fires .32 or .41 caliber rounds. The Derringer holds a single shot, while the Double Derringer holds two, with separate barrels and triggers.

Revolver: Revolvers are the common handgun of the day. Among the many varieties manufactured around the globe are the Colt Peacemaker and Webley Mk 1. Calibers include .32 to .38 (light) and .41, .44, and .45 (heavy).

Semi-Automatic: The first semi-automatic pistol, the Borchardt C-93, was introduced to the world in 1894. Mauser introduced his "Broomhandle" C96 in 1896. As the century wanes, companies such as Browning (USA), Fabrique Nationale (Belgium), and Luger (Germany) begin working on semi-automatic handguns. Automatic pistols of this era are 7.65mm (0.3").

Modern Longarms

Although there are still a few places in the world that employ blackpowder weapons, almost every other modern longarm uses cartridge rounds. Few explorers would head out on an expedition without a rifle, shotgun, or other powerful weapon for hunting or protection.

Bolt Action Rifle: There are hundreds of companies that produce these simple box magazine-fed weapons. They are effective for hunting small game and for target shooting, as well as shooting humans. Common calibers of the age are .22 and .30, with some variation on the latter, such as the .30-40 Krag and .303 calibers.

Elephant Gun: The weapon of choice for big-game hunters everywhere, this monstrous rifle fires .50 to .500 Express caliber rounds, meant to bring down the largest game, including elephants, crocodiles, and, of course, buffalo. It is double-barreled, each barrel holding a single shot, requiring reloading after each shot.

Rifle: These older firearms, such as the Martini-Henry, are large caliber weapons such as the .577. However, they lack a magazine, requiring the shooter to reload each round.

Shotgun: The 20-gauge is used primarily for hunting ducks, geese, and other waterfowl. The heavier 12-gauge is the most common type of shotgun used by hunters, farmers, and trap shooters. The 10-gauge model is the most commonly available powerful shotgun. This massive gun is used for hunting large game. Most shotguns of

Archaic Firearms Reference Chart

Archaic Firearm	Dmg	Str	Rng	Cap	Rate	Cost	Wt
Pistol, Flintlock	3L	2	50 ft.	1 (i)	1/2**	12s.	1.5 lbs.
Rifle, Flintlock	3L	2	100 ft.	1 (i)	1/2**	£1 6s.	10 lbs.
Pistol, Muzzle-Loader	4L	2	25 ft.	1 (i)	1/2**	15s.	1.5
Rifle, Muzzle-Loader	4L	2	100 ft.	1 (i)	1/2**	£1 17s.	10 lbs.

** See weapon description for special rules*

*** Characters with the Instant Reload Talent double this weapon's rate of fire*

Modern Firearms Reference Chart

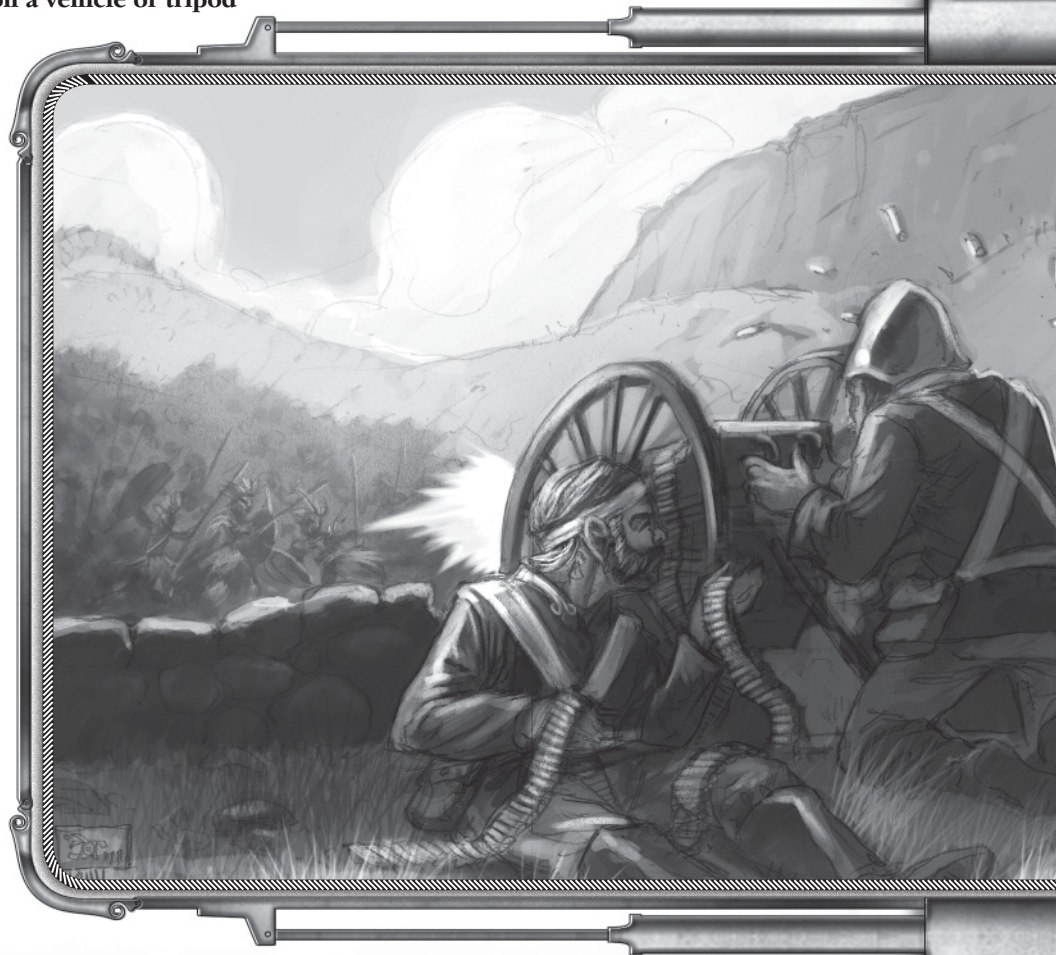
Modern Firearm	Dmg	Str	Rng	Cap	Rate	Cost	Wt
Pistols							
Derringer	2L	1	25 ft.	1 (i)	1	£1	0.5 lb.
Derringer, Double	2L	1	25 ft.	2 (i)	1	£1 16s.	0.5 lb.
Revolver, Light	2L	2	50 ft	6 (r)	M	£3 10s.	1 lb.
Revolver, Heavy	3L	2	50 ft	6 (r)	M	£5	2.5 lbs.
Semi-Automatic	3L	2	50 ft.	8 (m)	M	£6	3 lbs.
Longarms							
Bolt Action Rifle	3L	2	100 ft.	5 (i)	M	£6	8.5 lbs.
Elephant Gun	6L	3	100 ft.	2 (i)	1/2	£45	12 lbs.
Rifle	3L	2	100 ft.	1 (i)	M	£4 12s.	9 lbs.
Shotgun, 20-Gauge	3L	2	25 ft.	2 (i)	M	£3	6 lbs.
Shotgun, 12-Gauge	4L	2	25 ft.	2 (i)	M	£7	8 lbs.
Shotgun, 10-Gauge	5L	2	25 ft.	2 (i)	M	£9	8 lbs.
Shotgun, Sawed-Off	4L	2	10 ft.	2 (i)	M	£7	5 lbs.
Lever Action Carbine	3L	2	75 ft.	12 (i)	M	£5 16s.	6.5 lbs.
Heavy Weapons							
Machinegun*	3L	*	100 ft.	250 (m)	A	n/a	60 lbs.

*** This weapon must be mounted on a vehicle or tripod**

this era are single- or double-barreled (pump action shotguns are released by Winchester in 1893 and 1897; otherwise, pump action weapons are the domain of the weird scientist).

Shotgun, Sawed-Off: Sawing off the barrels of a shotgun (typically a 12- or 10-gauge) makes this weapon easier to use in close combat, spraying the shot in a greater cone, but drastically reducing the range. Each 10-foot range increment spreads the cone by five feet, allowing the wielder to attack multiple opponents with one shot (e.g., if your character fires a sawed-off shotgun at a target twenty feet away, you suffer a –2 penalty on your attack roll, but will target the opponent and anyone standing next to him).

Lever Action Carbine: This rugged long-arm found its heyday in the American West, where it was manufactured in the millions by Winchester, Colt, Marlin, Spencer and others. It was typically carried by farmers, ranchers, and desperadoes of all types. Its classic lever-action design and excellent accuracy make it popular with explorers.



Shotgun Ammunition

One appeal of shotguns is that they can be used to fire several different types of shot. Described below are some popular options.

Buckshot: The most common shell, buckshot fires relatively large pieces of shot for maximum damage—used for hunting deer, elk, or by the police or military for anti-personnel. Buckshot produces the damage shown for each shotgun listed.

Birdshot: This shot is considerably smaller in size and is used for shooting down birds without completely pulverizing them in the process. It is still lethal, but deals much less damage than buckshot. Birdshot suffers a –1 penalty to weapon damage.

Rock Salt: Shells can have their buckshot or birdshot removed and replaced with rock salt. Although still damaging at point blank range, it merely deals an incredibly painful sting from a distance as the salt burrows into flesh. Damage from rock salt retains the number of dice damage, but is changed from lethal to nonlethal damage.

Heavy Weapons

Heavy weapons are found only in the hands of the military or by explorers with patrons who have close ties to the military. They are heavy, loud, and effective at mowing down opponents. Unless otherwise stated, heavy weapons cannot be fired unless they are placed on a solid object or mount.

Machinegun: Machineguns of the age include hand-cranked Gatling guns and the automatic Maxim. These weapons can be mounted on their own carriage, attached to vehicles, or set up on a tripod. This weapon is capable of autofire (see Autofire, page 109).

Ammunition Reference Chart

Ammuntion	Cost
20-gauge shells (100)	8/6
12-gauge shells (100)	9/6
10-gauge shells (100)	12s.
Blackpowder (100 shots)	8s.
Cloth Wads, Lubricated (100)	3d.
Lead Balls (100)	3/6
Rifle (100)	5/6
Elephant Gun (100)	£1 2s.
Light Revolver (100)	3/6
Heavy Revolver (100)	5/6
Percussion Caps (100)	6d.
Semi-Automatic Pistol	5/6
Arrows (20)	5s.
Bolts (20)	6s.
Flintlock Shot (25)	10s.

EXPLOSIVES

This section includes explosives and other weapons that do not fall into any other particular category.

Dynamite, Stick: Explorers often carry sticks of dynamite during expeditions both for mundane purposes, and also as makeshift weapons. A stick of dynamite explodes in a five-foot radius, damaging everything in the area (see Area of Effect Attacks, page 117). Dynamite is typically sold in bundles of twelve sticks and requires fuses, cut to specific length (one inch of fuse burns in about one second). Wiring multiple sticks of dynamite together grants a +2 damage bonus and increases the explosion radius by five feet for each additional stick (maximum of six sticks).

Molotov Cocktail: A Molotov cocktail (admittedly an anachronistic reference) is a simple explosive made from gasoline mixed with a small bit of oil in a breakable glass bottle. The top is corked off with a greasy bit of cloth or rag. When lit and thrown, the bottle shatters, showering a five-foot radius with burning fuel (see Area of Effect Attacks, page 117). An opponent inside the area of effect takes two points of lethal damage and immediately catches fire. He continues to take fire damage each round until he puts himself out (see Fire, page 124).

Explosives Reference Chart

Explosives	Dmg	Str	Rng	Cap	Rate	Cost	Wt
Dynamite, Stick	4L*	2	10 ft.	n/a	1	1s.	1 lb.
Molotov Cocktail	2L*	2	10 ft.	n/a	1	n/a	1 lb.

VEHICLE WEAPONS

Player characters are rarely killed by anything as impersonal as an artillery barrage. The statistics for major weapons are provided to demonstrate their sheer destructive power, and for pitching them against the like of small towns, war vessels, and giant monsters. When it comes to the player characters, such weapons and the damage they inflict should generally be considered plot devices, and characters should not die because of them unless it's dramatically appropriate for them to do so.

General Equipment

Explorers who head out into the field make sure to

Vehicle Weapons Reference Chart

Vehicle Weapons	Dmg	Rng	Cap	Rate	Size	Notes
Bomb, Light	10L	—	—	1/2	2	Area effect: 10 ft.
Bomb, Medium	16L	—	—	1/2	8	Area effect: 25 ft.
Bomb, Heavy	24L	—	—	1/2	16	Area effect: 50 ft.
Cannon, Light	8L	250 ft.	—	1/2	0	
Cannon, Medium	10L	500 ft.	—	1/2	2	
Cannon, Heavy	12L	1000 ft.	—	1/2	4	
Cannon, V. Heavy	16L	5000 ft.	—	1/2	8	
Cannon, Massive	24L	5000 ft.	—	1/2	16	
Torpedo, Light*	16L	1000 ft.	—	1/2	8	Area effect: 5 ft.
Torpedo, Heavy*	24L	2000 ft.	—	1/2	1	Area effect: 10 ft.

** Includes Rockets*

***Size:** This indicates how large a vehicle must be in order to be equipped with such a weapon.*

***Area effect:** When a bomb explodes, it damages everything in its area of effect (see "Area of Effect Attacks," page 117). Roll the listed damage rating against all opponents in the area. The damage inflicted is reduced by one point for each range increment that an opponent is from the explosion.*

pack the right type of gear in order to survive. Listed below are some of the clothing, armor, equipment, and tools that might come in handy during the course of an adventure.

Defense: The Defense bonus provided by the piece of armor.

Strength: The minimum Strength rating needed to wear the armor. A character with a lower Strength rating suffers a –2 penalty to attack rolls for each point of Strength he falls below the minimum.

Dexterity: The penalty to Dexterity due to the restrictive nature of wearing the armor. This penalty affects all Dexterity-related Skills and abilities.

Cost: The cost of the item in British pounds in the 1890s. This number may be adjusted up or down to account for supply and demand.

Weight: The weight of the item in pounds. Characters who carry too much weight cannot move as fast and will tire out sooner.

ARMOR

While some military units still wear ceremonial armor on special occasions, the power and accuracy of most firearms has rendered armor obsolete on the modern battlefield. However, characters in remote parts of the world are likely to run across people still using archaic armor and shields. Armor may also be plundered from museums, or possible loaned by a League.

Chainmail: Armor made of interlocking metal rings. It provides a +3 Passive Defense bonus without impeding movement.

Cuirassier: Largely ceremonial, cuirassier armor is worn by cuirassier regiments throughout Europe performing important duties such as guarding palaces. It consists of a polished breast-and-back plate (cuirass) and steel helmet, typically decorated with a crest or plume.

Leather: Armor made of thick hide or stiff leather that provides a +1 Passive Defense bonus without overly restricting movement.

Plate: Armor made from thick, shaped pieces of metal. It provides a +4 Passive Defense bonus, but restricts movement. Characters wearing plate armor suffer a –1 Dexterity penalty.

Shield, Metal: A large, shaped piece of metal strapped to your character's forearm. It provides a +2 Passive Defense bonus, but prevents your character from using his shield hand for anything else.

Shield, Wood: A large piece of thick wood strapped to your character's forearm. It provides a +1 Passive Defense bonus, but prevents your character from using his shield hand for anything else.

Armor Reference Chart

Armor	Def	Str	Dex	Cost	Wt
Chainmail	+3	3		£6	35 lbs.
Cuirassier	+2	2		£6	18 lbs.
Leather	+1	1		£2	10 lbs.
Plate	+4	3	–1	£30	50 lbs.*
Shield, Metal	+2	3		£5	6 lbs.
Shield, Wood	+1	2		£2 4s.	3 lbs.

CLOTHING

Clothing makes the explorer. Rather than describe each article of clothing, *Leagues of Adventure* assumes clothing is purchased in outfits that include hat, pants (skirt or dress for women, unless they buck convention),

shirt, coat, underwear, and shoes. Every character is assumed to own at least one average outfit at the beginning of the game; additional outfits must be purchased.

Diving Suit, Basic: This includes a canvas suit, lead boots, a lead weight belt, and a huge brass helmet. Oxygen is supplied directly into the helmet via a hose, which is connected to a manually-operated pump somewhere above water. Explorers cannot swim while wearing these heavy suits, instead walking along the ocean floor.

Outfit, Arctic: This outfit is designed for survival in extreme cold. It includes multiple layers of down or quilt, heavy boots or mukluks, gloves, parka, and hat. Ice goggles (see Outdoor and Survival Gear) must be purchased separately.

Outfit, Average: Average outfits are just that—the fashions and material worn by regular people during a typical day.

Outfit, Desert: Desert outfits are designed to protect a person from the searing heat of the sun and wind, while still being loose and comfortable. It includes boots or sandals, breeches, a cotton or a silk shirt, and a hat, turban, or kaftan.

Outfit, Explorer: Explorer outfits vary slightly in terms of function, but include heavy khaki pants or shorts, a multi-pocketed shirt, and sturdy boots. They also come with headgear, including pith helmets.

Outfit, Luxury: This category includes business suits or "casual" clothing made from the finest of materials and latest fashions. This outfit may grant a +1 Charisma bonus in circumstances where a person's clothing could have a social impact.

Outfit, Poor: This outfit is dirty, shabby, out of date, patched together, or all of the above. This clothing may result in a –1 Charisma penalty in circumstances where a person's clothing could have a social impact.

Outfit, Workman: Workman outfits include heavy cloth or canvas pants, a thick cotton shirt, leather apron, boots, and other accoutrements used by factory workers, carpenters, and other blue-collar vocations.

Uniform: This is a catchall category for any type of uniform—from a soldier's fatigues to a doorman's outfit. Uniforms can be practical and designed to withstand abuse, or decorative and impractical for anything beyond ceremony.

Clothing Reference Chart

Clothing	Cost	Wtt
Diving Suit, Basic	£10	165 lbs.*
Outfit, Arctic	£3 18s.	10 lbs.
Outfit, Average	£2 4s.	2 lbs.
Outfit, Desert	£2 2s.	2 lbs.
Outfit, Explorers	£2 12s.	2 lbs.
Outfit, Luxury	£8 10s.+	2 lbs.
Outfit, Poor	5s.	2 lbs.
Outfit, Workman	10s.	2 lbs.
Uniform	£2 12s.	2 lbs

** Weight not a factor when underwater, although wearer should be considered medium encumbered if trained in the suit's use, heavily encumbered if not.*

SURVIVAL GEAR

Explorers who head into uncharted territory make sure they carry the necessary equipment to get there and back.

Backpack: A sturdy frame pack that can withstand the rigors of exploration from the Arctic to the jungles of Africa. Backpacks can hold up to 100 pounds of equipment.

Bedroll: A simple, cotton padding that can be easily rolled up and carried.

Blanket, Survival: This is a thick cotton blanket that has been treated with wax or oil to repel water on one side. It is vital in colder climates.

Camp Cot, Portable: A camp cot has a collapsible frame, making it easy to transport. Sleeping on a camp cot always makes for a comfortable night's sleep off the ground.

Camping Kit: Comprises a stove, pipes, pans, kettles, and tin cups, plates, and cutlery for six people.

Candles (12): The price and weight are for a dozen white, beeswax candles. Each taper candle burns for eight hours.

Canteen: An army-style water canteen of enameled tin with woolen cover, chained stopper, and sling. Holds 2 pints.

Compass: No explorer worth his salt would venture into the unknown without a compass.

Crampons, Ice: Ice crampons are metal spikes that strap on to the bottom of an explorer's boots. They allow a person to move at normal speed while traveling on ice.

Flare: A flare is roughly the size of a stick of dynamite. When the cap is removed and struck on the top of the flare, it erupts into an extremely bright red light. A flare provides illumination in a ten-foot radius. If used as an improvised weapon, treat as a burning torch (see Melee weapons, page 128). A flare lasts for ten minutes before expiring.

Goggles, Ice: Ice goggles are large eye coverings, often carved from wood. They have a central horizontal slit that prevents snow-blindness in sunny, arctic conditions. Wearing ice goggles severely limits a person's view and imposes a –2 penalty to all rolls involving sight.

Grappling Hook: A three-tined hook used for climbing, granting +2 bonus on climbing rolls. If used as an improvised weapon, treat as a club (see Melee Weapons, page 128).

Kit, First Aid: This small, portable kit contains basic materials to perform simple first aid. A First Aid Kit provides a +2 bonus to first aid rolls, and is good for five uses.

Kit, Gentleman's Hygiene: This toiletry kit contains a comb, hairbrush, clothes and hat brushes, tooth, nail,

and shaving brushes, razor strop, paper knife, scent bottle, soap dish, writing case, penholder, pencil, inkstand, matchbox, looking glass, two razors, scissors, nail file, button hook, and a corkscrew. Everything a gentleman needs to maintain his personal appearance.

Kit, Ladies' Hygiene: Comprises a soap dish, scent bottle, tooth and nail brushes, paper knife, glove stretchers, comb, hair brush, velvet brush, looking glass, scissors, button hook, nail file, and a small knife.

Lamp, Carbide: Carbide is a powder which reacts with water to produce flammable acetylene gas.

Lamp, Miner: A smaller version of the carbide lamp. It is designed to be fitted over a miner's helmet, allowing him to use both hands while working. The light shines in a thirty-foot cone (five feet wide for every 10 feet of distance).

Lantern: A sturdy brass oil lantern with ventilated top, belt fastening, top hook, adjustable dimming knob, and covered bull's-eye reflector.

Mosquito Netting: This tightly woven mesh is draped over sleeping quarters to allow the breeze to pass through, but keep mosquitoes and other insects from getting in.

Pitons, Climbing (6): These specialized spikes are designed to pierce into rock and hold on. They have rings on the back, allowing attachments for hooks and ropes.

Rain Slicker: This rubberized or water-resistant canvas coat comes with a hood to keep your character dry.

Rations, Field (per day): Compact, well-preserved, nutritious food—such as pemmican and hardtack—suitable for travel.

Rope, 50-foot: A 50-foot length of hemp rope, used for climbing, setting up tents, or tying up prisoners.

Tarpaulin: A 20-foot-by-20-foot sheet of canvas with eyelets on the corners and middle edges, making it ideal for protecting an encampment from inclement weather.

Telescope, Collapsible: Telescopes can be extended to allow a character to see up to 8X farther than the unaided eye, and they collapse for easy carrying. Because your character uses only one eye when looking through a telescope, the field of vision is flat and does not grant easy depth perception.

Tent, 1-Person: A tent (canvas, hemp rope, and metal stakes) small enough to be carried by a single person.

Tent, 2-Person: As above, but with enough room to comfortably hold two people and their gear.

Tent, 4-Person: As above, but with enough room to comfortably hold four people and their gear. This size tent is commonly carried on a pack mule or in a vehicle, for ease of transport.

Survival Gear Reference Chart

Survival Gear	Cost	Wt
Backpack	5s.	3 lbs.
Bedroll	5s.	1 lb.
Blanket, Survival	13s.	4 lbs.
Camp Cot, Portable	6s.	20 lbs.
Camping Kit	£54s.	14 lbs.
Canteen	2s.	1 lb.
Candles (12)	3s.	1 lb.
Compass	2s.	—
Crampons, Ice	6s.	2 lbs.
Flare (1)	1s.	0.5 lbs.
Goggles, Ice	7/6	—
Grappling Hook	5s.	2 lbs.
Kit, First Aid	6s.	1 lb.
Kit, Gentlemen's	18s.	5 lbs.
Kit, Ladies'	16s	4 lbs.



Lamp, Carbide	4s.	2 lbs.
Lamp, Miners	2s.	1 lb.
Lantern, Oil	3s.	1 lb.
Mosquito Netting	9d.	1 lb.
Pitons, Climbing (6)	1s.	1 lb.
Rain Slicker	9/3	2 lbs.
Rations, Field (per day)	2s.	1 lb.
Rope, 50-ft.	4s.	4 lbs.
Tarpaulin, 20-ft.-by-20-ft.	8s.	25 lbs.
Telescope, Collapsible	12s.	1 lb.
Tent, 1-Person	14s.	18 lbs.
Tent, 2-Person	£1	24 lbs.
Tent, 4-Person	£1 8s.	30 lbs.

TOOLS & KITS

The tools described here are typically grouped into "kits" of several types of tools and equipment that are commonly used by a craftsman, repairman, or artisan. Unique tools, or those commonly used alone, receive their own description. Restocking a kit with a fixed number of uses costs the same as buying the kit new.

Box Camera: A tripod-mounted camera with a large flash that takes black-and-white pictures.

Crowbar: A crowbar grants a +2 bonus to Strength rolls when breaking open chests, prying walls apart, or performing other feats of brute strength. It can also be used as a club.

Encyclopedia Set: A 10-volume set of encyclopedias covering a variety of subjects. When consulted, they can provide a +1 bonus to many Academics and Science rolls.

Film, Still Camera: A box of glass plates for a regular still-shot camera.

Glasscutter: A small, specialized tool used for making clean cuts through glass.

Hacksaw: A small saw used to cut through metal. A character can cut through one inch of metal every 10 minutes.

Handsaw: A small, portable saw with a sheath.

Kit, Blacksmith: Includes small anvil, tongs, hammers, and other implements used to forge tools and weapons by hand.

Kit, Carpenter: Sturdy wooden case containing an automatic screwdriver, screwdriver set, marking gauge, ball hammer, claw hammer, pliers, hack saw, saw, coping saw, flexible steel rule, spirit level, square, brace and bit set, plane, chisel set, and several boxes of nails and screws.

Kit, Gun Cleaning: Crucial for keeping guns in operating order, gun cleaning kits include swabs, oil, brushes, and other tools for removing dirt and grime.

Kit, Locksmith's: The ideal portable set for dealing with difficult locks! This leather-lined wooden case contains a set of lockpicks, tension wrench, can of lubricating oil, jar of rust remover, tongs, tweezers, and skeleton keys. This kit provides a +2 bonus to lockpicking rolls.

Kit, Photo Development: Includes all the necessary equipment and chemicals to develop 100 photographs.

Kit, Surgeon's: A surgeon's kit has everything necessary to perform emergency surgeries in the field. It includes scalpels, forceps, bandages, forceps, gauze, chloroform, carbolic acid, laudanum, and other specialized medical equipment. This grants a +2 bonus to Medicine rolls, and is good for ten uses.

Kit, Theatrical: A portable box that contains basic makeup, fake noses, mustaches, spirit gum, wigs, and other material used to create an effective disguise. This kit will provide a +2 bonus to disguise rolls, and is good for five uses.

Kit, Watchmaker's: This kit contains all the tools necessary to fix tiny, intricate watches and other fragile and detailed mechanics. It includes a jeweler's loupe for close-up work.

Microscope: Provides 200X amplification for studying nature's secrets.

Pickaxe: In addition to loosening dirt and stone, a pickaxe can also make an effective melee weapon.

Shovel: An essential tool for explorers involved in excavations and archaeological work. If used as a weapon, treat as a two-handed club. If your character wishes to do lethal damage with it (by hitting someone with the edge of the shovel), you receive a –2 penalty on your attack roll.

Toolkit, Mechanic's: This heavy, portable toolkit includes wrenches, screwdrivers, hammers, pliers, and other basic tools that mechanics use to fix and build equipment.

Wire Cutters: These small clippers are used to cut through thin wire, such as the kind found on chain-link fences or barbed wire.

Tools and Kits Reference Chart

Tools and Kits	Cost	Wt
Box Camera	£2 10s.	2 lbs.
Crowbar	2s.	2 lbs.
Encyclopedia, Set	£5	40 lbs.
Film, 12 exposures	1/5	—
Glasscutter	4d.	—
Hacksaw	2s.	1 lb.
Handsaw	2s.	1 lb.
Kit, Blacksmith	£20	100 lbs.
Kit, Carpenter	£2	50 lbs.
Kit, Gun Cleaning	9s.	0.5 lbs.
Kit, Locksmith's	15s.	1 lb.
Kit, Photo Development	£1	8 lbs.

Kit, Surgeon's	£6	3 lbs.
Kit, Theatrical	£5	3 lbs.
Kit, Watchmaker's	16s.	2 lb.
Microscope, 200X	£4 15s.	1 lb.
Pickaxe	3s.	6 lbs.
Shovel	2/5	5 lbs.
Toolkit, Mechanic's	12s.	35 lbs.
Wire cutters	3s.	—

MISCELLANEOUS EQUIPMENT

Described below are various pieces of equipment that do not fall into any given category.

Bandolier: A bandolier is a leather strap worn across the chest. It has slots to hold fifty individual rounds of ammunition.

Bradshaw's Guide, Full: First published in 1841, Bradshaw's Guide has expanded hugely over the decades. The weighty volume, a must-have for the serious traveler, details railway timetables and connections in Britain, Europe, North America, and India. It also acts as a guidebook and hotel directory.

Although the founder, George Bradshaw, is deceased, the company he founded continues. Renowned globetrotters are often paid a small stipend to record details of domestic travel networks as they voyage around the globe, thus allowing the Guide to be expanded as new editions are printed.

Cigars: Ten slim cigars stored in a wooden case to help preserve the tobacco.

Dictionary: An unabridged volume. Very useful for correspondents.

Fuse: This is a fuse used for detonating dynamite. It must be lit with an open flame to activate. Most fuses are designed to burn at a rate of one inch per second.

Handcuffs: Steel handcuffs used by law enforcement officers around the world.

Holster, Belt: A leather pistol holster that attaches to a belt.

Holster, Concealed: This specially designed holster is meant to hide a small pistol under clothing. It is typically worn on the back, under the shoulder, or on the ankle.

Pack Saddles and Harness: A wooden frame with carrying hooks, breast collar harness, bridge and reins, halter and hitching straps, etc. Adjustable for horses and mules.

Pipe: A long- or short-barreled pipe for smoking tobacco. The bowl (where the tobacco is held) and stem can be plain or intricately carved, depending on the smoker's purse.

Playing Cards: A set of playing cards suitable for a variety of games. Marked cards cost five times as much and give the owner a +2 bonus to gambling rolls

Saddle and Harness: A leather saddle with coat and stirrup straps, saddle blanket, reins, halter, curb bit, and all the other equipment needed when riding a horse.

Saddlebags: A pair of sturdy leather bags for horses or mules. Each saddlebag can hold 5 pounds of equipment.

Small Animal Trap: An invaluable tool for those who wish to catch small animals, whether to study or eat. Each trap can hold creatures of –2 Size or smaller.

Tobacco: A small leather pouch holding enough dried and ground tobacco for ten full pipe bowls.

Trunk: This is the standard of civilian travelers worldwide. A typical suitcase can hold approximately eight cubic feet, but is difficult to carry when loaded up with more than twenty or thirty pounds.

Typewriter: A portable manual typewriter. Although it's unlikely that an explorer would consider hauling one of these into the field, overzealous reporters, journalists, or scientists may insist on having one to do their work while on an expedition.

Umbrella: Protects against rain and sunlight.

Watch, Pocket: Pocket watches attach to the belt with a thin chain and are carried in the front pocket. The price listed is for a basic, cheap model that must be wound frequently to keep accurate time.

Writing Set: Contains one fountain pens, a dozen steel pen nibs, a dozen pencils, a bottle of ink, and a writing tablet.

Miscellaneous Gear Reference Chart

Miscellaneous	Cost	Wt
Bandolier	8s.	2 lbs.
Bradshaw's Guide, Full	6s.	1 lb.
Cigars, 25	5s.	0.5 lbs.
Dictionary	5s.	2 lbs.
Fuse, 25-ft.	1s.	1 lb.
Handcuffs	5s.	—
Holster, Belt	4/9	2 lbs.
Holster, Concealed	2/5	1 lb.
Pack Saddles	£2 5s.	25 lbs.
Pipe	3/3	—
Playing Cards	1/1	—
Saddle and Harness	£7	20 lbs.
Saddlebag	£1 15s.	4 lbs.
Small Animal Trap	14s.	1 lb.
Tobacco	1/4	—
Trunk	£3	5 lbs.
Typewriter	£8	10 lbs.
Umbrella	6/11	1 lb.
Watch, Pocket	£2-£32	—
Writing Set	11/6	1 lb.

Lodging, Dining, & Entertainment

Globetrotters may spend a lot of their time bringing light to the darkest corners of the world, but when they are at home, or at least in a civilized environment, they need somewhere to stay, something to eat, and something to help pass the time.

Most prefer to stay in accommodation suited to their social status, but in remote areas luxurious hotels are few and far between.

Lodging, Dining, Entertainment Reference Chart

Lodging	Cost
Lodging	
Common Lodging, per night	
Single Bed	4d.
Double Bed	8d.
Hotel, Average, per night	8s.
Hotel, Average, per week	35s.
Hotel, Good, per night	15/6-25s.
House, rent per year	£30
Apartment, rent per week	15s.
Meals	
Breakfast	1s. 8d.
Lunch	2-5s.
Dinner	3-18s.
Drinks	
Cocktail	8d.
Wine, Fine, Bottle	6s.
Beer/Ale/Stout, Mug	3 1/2d.
Whiskey/Gin, Glass	3d.
Whiskey/Gin, Bottle	4d.
Entertainment	
Theater	
Standing	2/6
Seated	10/6-15s.
Box	£1 1/2-£6 6s.
Music Hall	4d.-10s.

Travel and Communication

Globetrotters must contend with long, often lengthy and arduous journeys. Many are also required to maintain regular communication with their sponsors.

Travel

Domestically, travel within conurbations is achieved on foot, by horse-drawn conveyance, or by train. Automobiles are making an appearance, but their prices (and the dangers associated with them) put them beyond the reach of most citizens. For longer journeys within a continent, one must resort to the train network or a river boat. Foreign travel, except when emigrating on a one-way trip, remains the exclusive domain of the wealthy and the adventurous. Ocean-going steamers and clippers carry passengers and cargo around the globe, though the longest voyages can take months to complete.

The use of train travel is growing as the Europeans expand their reach, but often these tracks are isolated from larger networks, forcing one to take to other forms of transportation. Horses and camels still remain the mot efficient way to cross barren lands.

Air travel is new, exciting, and expensive. Lumbering airships cross the Atlantic from London, Berlin, and Paris to New York, Chicago, and San Francisco, fly over the Sahara to African outposts, and even across to British-ruled India. Unlike our modern world, one cannot charter a flight to anywhere one fancies—with the hope of rescue minimal (if possible at all) if an airship goes down in the wilderness and large areas of the globe uncharted, airship crews keep to strict, very well-defined routes.

Travel Reference Chart

Travel	Cost
Airship, per 100 miles	£2
Cab Fare	
Up to 2 miles	1s.
Per additional mile	+6d.
Per additional person	+6d.
Per item of luggage	+2d.
Per 15 minute wait	+6d.
London Underground	2d.
Sea Voyage	
First Class, per 100 miles	£1
Steerage, per 100 miles	4s.
Ferry (<50 miles)	8d.-1s.
River Steamer	1-6d.
Steamer, rental, per day	£5-£40
Train, per 20 miles	1s.

Communications

The telegraph is the primary means for long distance

communication during the 1890s. Cables stretch under the oceans and across the continents, linking cities such as San Francisco, London, Paris, Cairo, Moscow, Bombay, and Sydney. Smaller cables run on poles parallel with railway lines. Colonial outposts and railway stations further expand the network, providing wide, yet nowhere near complete, coverage. Globetrotters exploring the remote wilderness will still find themselves out of touch with the civilized world, though, forcing them to rely on their wits and resources.

Depending on the distances involved between the sender and recipient, a reply may take a day or two to receive. Even with the advent of airships, this is still far quicker than sending a written letter.

The telephone is slowly making an appearance, but at presents calls are limited only to within the same major city. The cost of having a telephone installed prevents its use by all but the wealthiest members of society (Wealth 3+).

Communication Reference Chart

Communication	Cost
Messenger, per mile	3d.
Newspaper	1d.
Passport	3/6
Phone call (per minute)	1d.
Postage, 1 oz.	1d.
Postage, per additional 2 oz.	+1/2d.
Telegram	
First 12 words	6d.
Per additional word	+1/2d.
International, per word	4s.

Vehicles

Described below are various vehicles. Some of these craft are revolutionary, found only in the hands of governments, extremely profitable companies, mad scientists, and influential Leagues.

Size: The relative size of the vehicle as compared to average humans (Size 0). Vehicle Size modifies its Defense and Structure and factors into how many passengers it can carry.

Defense (Def): How difficult it is to hit and damage the vehicle.

Structure (Strc): The amount of damage a vehicle can take before it is inoperable. Vehicle continue to move until their structure is reduced to zero (or less), at which point the stop functioning.

Speed (Spd): The speed at which a vehicle moves in miles per hour. If driven in combat, a vehicle moves five times its speed rating in feet (e.g., a carriage pulled by a pair of horses moves 75 feet in a single combat turn). The driver may take a double move with a vehicle, as normal (see Move, p. 29).

Handling (Han): How maneuverable a vehicle is and how easy it is to operate. Handling modifies the operator's Ride rolls.

Crew: The number of people required to operate a vehicle.

Passengers (Pass): The number of passengers a vehicle can carry.

Cost: The amount it costs, in British pounds, to purchase a vehicle outright.

Air Vehicles

Airship: For those of wealth, airships represent the latest way to travel in luxury. For merchants, airships allow the rapid transportation of perishable goods.

The interior of a typical passenger airship is divided into three inhabited areas—the control car, the passenger accommodation, and crew areas. Spread over two decks, the passenger accommodation includes promenades, a dining room, a lounge, a writing room, a smoking room (the only place on the airship one may smoke), double-berth cabins, and toilet and shower facilities.

Vast quantities of hydrogen, flammable when mixed with oxygen, are used to provide lift. Because of this, airships maintain strict discipline with regard naked flames and sparks.

Smaller airships are used by the military to spy on their enemies and drop bombs. Such craft have half the crew requirements, no room for passengers, and lack the opulent interior. Some are fitted with machineguns to defend against enemy airships and provide protection when the airship is landed.

Hot-Air Balloon: The airship may be the cutting edge of technology, but hot-air ballooning remains a popular form of transportation for explorers. While most balloons make use of hot air to provide lift, hydrogen is still used among the military due to it allowing a faster rate of climb. Inventors are experimenting with steam, electric, and petrol motors to power a small propeller, thus helping offset the effect of the wind.

Air Vehicle Reference Chart

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Airship	16	2	18	50	-2	15	50	n/a
Balloon	4	2	5	5	–1	1	2	£300

Land Vehicles

Horse-drawn (or mule-drawn) conveyances base their Speed on the vehicle type and number of animals (a.k.a., the "team") used. Carts and wagons, lacking any form of

Land Vehicle Reference Chart

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Automobile	1	4	6	12	0	1	3	£200
Carriage, Enclosed	2	6	8	Team*	+1	1	4	£20
Carriage, Open	2	4	6	Team*	+1	1	4	£15
Cart	1	4	4	Team*	–2	1	6	£8
Land Dreadnought	8	8	24	8	–2	8	0	n/a
Safety Bicycle	0	6	2	Strx10	+1	1	0	£15
Sedan Chair	1	2	4	Str	0	2	1	£2
Wagon	2	4	6	Team*	–1	1	12	£12

** See table in Land Vehicles, above.*

decent suspension and pulled by oxen or heavy horses, are limited to far slower speeds than carriages. Speeds are average speeds based on not overworking the animal and allowing for rest stops every few hours.

Team	Cart	Carriage
One	3	10
Two	6	20
Four	9	30

Automobile: The automobile industry is in its infancy, and both steam and gasoline powered vehicles are being produced in small numbers. Inventors across the globe as trying to improve the automobile through larger engines, multi-valve engines, four-wheel drive, overhead camshafts, and hybrid gasoline and electric engines.

Carriage, Enclosed: A four-wheeled wooden box mounted on a chassis. Although a carriage only requires a crew of one (a coachman), those used by high aristocracy also have a footman, who job it is to open the door and lower the folding steps for the passengers.

Carriage, Open: As above, except the passengers are exposed to the elements (and attacks).

Cart: A two-wheeled horse-drawn vehicle, used for transporting goods or people. They lack suspension, and thus are uncomfortable to ride for long periods.

Land Dreadnought: These lumbering, heavily-armored machines are mankind's latest military creation. They require a crew of eight—a commander, two steer men to operate the gears, and four gunners. Due to the unpleasant conditions inside the vehicle and risk of fragmentation of the internal armor plating, the crew are issued chain mail vests, goggles, and gas masks. Such vehicles are equipped with two light cannons in side turrets and two machine guns, also in side turrets.

Safety Bicycle: With the invention of the steerable front wheel, bicycles are slowly catching on among city dwellers. Note the term safety bicycle refers only to the addition of the steerable front wheel and brakes—bicycles remain dangerous contraptions.

Sedan Chair: An enclosed wooden box mounted on two poles and carried by a pair of human bearers. Excellent for short trips across town, but of little practical use for long journeys.

Wagon: A four-wheeled horse-drawn vehicle, used for transporting goods or people. They lack suspension, and thus are uncomfortable to ride for long periods.

WATER VEHICLES

Canoe: Capable of carrying one or two men and a reasonable equipment load, the 15-foot canoe is extra light and ideal for general use, and can be strapped to the roof of an automobile. Constructed of thick canvas and spruce. Weighs 55 lbs.

Rowboat: A small wooden rowboat such as might be used as a lifeboat on a small vessel or used to move along rivers.

Steamer: A class of general purpose small cargo ship, steamers may be paddle steamers or propelled by screws. A captain, first mate, chief engineer, several deck officers, several engineers, an assortment of seamen, a cook, and sometimes a doctor and steward crew such a ship, making an average of 20 crewmen. Cargo capacities and displacement vary enormously.

Water Vehicle Reference Chart

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Canoe	0	4	4	Strx2	0	1	8	£5
Rowboat	2	4	6	Strx2	0	2	3	£10
Steam Launch	2	6	8	10	0	2	8	£300
Steamer	8	6	24	10	–2	20	10	n/a

Chapter the Sixth: Of Physics & Metaphysics

6

"Science, my lad, is made up of mistakes, but they are mistakes which it is useful to make, because they lead little by little to the truth... we see that science is eminently perfectible, and that each theory has constantly to give way to a fresh one." ~ Professor Lidenbrock — Jules Verne, *Journey to the Center of the Earth*

In *Leagues of Adventure* the boundaries of science are being pushed far beyond their historical limits. While hardly commonplace, mole machines, airships, and even time-traveling machines do exist. Some are already in the hands of governments and Leagues, while others remain the personal property of their slightly mad inventors.

Devices are designed and modified using Enhancements. Many Enhancements can be taken multiple times, with each extra selection counting as another bonus or penalty to further alter the machine. The Gamemaster has the final say as to whether she will allow the creation of certain devices, bearing in mind that selected Enhancements should make sense to the gadget in question.

Invention

Invention is a two-stage process: Design and Construction.

Stage One: Design

Step One: Determine the starting template for your creation. Select a normal item to base your creation upon (see Gear, page 127). Your character must already possess the item, be able purchase it, or buy the equivalent cost in spare parts to use it as a template for a weird science creation.

Step Two: Select Enhancements and calculate Creation Difficulty. Enhancements improve an item's effectiveness. The more Enhancements you have, the harder it is to design and create. An item's Creation Difficulty is equal to one plus one-half the total number of Enhancements (rounded up).

Total Enhancements	Creation Difficulty
1 – 2	2
3 – 4	3
5 – 6	4
7 – 8	5
9 – 10	6
11 or higher	7 or more

Step Three: Select Limitations and determine Artifact level. Limitations decrease an item's effectiveness. The more Limitations you select, the lower the item's power level. Power level is calculated by subtracting Limitations from total Enhancements. Compare the result to the Artifact chart on page 57 to determine Resource level.

Step Four: Make an appropriate Science roll (such as Chemistry or Engineering) versus the item's Creation Difficulty. At the Gamemaster's discretion, a synergy bonus may apply if the character also has another highly applicable skill. Each roll represents one week of work, and success results in a single, valuable set of blueprints that can be used to construct the creation.

Stage Two: Construction

Step One: Make an appropriate Craft skill roll to create the device.

* **Modifying an existing device:** Make a Craft roll using the appropriate discipline (such as Mechanics or Medicines) against the Creation Difficulty of the device. The modifications are completed on a successful roll. Each roll represents one week of work, but extra successes may reduce the amount of time spent. Two extra successes halves the amount of time, three successes reduces it to a third, etc.

* **Creating a device from scratch:** Make an extended Craft roll using the appropriate discipline (such as Me-

chanics or Medicines). The device is complete when you accumulate a number of successes equal to the item's Structure +5. Each roll represents one week of work per point of the item's Size (minimum of one day).

Step Two: When construction is complete, your character must pay the appropriate number of Experience Points to purchase the invention as a Resource (see Artifacts, page 56). This represents the acquisition of materials, funding, and the trials and tribulations involved in the creative process. If the experience costs are not paid, the invention is a dud or does not operate at full efficiency.

Example of Weird Science Creation

Robin's character wants to create a small armored automobile, something to help him avoid bandits when traversing the globe. There are few vehicles in this age, so Robin elects to use a standard automobile as the starting point.

He then selects Enhancements and Limitations for his marvelous contraption. He wants his vehicle to be well-armored, and so elects to take Improved Defense four times (+4 Enhancements), representing thick iron plates with only narrow viewing slits. He also decides take Improved Structure four times (+4 Enhancements) by strengthening the chassis. Finally, to help drive away bandits, he adds a machinegun turret (+1 Enhancement). He has selected a total of nine Enhancements, so the Creation Difficulty is 6.

To balance out the improvements, he decides to take Requires Maintenance (–2 Enhancements). He decides the boiler is mounted inside the vehicle, and picks Exhausting (–1 Enhancement)—his armored car has no windows and an internal boiler, so it gets hot and smoky inside. Finally, he takes Reduced Handling (–2 Enhancement). This is explained as the extra weight of the armor affecting maneuverability.

Subtracting the Limitations from the total Enhancements, the armored car ends up with four net Enhancements. Consulting the Artifact chart, Robin sees that his armored car is an Artifact 2.

To complete the design, Robin must make a Science: Engineering roll against a Creation Difficulty of 6. His character has a Skill rating of 8, but the Gamemaster grants him a +2 synergy bonus because he also has a Craft: Mechanics rating of 8. Robin rolls 10 dice and gets just 4 successes, not enough to complete the design. He throws away his first blueprint and returns to the drawing board. After a second week, he manages to score 6 successes, giving him exactly what his character needs to complete the design.

With blueprints in hand, Robin's character sets out to build his invention from the ground up. He needs to accumulate a total of 15 successes (Structure 10 + 5) to complete the armored car's construction. Robin makes a Craft: Mechanics roll for each week of work (Size 1) and achieves the required number of successes after nine rolls. His prototype armored car is ready to go after nine weeks. Since the armored car counts as an Artifact 2, Robin must pay 30 Experience Points to purchase it as a Resource.



Armored Car

Artifact 1

Encased in a shell of iron plates, with a reinforced chassis to help spread the load, the armored car is slow but sturdy. The boiler is mounted internally, protecting it from enemy fire and allowing it to be stoked while on the move, although it generates excessive heat and smoke. A machinegun turret mounted on the roof allows a passenger to make short work of any advancing enemies.

Enhancements: Improved Defense +4 (+4 Enhancements), Improved Structure +4 (+4 Enhancements), Turret: Machinegun (+1 Enhancement)

Limitations: Exhausting: 1N (–1 Enhancement), Reduced Handling –1 (–2 Enhancement), Requires Maintenance: Difficulty 2 (–2 Enhancements)

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Armored Car*	1	7	10	6	–1	1	3

** A Craft: Mechanics roll with a Difficulty 3 is required after every use to keep it operable.*

GADGETS, WEAPONS, AND VEHICLES

For the purpose of design and construction, inventions can be broken into three broad categories: gadgets, weapons, and vehicles.

Although various Enhancements are presented in different categories, they can be used for different types of devices. For example, if you have a reason why a rifle would provide Life Support for its user, or how a vehicle could grant its crew an Extra Sense, then it is possible to mix-and-match—with Gamemaster approval, of course.

There are countless different Enhancements and Limitations that can be created for items—far more than can be detailed in this book. The most common are listed below, but feel free to use them as guidelines to make up your own Enhancements and Limitations to suit your creations.

Gadgets

Gadgets represent general tools, chemical compounds, and mechanical equipment. Unlike vehicles and weapons, there is no basic template for gadget design, and special abilities depend entirely on the selected Enhancements. The Gamemaster sets the gadget's starting size, weight, and other statistics to suit the specific gadget concept.

There are two basic kinds of gadgets: standard and rechargeable. A standard gadget, such as a special tool that grants a bonus to Engineering rolls, can be used repeatedly without ever being depleted. Standard gadgets grant a bonus only to the person using it; rechargeable gadgets, such as a batch of serum, have a limited number of doses, but can be used multiple times simultaneously.

Gadgets are typically activated as a standard action, and their effects persist for the duration of combat or until the end of the scene. Rechargeable gadgets can be used five times before they must be recharged or rebuilt. Reconstructing one-shot gadgets or preparing additional doses of a serum requires the inventor to repeat the construction procedure (investing the appropriate amount of time and money) but he does not have to pay the experience point cost again.

In game terms, standard and rechargeable gadgets are equally effective. Simply choose the appropriate type when creating your gadget. The Gamemaster is the final authority on whether a gadget is standard or rechargeable.

When designing gadgets one should keep in mind that this is not an age of electronics (or even commonplace electrics), superconductors, advanced materials, and miniaturization. Weird science inventions use crackling Van der Graaf generators, grinding gears and cogs, pumping pistons, hissing steam boilers, valves, and pipes, glowing plasma balls, countless yards of wire and tubing, and huge magnets to clearly show they are separate from Earth's more commonplace technology.

As such, devices in *Leagues of Adventure* tend to be larger than those common in the 1930s pulp era, with machines more likely to be powered by steam technology than combustion engines or electricity. They are also more rooted in existing technology, at least in terms of basic function. For instance, while a dashing '30s pulp hero might don a small pair of X-ray goggles, in the Victorian age he is more likely to reach for an X-ray box camera, a device which requires photographic plates to be developed rather than allowing instant viewing through solid objects. Thus, all gadgets designed to mimic technological abilities, as opposed to pills, serums, elixirs, and such like, suffer Enhancement modifiers based on their Size, as shown below

Also, many items commonplace today, such as flashlights, are unknown to the Victorians (the flashlight being hampered by battery size more than the technological implementation). Hence, even items considered normal in games set in later eras are perfect for designing as weird science artifacts in *Leagues of Adventure*.

GADGET ENHANCEMENTS

Extra Sense

Cost: +2 Enhancements per additional sense

The user gains the ability to perceive the world in a new way. This can provide critical information, but it introduces new limitations. For example, seeing the infrared spectrum might allow a user to eliminate penalties due to darkness, but he might incur equivalent penalties due to the ambient temperature. The user makes a Perception roll when using his extra sense.

Examples: *X-ray box camera, aetheric disturbance monitor, portable illuminator (flashlight)*

Increased Attribute

Cost: +2 Enhancements per Primary Attribute point or two Secondary Attribute points

The creation raises a specific Primary Attribute by one point or a Secondary Attribute by two points. These

bonuses factor into all Attribute and Skill rolls, and in the case of Primary Attributes, are also calculated into Secondary Attribute ratings.

Examples: *Thickens muscles (Strength), enhanced intellect (Intelligence), protective scales (Defense)*

Increased Duration

Cost: +2 Enhancements per increase

The effects of the device last for longer than a scene.

Duration	Cost
1 day	+2 Enhancements
1 week	+4 Enhancements
1 month	+6 Enhancements

Examples: *Concentrated dose, tailored chemistry, voltaic cell, enhanced clockwork, efficient boiler*

Skill

Cost: +2 Enhancements

Provides the user with a specific Skill. This may include Specialized Skills. The user may make a Skill roll as if her rating were a 4. If the user already possesses the Skill, the item provides a +2 bonus.

Advanced: This Enhancement may be taken multiple times, with each additional selection improving the Skill rating by 2.

Examples: *Spectromatagraph (Science: Chemistry), automatic transcriber (Linguistics), medical cabinet (Medicine)*

Talent

Cost: +2 Enhancements

Provides user with the benefits of one specific Talent. This may include Unique Talents, and prerequisites do not need to be met.

Advanced: This Enhancement may be taken up to three times, with each selection boosting the talent to its next level.

Examples: *Telescopic sight (Accuracy), precognitive hazard alarm (Danger Sense), steam-powered musculature appendages (Mule)*

GADGET LIMITATIONS

Exhausting

Cost: –1 Enhancement per nonlethal wound

Each time the creation is used, it causes one nonlethal point of damage to the user when it is shut down or its effects wear off.

Advanced: Each extra selection increases the damage by 1.

Examples: *Excessive heat, stress inducing, uncomfortable controls*

Flaw

Cost: –2 Enhancements

The device causes the user to suffer from a specific Flaw, selected during the design phase. This condition lasts while using the creation, but the player does not earn Style points for roleplaying the Flaw. Instead, the Flaw must be roleplayed at least once per activation or the device becomes unusable until the player spends one Style point to reactivate it.

Examples: *Causes tunnel vision, clouds the mind, imparts bestial physical characteristics*

Reduced Attribute

Cost: –2 Enhancements per Primary Attribute point or two Secondary Attribute points

The creation decreases a specific Primary Attribute by one point or a Secondary Attribute by two points. This penalty factors into all Attribute and Skill rolls, and in the case of Primary Attributes, into Secondary Attribute ratings.

Examples: *Mentally tiring to operate, stiff joints, ugly construction*

Reduced Duration

Cost: –1 Enhancement

The effects of the device last for less than a scene.

Duration	Cost
1 minute (10 combat turns)	–2 Enhancements
6 seconds (1 combat turn)	–4 Enhancements

Examples: Inefficient boiler or clockwork, quickly metabolized, weak compounds

Toxic

Cost: –2 Enhancements per one lethal wound

Each time the creation is used, it causes one lethal point of damage to the user when it is shut down or its effects wear off.

Advanced: Each extra selection increases the damage by one point.

Examples: *Radiation, experimental formula, noxious fumes*

Weapons

Whether the device fires bullets, arrows, or deadly energy beams is not important—those are just special effects. All that matters is inflicting damage upon one's enemies. Choose a normal weapon to base your creation upon and

apply any appropriate Enhancements and Limitations. Your character must be able to purchase the weapon to use it as a template for a weird science creation.

WEAPON ENHANCEMENTS

Increased Area of Effect

Cost: +2 Enhancements per increase

The weapon explodes or attacks all nearby targets, doing area effect damage (see "Area of Effect Attacks" on page 117).

Area effect	Cost
5 ft.	+2 Enhancements
10 ft.	+4 Enhancements
25 ft.	+6 Enhancements
50 ft.	+8 Enhancements
100 ft.	+10 Enhancements

Examples: *Air burst, explosive ammunition, high fragmentation*

Increased Capacity

Cost: +1 Enhancement per 50% increase (round down)

The weapon has increased ammunition capacity.

Examples: *Increase magazine size, highly efficient battery, smaller caliber bullets made of dense material*

Increased Damage

Cost: +1 Enhancement per Damage point

The weapon has improved accuracy or power, increasing its damage rating.

Examples: *Excellent balance, higher caliber, superior recoil compensation*

Improved Damage Type

Cost: +2 Enhancements per level

This weapon inflicts improved damage to normal damage than normal, such as shock rods that inflict lethal damage and shotguns that fire acid capsules.

Damage Type	Cost
Lethal Damage (L)	+2 Enhancements
Caustic Damage (+1 L)	+4 Enhancements

Advanced: The amount of caustic damage may be improved by +1L for each additional +2 Enhancements (see "Caustic Damage" on page 122).

Examples: *Electrified sword cane, high-density club, acid gun*

Increased Range

Cost: +2 Enhancement per increase

The weapon has advanced target sights and long range accuracy, increasing its effectiveness over long distances.

Range	Cost
10 ft.	+2 Enhancements
25 ft.	+4 Enhancements
50 ft.	+6 Enhancements
100 ft.	+8 Enhancements
250 ft.	+10 Enhancements

Examples: *Improved ballistics, lengthened barrel, increased propellant charge*

Increased Rate of Fire

Cost: +2 Enhancements per increase

The weapon is capable of firing faster than normal, such as a repeating crossbow or automatic shotgun.

Rate of Fire	Cost
Semiautomatic (M)	+2 Enhancements
Fully Automatic (A)	+4 Enhancements

Examples: *Automatic reloads, multiple barrels, rotary trigger mechanism*

Reduced Weight

Cost: +2 Enhancement per 50% decrease

The weapon is lighter than normal, reducing its weight by 50% and lowering the Strength requirement by one.

Advanced: This may be selected twice, reducing the weight to less than a pound and lowering the Strength requirement to zero.

Examples: *Compact design, lightweight alloys*

Touch Attack

Cost: +2 Enhancements

The weapon only requires a touch attack to affect an enemy (see "Touch Attack" in on page 116).

Examples: *Electrical arc, flamethrower, sonic cannon*

WEAPON LIMITATIONS

Increased Weight

Cost: –2 Enhancements per 100% increase

The weapon is heavier than normal, doubling its weight and increasing the Strength requirement by one.

Examples: *Heavy alloys, oversized design, solid construction*

Inferior Damage Type

Cost: –2 Enhancements per level

This weapon inflicts less severe damage than normal, such as a stun rifle that inflicts nonlethal damage or fire that does not burn. Weapons that inflict no damage may still have other effects, such as grapple and knockback.

Damage Type	Cost
Lethal Damage (L)	–2 Enhancements
Nonlethal Damage (N)	–4 Enhancements
No Damage (None)	–6 Enhancements

Examples: *Compressed air rifle, gel rounds, shock, neurological disrupter rifle*

Reduced Capacity

Cost: –1 Enhancement per 25% reduction (round down)

The weapon has decreased ammunition capacity.

Advanced: This Limitation may be taken four times, to a minimum of one shot.

Examples: *Oversized ammunition, poor battery, small magazine*

Reduced Damage

Cost: –1 Enhancement per Damage point

The weapon is underpowered or less accurate than normal, and has a reduced Damage rating.

Examples: *Poor accuracy, smaller caliber, underpowered ammunition*

Reduced Range

Cost: –2 Enhancements per decrease

The weapon has inferior target sights and is inaccurate over long distances, reducing its effective range.

Range	New Range	Cost
100 ft.	50 ft.	-2 Enhancements
50 ft.	25 ft.	-2 Enhancements
25 ft.	10 ft.	-2 Enhancements
10 ft.	Touch	-2 Enhancements

Examples: *Lightweight ammunition, poor sights, shortened barrel*

Reduced Rate of Fire

Cost: –2 Enhancements per decrease

The weapon fires slower than normal, such as a single-shot firearm or energy rifle that recharges between shots.

Base Rate	New Rate	Cost
A	M	-2 Enhancements
M	1	-2 Enhancements
1	1/2	-2 Enhancements
1/2	1/4	-2 Enhancements

Examples: *Inferior firing mechanisms, manual reload, recharge cycle*

Requires Special Ammunition

Cost: –2 Enhancements

The weapon requires specialized or hard to get ammunition, such as energy cells or unique cartridges.

Examples: *Battery, drains life force, rare element*

Vehicles

Vehicles have long held a special fascination for scientists and inventors—after all, one must have the proper means of transportation to conduct expeditions to the furthest regions of the globe. Choose a normal vehicle to base your creation upon and apply any appropriate Enhancements and Limitations. Your character must be able to purchase the vehicle in order to use it as a template for a weird science creation.

VEHICLE ENHANCEMENTS

Autopilot

Cost: +2 Enhancements

The vehicle is able to pilot itself, maintaining smooth operation, homing in on a specific location, or navigating to a beacon with the equivalent Skill rating of 4.

Advanced: This Enhancement may be selected more than once to allow the vehicle to navigate between multiple locations or beacons. Alternatively, this Enhancement may be selected additional times to increase the Skill rating of the Autopilot by +2 for each additional level.

Examples: *Homes to base, clockwork cruise control, mechanical autopilot*

Extra Limb

Cost: +2 Enhancements

The vehicle has an exterior arm or appendage that can be used to manipulate objects or even support the vehicle. Treat the limb as having a Strength rating of 2. Operating the limb uses the pilot's appropriate Skill rating, such as Drive or Pilot instead of Athletics or Brawl.

Advanced: This Enhancement may be selected more than once, with each selection providing an additional

limb. Additionally, this Enhancement may be selected to increase the Strength of any and all of the vehicle's limbs by +1, or to provide a +2 bonus to operating the limb.

Examples: *Metal tentacles, magnetic grapple, mechanical claws*

Extra Sensors

Cost: +2 Enhancements per device

The vehicle is equipped with advanced sensors, allowing the user to detect things normally invisible to the naked eye. The user may make a Perception roll when using the advanced sensors.

Examples: *Infrared sensors, radar, sonar imaging*

Improved Defense

Cost: +1 Enhancement per point of Defense

The vehicle is harder to damage, due to additional armor, increased maneuverability, or a reinforced chassis.

Examples: *Armor plating, reactive controls, reduced target silhouette*

Improved Handling

Cost: +2 Enhancements per point of Handling and Defense (half cost for Handling only)

The vehicle has improved handling, making it easier to perform maneuvers and evade attacks. As a result, improvements to Handling improve the vehicle's Defense rating as well. If the device is smaller than a human (such as a steam-powered jetpack) the Handling of the vehicle does not alter the vehicle's Defense, and the Enhancement cost is halved.

Examples: *Pneumatic tires, precision controls, superior suspension*

Improved Passenger Capacity

Cost: +1 Enhancement per 50% increase (of original, round up)

The vehicle has increased passenger capacity, due to extra space or optimized seating.

Examples: *Enlarged hull, extra seating, space optimization*

Improved Speed

Cost: +1 Enhancement per 50% increase (of original, round up)

The vehicle has increased Speed, due to a more powerful engine, high-octane fuel, or aerodynamic improvements.

Examples: *Efficient engine, gear box, streamlining*

Improved Structure

Cost: +1 Enhancement per Structure point

The vehicle is rugged and can take additional damage before its performance is degraded or it is rendered inoperable.

Examples: *Ablative armor, extra bulkheads, improved iron casting techniques*

Life Support

Cost: +2 Enhancement per environment (or double cost for all environments) for one scene. The duration may be increased for +2 Enhancements per increase.

The vehicle protects its occupants from a specific hazardous environment, providing a pressurized cabin, breathable air, and regulated temperatures. The specific type of environment must be determined during the design phase, such as arctic, underground, or underwater.

Life Support	Cost
One scene	+2 Enhancements
One day	+4 Enhancements
One week	+6 Enhancements
One month	+8 Enhancements

Examples: *Air recycling, pressurized hull, water recycling*

Reduced Crew Requirement

Cost: +1 Enhancement per 25% decrease (round up)

The vehicle requires less crew to operate it, due to simplified controls and automated procedures.

Advanced: This enhancement may be taken more than once, to a minimum Crew Requirement of 1.

Examples: *Advanced controls, automated operations, reduced maintenance*

Special Movement

Cost: +2 Enhancements per movement type at half speed (or double cost for full speed movement)

The vehicle is capable of an alternate mode of travel, such as a flying boat or an airplane that can dive beneath the waves. Choose one movement type, such as flight, tunneling, or underwater. The special movement Speed is equal to one-half the vehicle's base Speed. The vehicle may also need to be equipped with Life Support to travel safely through a particular environment.

Examples: *Mole machine, ornithopter, mechanized tripod*

Weapon Turret

Cost: Varies (see chart)

Attaching small, fixed weapons to a vehicle does not require any special effort, but this Enhancement allows the vehicle to mount a weapon in a turret with 360-degree field of fire. The larger the weapon mounted in the turret, the greater the cost.

Vehicle Range & Fuel Cost

Instead of bogging down the game with fuel calculations, vehicles in *Leagues of Adventure* travel as far as plot dictates, and fuel costs are assumed to be affordable unless the vehicle has the Special Fuel Limitation. In most cases, vehicles can only travel as far as their Life Support and Speed will allow them. Diving your way down to the bottom of the sea to investigate ruins while trying to outrun a giant octopus is far more dramatic and interesting than worrying about running out of fuel!

Weapon	Size	Cost
Machinegun	0	+1 Enhancements
Cannon, Light	1	+2 Enhancements
Cannon, Medium	2	+4 Enhancements
Cannon, Heavy	4	+6 Enhancements
Cannon, Very Heavy	8	+8 Enhancements
Cannon, Massive	16	+10 Enhancements

Advanced: This Enhancement may be taken multiple times to represent multiple weapon mounts. Fitting one or two turrets requires a minimum vehicle Size of 2. Three to five turrets requires a minimum vehicle Size of 4.

Examples: *Rocket launcher, machinegun turret, tank gun*

VEHICLE LIMITATIONS

Increased Crew Requirement

Cost: –1 Enhancement per 50% increase (round up)

The vehicle's controls are more complex than normal and additional crew is required.

Example: *Complex controls, inefficient design, frequent maintenance*

Reduced Defense

Cost: –1 Enhancement per Defense point

The vehicle is delicate and easily damaged due to poorly shielded components or shoddy construction.

Examples: *Delicate mechanisms, poor construction, thin hull*

Reduced Handling

Cost: –2 Enhancements per Handling and Defense point (half cost for Handling only)

The vehicle has poor handling, making it harder to perform maneuvers and evade attacks. As a result, inferior Handling also reduces the vehicle's Defense rating. If the device is smaller than a human (such as a steam-powered jetpack) the Handling of the vehicle does not alter the vehicle's Defense, and the Limitation cost is halved.

Examples: *Poor suspension, sluggish controls, unbalanced weight distribution*

Reduced Passenger Capacity

Cost: –1 Enhancement per 25% decrease in Passenger Capacity (round down)

The vehicle has less space available for passengers due to oversized components or inefficient design.

Advanced: This may be selected up to four times, eliminating room for passengers entirely.

Examples: *Inefficient design, limited seating, small cabins*

Reduced Speed

Cost: –1 Enhancement per 25% Speed reduction

The vehicle has decreased speed due to an underpowered engine or increased drag.

Advanced: This Limitation can be taken up to four times, at which point the vehicle is unable to move under its own power.

Examples: *Increased weight, poor aerodynamics, underpowered engine*

Reduced Structure

Cost: –1 Enhancement per Structure point

The vehicle is more susceptible to damage, suffering performance degradation and break-down after taking less damage.

Advanced: This may be taken multiple times, but cannot reduce a vehicle's Structure below 1.

Examples: *Low-quality materials, poor construction, vulnerable components*

Requires Special Fuel

Cost: –2 Enhancements

The vehicle requires special fuel, such as a rare element or energy crystals, that is hard to find or costly to refine.

Examples: *Cavorite, energy crystals, rare element*

Requires Maintenance

Cost: –2 Enhancements per level

The vehicle requires constant mechanical tinkering. An appropriate Craft roll (such as Mechanics) against a Difficulty of 2 is required before the vehicle can be used again.

Advanced: For each additional time this Limitation is selected, the Difficulty of the roll is increased by 1.

Examples: *Parts loosen, requires frequent recalibration, temperamental engine*

Living Creations

Some scientists have the power to create life in the form of autonomous, intelligent devices, or as living organisms tailor-made to suit their needs. To do so, a scientist must have the Spark of Life Talent (see page 51). Living creations are made using the same process as for other inventions. The only difference is that Ally and Follower Resource levels may be added to the creation as Enhancements. Each two Enhancements increase the Follower or Ally by one level.

Ally/Follower	Level	Cost
0	+1	Enhancements
1	+2	Enhancements
2	+4	Enhancements
3	+6	Enhancements
4	+8	Enhancements
5	+10	Enhancements

Like other weird science inventions, living creations are modifications of an existing device or built from scratch. If it is a modification, you are adding intelligence to an existing machine, or altering an existing creature with one or more Enhancements or Limitations. Because life is so varied—especially artificial life—living creations may use any appropriate Enhancements and Limitations.

Building a living creation from scratch includes constructing an android or restoring life to a corpse (or to a body constructed of several corpses). When creating a new life form, use the Craft: Mechanics Skill for artificial life forms and the Medicine Skill for biological organisms. The creation is complete when the inventor accumulates a number of successes equal to its Health +5.

Example: *Maggie's character wants to create a mechanical butler. She begins with the design phase, selecting Ally 2 (4 Enhancements) and Life Support: All (one scene, +4 Enhancements). She selected eight Enhancements, so the Creation Difficulty for the mechanical servant is 5.*

To make the design even simpler, she selects Flaws: Conspicuous (–2) and Requires Maintenance: Difficulty 3 (–4 Enhancements). Subtracting the Limitations from the Enhancements, she ends up with two net Enhancements. Consulting the Artifact chart, Maggie sees that her mechanical butler and general dogsbody is an Artifact 1.

To complete the design, Maggie must make a Science: Engineering roll against the Creation Difficulty of 5. She rolls her modified dice pool of 12 dice and gets 8 successes. Her first design is a good one!

Now Maggie's character enters the construction phase. Because this is a machine, she must make a Craft: Mechanics roll and achieve 12 successes (Health 7 + 5). She achieves the required number of successes after three rolls, completing her impressive construction after three weeks of work. Since the mechanical man counts as an Artifact 1, Maggie must pay 15 Experience Points to purchase it as a Resource.

"Jeeves" the Mechanical Butler

Artifact 1

Nicknamed Jeeves by its creator, this steam-powered automaton is designed to serve around the house. Its programming allows it to greet guests (with great functionality but no emotion), play a variety of card and dice games, converse in a variety of languages, and prepare hot meals. A powerful skeletal frame allows it to carry heavy loads with minimum impairment to its functions, making it ideal for carrying the shopping or bearing equipment on expeditions.

Enhancements: Ally (+4 Enhancements), Life Support: All (One scene, +4 Enhancements)

Limitations: Flaw: Conspicuous (–2 Enhancements), Requires Maintenance: Difficulty 3 (–4 Enhancements)

"Jeeves"

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

Style: 0

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

Secondary Attributes: Size 1, Move 7, Perception 5, Initiative 6, Defense 5, Stun 3, Health 7

Skills: Brawl 7, Craft: Cookery 6, Diplomacy 3, Gambling 6, Linguistics 6

Talents: Giant (+1 Size Rating), Pack Mule (Treats his encumbrance level as one less than the weight he carries would normally impose)

Resources: None

Flaw: Automation (+1 Style point whenever your lack of creativity causes difficulty), Conspicuous (–2 Stealth penalty due to the grinding of metal and stench of smoke), Maintenance (Craft: Mechanics roll with a Difficulty 3 is required every day to keep it operational)

Weapons: Punch 7N, Circular saw (optional attachment) 8L

Sample Inventions

This section describes a sample of artifacts that are the result of weird science. Some items are small and portable, while others are enormous and built into place.

Acoustic Amplifier & Direction Finder

Artifact 1

Originally designed to help the hard of hearing, this

strange device comprises two long ear trumpets mounted on a framework that sits across the user's shoulders. As well as amplifying sound, it allows the user to pinpoint the direction of the sound's source with uncanny accuracy.

Enhancements: Increased Attribute: +2 Perception rating (+2 Enhancements)

Advanced Diving Suit

Artifact 1

Diving suits in this era comprises a heavy helmet (non-corroding metals are best), lead-lined boots, lead weights to combat buoyancy, a canvas suit, and an air hose. While a reliable design, the air hose is a weak point—if it becomes entangled or is cut, the diver is in serious trouble. It also limits the distance a diver can travel. Captain Nemo, that most famed sub-nautical explorer, is one of many who has experimented with circumventing this problem.

Attached to the back of the helmet is a small pressurized air tank containing compressed oxygen. A rope soaked in caustic potash absorbs carbon dioxide exhaled by the diver, enabling him to breathe the recycled air.

The suit is especially thick, protection against sharks and other underwater menaces, providing the wearer with +2 Passive Defense. Unfortunately, the added protection makes tasks involving manual dexterity tricky. The wearer has –1 Dexterity.



Enhancements: Increased Attributes: +2 Defense (+2 Enhancements), Life Support: Underwater, One Scene (+2 Enhancements)

Limitations: Reduced Attribute: Dexterity (–2 Enhancements)

Airplane

Artifact 1

The prototype airplane is built around an automobile chassis. Much of the bodywork has been stripped away to reduce the weight, as have the rear passenger seats. The dual cockpit fits two people sitting side by side.

Attached to the body is a long tail and two sets of double wings. The tail fuselage comprises nothing but wooden struts, while the canvas wings are held together by thin struts and wire, leaving them prone to breaking even in smooth flight.

Enhancements: Improved Speed: 200% (+4 Enhancements), Special Move: Fly 100% (+4 Enhancements)

Limitations: Reduced Passengers: –50% (–2 Enhancements), Reduced Structure 2 (–2 Enhancements), Requires Maintenance: Difficulty 2 (–2 Enhancements0

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Airplane	2	4	4	24	0	1	1

Antibiotic Pills

Artifact 0

Veteran explorers know of the dangers of contracting jungle fever, malaria, or even plague. Fortunately, weird scientists have invented a drug to combat these illnesses, making the rigors of expeditions slightly more bearable. Antibiotics increase the user's Body score by +1 *or* attending doctor's Medicine rating by +2, but only for the purposes of fighting off the effects of diseases. A single pill aids just one Body roll.

Enhancements: Increased Attribute: Body (+2 Enhancements), Skill: Medicine (+2 Enhancements)

Limitations: Limited Use: Only affects one roll per use (–4 Enhancements)

Automatic Transcriber

Artifact 0

The automatic transcriber is intended to replace the need for a secretary, though it has yet to live up to expectations.

It takes the form of a large, curved ear trumpet to which is attached a stylus. Through the genius of modern technology, the device can turn spoken words into written words. Simply by dictating

his message into the trumpet, a busy man can turn out a written letter anywhere in the world! The device essentially functions as an extra limb, freeing up the user's writing hand.

Unfortunately, it must be kept very stable and still or the stylus bounces around the paper, producing an illegible scrawl. Excessive background noise can also cause the stylus to vibrate in unexpected ways. Weird scientists are working on a transcriber that is capable of translating speech into a different written language.

Enhancements: Extra Limb (+2 Enhancements)

Limitations: Temperamental: Must be kept stationary (–2 Enhancements)

Electric Rifle

Artifact 1

The electric rifle is one of the great inventions of the age, though it is not without flaws. Attached to the right-hand side is a large capacitor and a crank handle. Winding the crank generates a static charge, which is stored in the capacitor. When the trigger is pulled, the capacitor completely discharges, releasing a narrow arc of electricity. The weapon deals a powerful jolt and effectively has infinite ammunition, but its slow of rate makes it less attractive than a conventional firearms.

Enhancements: Improved Damage: +2L (+4 Enhancements), Touch Attack: Electrical arc (+2 Enhancements)

Limitations: Reduced Rate of Fire (–4 Enhancements)

Modern Firearm	Dmg	Str	Rng	Cap	Rate	Wt
Electric Rifle	5L	2	100 ft.	1 (i)	1/2	8 lbs.

Guided Torpedo

Artifact 1

A standard torpedo moves in a straight line—if the target isn't where you hope it will be at the point where their paths cross, the torpedo will miss. A guided torpedo, however, allows for limited maneuverability through a wire guidance system, increasing the chance of a successful hit. Using a guided torpedo grants the firer +2 to Gunnery rolls.

Enhancements: Skill: Gunnery (+2 Enhancements)

Hydrofoil

Artifact 3

Hydrofoils are special planes mounted on struts on the side of a steam launch fitted with an oversized boiler. As the boat picks up speed, it rises out of the water, reducing drag and improving handling. Limitations in engine technology mean that only small steam boats can benefit from hydrofoils in the current era. Military versions can be fitted with a small cannon or a machinegun.

Enhancements: Improved Handling (+2 Enhancements), Improved Speed (+4 Enhancements)

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Hydrofoil	2	6	8	20	+1	1	3-8

Lunar Transmogrifyer

Artifact 3

One of Doctor Moreau's earliest inventions (and failures), the lunar transmogrifyer is a tall, four-legged device. At the top, the legs attach to a large ring crafted from solid silver. Within this ring is a circular, precision-ground selenite crystal lens. Protruding downward and inward from the top ring are smaller concentric silver rings, each holding a smaller and smaller selenite crystal lens.

The lenses focus and intensify the rays of the moon into a narrow beam, which is directed onto the forehead of the victim... er... patient, who lies beneath the contraption.

On nights of the full moon, the intensity of the beam is such that it can awaken a man's inner beast, turning him into a slavering maniac. The subject becomes stronger, faster, gains animal-like senses and rudimentary claws, but also develops yellow eyes, bestial features, and shaggy fur, along with a diminished capacity for reason and self-control. Each exposure last for an entire day.

Moreau had intended to use the device in junction with another of his crazed inventions, the Soul Trap. His aim was to literally suck the bestial nature out of men and keep it trapped.

Enhancements: Increased Attribute: Body +1 (+2 Enhancements), Increased Attribute: Strength +1 (+2 Enhancements), Increased Attribute: Size +1 (+2 Enhancements), Increased Attribute: Initiative +2 (+2 Enhancements), Increased: Duration: One Day (+2 Enhancements) Talent: Alertness (+2 Enhancements), Special Damage: Lethal (+2 Enhancements)

Limitations: Flaw: Bestial (–2 Enhancements), Reduced Attribute: Charisma –1 (–2 Enhancements), Reduced Attribute: Intelligence –1 (–2 Enhancements)

Gadget	Body	Str	Cha	Int	Size	Per	Init
Lycanthropy*	+1	+1	–1	–1	+1	+2	+2

** User grows claws that allow him to do 0 L Damage with his bare hands.*

Ornithopter

Artifact 1

Man has long dreamed of flying among the clouds. While the airship has partially allowed this dream to be recognized, there are those who strive for personal aerial conveyances. The ornithopter is one such creation.

Built around a safety bicycle, the ornithopter is a single-seat flying machine which flies by flapping two large wings, exactly like a bird. The wings are powered either by a boiler or a diesel engine. Heavy, hard to control, and ungainly in the air, they have yet to catch on as a form of personal conveyance. Most members of the public regard them to be infernal machines of little practical use. They can achieve a maximum height of 500 feet.

Enhancements: Special Movement: Flight (+4 Enhancements)

Limitations: Reduced Handling (–2 Enhancements)

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Ornithopter	0	5	4	6	0	1	0

Photoelectric Telegraph

Artifact 1

The photoelectric telegraph allows images to be sent and received down a telegraph or telephone cable. The device uses selenium, a light-sensitive chemical, to scan a document. When the light beam strikes a dark area, it transmits an electrical signal.

On the back of the machine is a rotating drum, onto which is placed a blank piece of paper. When a signal is received, a stylus draws on the paper, thus duplicating the original image. Naturally, two machines are required—one to send an image and one to receive it—as is access to a telegraph network.

Enhancements: Extra Sense: Telegraphic transmission of images (+2 Enhancements)

Pump Action Shotgun

Artifact 1

This single barrel shotgun has an internal magazine holding four shells. Due to the slow pump action, the shotgun suffers from a reduced rate of fire, limiting the firer to just one shot per round.

Enhancements: Increased Capacity: 100% (+4 Enhancements)

Limitations: Reduced Rate of Fire: 1 per round (–2 Enhancements)

Spectromatagraph

Artifact 1

The size of a large steamer trunk, the spectromatagraph is a fully automated, portable laboratory capable of analyzing any substance. A sample of gas, liquid, or solid is placed in a hermetically sealed metal crucible and, in the case of solids and liquids, heated until it vaporizes. The resultant gas is fed through a series of tubular prisms illuminated by a bright light and the spectrum analyzed. Results are printed on a ticker tape streamer.

Analysis typically takes around 10 minutes, though minerals with a high melting point can take considerably longer. The spectromatagraph has Chemistry 4 for the purpose of analyzing the chemical makeup of a substance only.

Enhancements: Skill: Chemistry (+2 Enhancements)

Submachine Gun

Artifact 2

An early attempt to build a man-portable rapid fire handgun, the submachine gun is heavier than a handgun, has less range, but delivers a hail of bullets from its small magazine. Whether it will catch on with the military is yet to be seen.

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

Limitations: Increased Weight (–2 Enhancements), Reduced Range: 25 ft. (–2 Enhancements)

SMG	Dmg	Str	Rng	Cap	Rate	Wt
Submachine Gun	2L	2	25 ft.	20 (m)	A	6 lbs.

Submersible, Small

Artifact 4

The principal of submersibles, or submarine boats, has been around for centuries, but only now are safe, practical models being built by the world's navies.

Submarines in this era lack recharging batteries. They can dive to a depth of 200 feet safely. Below this, the submarine suffers one point of Structural damage per 100 feet (or part thereof) per hour at that depth.

A small submersible may carry four light or two heavy torpedoes. These are fired from a single forward facing tube. It is possible to mount a small cannon on the deck. This weapon cannot be fired underwater (even if the gunners have diving suits)!

This small model is built around the shell of a steam launch.

Enhancements: Improved Structure: +4 (+4 Enhancements), Life Support: Underwater (One day; +4 Enhancements), Special Movement: Underwater (Half move, +2 Enhancements)

Limitations: Reduced Passenger Capacity –50% (–2 Enhancements)

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Submersible	2	6	12	10/5	0	2	4

X-Ray Box Camera

Artifact 1

The X-ray camera fires a short range beam of X-rays, which bounce back from the target object onto a special photographic plate. By adjusting the focal length, the camera can take photographs through solid obstacles to reveal what is beyond.

The whole contraption is rather heavy and requires a tripod to ensure the camera is stable while the image forms on the plate. The camera can pierce through two feet of wood, a foot of stone, or an inch of metal. Lead completely blocks vision, however.

While it still takes many hours to develop the photographic plate, it is often better to wait then spend days or weeks digging through solid rock on a wild goose chase.

Enhancements: Extra Sense: X-Ray (+2 Enhancements)

Chapter the Seventh: A Guide to Navigating the World of Adventure

7

"Yes, the setting is a worthy one. If the Devil did desire to have a hand in the affairs of men--"

"Then you are yourself inclining to the supernatural explanation."

"The Devil's agents may be of flesh and blood, may they not?" ~ Sherlock Holmes and Watson — Arthur Conan Doyle, *The Hound of the Baskervilles*

Adventures involve breakneck pacing, constant danger, thrilling locations, witty repartee, cliffhangers, larger-than-life heroes, and dastardly, menacing villains. As the Gamemaster, you have the exciting and enjoyable task of conveying these genre concepts to the players through the stories you tell.

This chapter assumes that *Leagues of Adventure* is not your first experience with running a roleplaying game, so it does not cover the basic steps of setting up an adventure or campaign, or the basic tenets of how to run a roleplaying game. Instead, it focuses on the types of adventures you can run.

Style of Game

Your first task as Gamemaster is to read the entire book, so as to understand the basic premise of the setting. Once you've got an understanding of what the game involves, you need to decide the sort of game you and your players will find most exciting.

You don't have to make this decision by yourself, though. It's best to gather your players and discuss things with them. Find out what sort of games they want to play, and, more importantly, what they don't. After all, you may have to tell the stories, but it's the players who will journey through them. It might be that you cannot please every player all of the time, but playing in a group is about give and take. So long as you can please most of the group most of the time, you'll be fine.

Action Level

At its heart, the book you hold concerns itself with the sorts of stories found on page 243—that is, a mixture of action, intrigue, romance, and derring-do. That said, the rules are flexible enough that a Gamemaster can increase or lower the swashbuckling flavor to suit the desires of her gaming group. See Style points (page 103) for how these valuable resources alter with the action level.

Gritty

In a gritty game the player characters lack one vital resource—Style points. Without these handy aids, the globetrotters are as vulnerable to injury as any mortal, and cannot gain bonus dice or boost Talents. Death thus becomes a very real and constant threat, and success and failure is governed solely by the player characters' Skill ratings. The heroes will have to pick their fights carefully and accept that running away from an encounter may, at times, be the most prudent option.

At higher action levels, the players will likely roleplay their characters' Motivations and Flaws in order to earn Style points. Without that carrot, the Gamemaster may have to resort to using the stick. Adventures should be designed to test the characters' Motivations and Flaws, placing them in moral quandaries. While Style points cannot be earned, good roleplaying is worth Experience points.

Example: *The Man Who Would Be King*

Adventurous

As written, the heroes are smarter, tougher, and more resourceful than the average man or woman. They are dashing heroes, capable of battling many foes simultaneously, conducting daring chases, and thwarting vile plots. Life isn't always easy and the heroes aren't always guaranteed to win, but the odds do favor them. Witty

repartee, dirty tricks, flashy moves, and elaborate stunts are very much part of the game and players are rewarded in character for taking such actions.

Example: *Around the World in Eighty Days*

Pulp Adventure

Pulp adventure is only a slight step up from humorous adventure, at least in terms of the heroes' competency. While the heroes can spend more Style points than normal, they gain no other advantages. Thus, while they are able to pull off more daring moves than at lower levels, they are still limited by the number of Style points available. Still, this is high adventure, so the Gamemaster should not be stingy when it comes to handing out Style points.

Example: The *Indiana Jones* films

Cinematic Reality

By increasing the action level to the maximum, the GM pushes the player characters from being heroes to Heroes. With each Style point being worth two bonus dice, the odds are now heavily stacked in their favor—their chances of success are greatly increased, and minor villains, henchmen, and thugs are swept aside with greater ease.

At this level, humor should play a more prevalent role as well. With less fear of death, player characters should be encouraged to taunt and trick their foes rather than just butcher them out of hand.

Example: *League of Extraordinary Gentlemen*

Adventure Types

Leagues of Adventure supports a wide-range of adventure types. While some parties and Gamemasters may favor one particular type, other groups may prefer to mix up the sorts of missions their characters must complete. A good adventure typically contains all elements described below.

Action

While every *Leagues of Adventure* story should contain action scenes, an action adventure focuses on it more than others. Fistfights, chases, and swashbuckling duels are the bread and butter of the tale. In order to stop the game devolving into a continuous string of combat scenes, the Gamemaster should ensure the encounters take place in an interesting locale. Alternatively, she can strew the location with obstacles and items the heroes and villains can use in the fight.



Exploration

The world of *Leagues of Adventure* is rapidly shrinking. Globetrotters are able to travel to the distant corners of the world by land, sea, and air, and the telegraph enables messages to be conveyed thousands of miles in under a day. Civilization is spreading rapidly as cities bloom, but there still exist many areas that remain a mystery to the world at large. Crumbling lost cities, statues of unknown rulers, remnants of bygone cultures, and undecipherable tablets, all wait to be discovered, while vast stretches of inhospitable terrain have yet to be conquered.

Unless the journey is the adventure, we suggest you take a lead from the *Indiana Jones* films—travel consists of a brief description and a red line moving across a map of the world to show the globetrotters' epic voyages across the globe.

Investigative

Investigative missions are more concerned with discovering evidence than slaughtering foes. Whether the threat is

scientific, political, military, or criminal, it lies concealed behind a plethora of clues the characters must uncover and riddles they must solve. A typical murder mystery is a prime example of an investigative adventure, but investigating the disappearance of a fabulous gem, and uncovering a plot to assassinate a very important person are equally fitting.

Such adventures may comprise several layers. As the party uncover one set of clues, the focus of the adventure switches. For example, the death of a nobleman may at first seem like a straightforward whodunit, but as the characters dig deeper they learn the murder was committed to cover up a more serious crime.

Adventure Ideas

We've all been there—despite your best efforts you haven't had time to design an exciting adventure for the next session. Whether you're a time-strapped Gamemaster or just in need of a kick start to spark your own ideas, below are a number of useful hints. Just pick one you like from each section and you have the bare bones of an adventure.

The Hook

Every adventure needs to start somehow. This is called the hook, and determines how the globetrotters become involved in the story.

* **Have you seen this?** A story or letter in a newspaper prompts the globetrotters into action. A similar hook involves hearing a tale, perhaps over dinner at a club. Such information may be firsthand, or an overheard rumor someone is passing on.

* **How much?** Gentlemen with more money than sense often make outrageous wagers.

* **Something is required.** The globetrotters need something they can't buy in the local shops. It might be a rare mineral for a new invention, an unusual plant to help cure an illness, or advice from an old friend.

* **Ludicrous!** Either the globetrotters or a friend have a theory that needs proving or disproving, and the heroes are the ones to do it.

* **The gauntlet is thrown!** A challenge is made. This is similar to a wager, except the other party is also involved in the endeavor. A race to some distant spot or to acquire a specific item are typical examples of a challenge.

* **Wrong place at the right time.** Through no fault of their own the globetrotters become embroiled in the adventure. They might, for example, be witness to a kidnapping attempt. Or perhaps they come across a dying man in a dark alley, who tells them a fantastic story of a lost city full of gold and jewels.

* **A friend in need.** The characters are approached directly by someone in need. This may be a friend of the globetrotters, a friend of a friend pointed the globetrotters' direction because they are men who can get things done, or someone who comes to the characters because of their sterling reputation.

As an alternative, the globetrotters might be approached by a rich and/or eccentric patron who pays them to accomplish some task on his behalf.

* **Honor.** A hero has his honor impugned and must settle the matter. Perhaps a hero has been accused of making up stories about a lost city and must return an artifact of that culture to remove the stain to his honor. Until the matter is settled, the globetrotter becomes a social pariah.

* **The wrong person.** Someone mistakes the globetrotter for someone else. They might be handed a letter by a mysterious stranger warning them of some danger, be accused of a crime they didn't commit, or be sent a telegram by mistake which reveals something someone wants kept very quiet.

The Goal

Adventures need a goal, something the characters must achieve to claim success.

* **Acquire an object.** The whole aim of the adventure is to gain possession of something. This might be a rare flower that grows only in Tibet, a mineral only found in the dark jungles of the Amazon, the services of a leading scientist who shut himself off from the world years ago, the recovery of stolen blueprints or a priceless treasure, or the signing of a trade agreement.

In some cases the object to be acquired is in the hands of someone else. For instance, instead of having to recover a stolen blueprint for a new British weapon, the globetrotters might be asked to steal a German blueprint.

* **Rescue.** A rescue might involve freeing someone from a natural event (a cave-in), locating a missing explorer in the deep Amazon, liberating a prisoner from the clutches of a diabolical villains, or saving someone from their own folly (such as a mad scientist who thinks his latest toy is a good idea).

* **Exploration.** Whether hacking through dense jungle in the hope of locating King Solomon's Mines or crossing the Sahara in search of Timbuktu, traveling the Silk Road from start to finish, or heading into the unknown icy wastes of Antarctica are all excellent examples of exploration adventures.

* **Be the first.** The globetrotters must be the first to achieve something. Perhaps they seek to climb a certain mountain or plant their nation's flag at either pole. In some cases the heroes might be involved in a race, giving them a natural rival to overcome. Or they might have the luxury of time, but face many natural hazards or hostile natives (maybe the characters' goal is a sacred place outsiders may not enter).

* **Foil a plan.** The machinations of a villain must

be thwarted. The dastardly cur might be trying to steal the Crown Jewels, wreck a peace treaty by stirring up trouble, or unleash a devastating new weapon on an unsuspecting world.

* **Protection.** The globetrotters are hired to protect someone or something. Most often they are told up front as to their duties, but on occasion they may not know the true nature of their task.

For instance, the heroes might be hired to deliver a sealed package to the Shah of Persia, little realizing that inside is a relic being returned to help cement his position on the throne. In return for the relic, the heroes' nation will receive improved trading rights. Naturally, enemies of the Shah plan to prevent the relic's delivery and in doing so weaken his position.

Alternately, the "favor" may place the heroes in serious danger. A duplicitous villain might ask the characters to hand the Emperor of China a certain vase, only for it to explode in a cloud of poison gas and kill the Emperor. Now the heroes are wanted for assassination and must prove their innocence!

* **Settle a score.** Globetrotters who owe someone a favor find the debt being called in. Alternately, an old nemesis has reared his ugly head again and must be stopped. A hero's loved one might be harmed or killed, thus promoting the need for retribution.

* **Achieve a personal goal.** Every hero has at least one Goal. The adventure is deliberately set up to give him the opportunity to succeed. Given the infinite variety in Goals, this could take the heroes to some very strange places to do some very strange things.

* **Find the truth.** This may involve proving or disproving a theory (such as the existence of Atlantis), hunting down an expedition lost in the Himalayas so as to reveal the manner of their deaths to their loved ones, unmasking a villain plaguing polite society, uncovering the identity of a murderer, or even ending a war by revealing that a third party was involved in fueling the conflict for his own ends.

* **Social event.** Being men and women of means, the globetrotters are invited to attend a social event. You'll find more ideas about social events on page 160.

TRAVEL PROBLEMS

Being a globetrotter involves a lot of travel, and much of that will be abroad. Most times the journey likely passes without a hitch, but sometimes it's fun to throw a spanner in the works.

* **Incorrect paperwork.** The characters' passports may have expired or a visa has been incorrectly stamped. Whatever the cause, an officious bureaucrat is out to cause problems for the heroes. While such problems might be totally innocent, it is not beyond villains to arrange such delays to foil the heroes.

* **Delays.** The globetrotters' chosen means of transport is delayed, forcing them to suffer a lengthy delay or find an alternate means of reaching their destination. Alternately, the vehicle breaks down. Unless a hero has the technical know how, the voyage is delayed until repairs can be made. If the vehicle is an airship, the malfunction might lead to something more serious than a short delay!

* **Where are we?** A ship or airship (perhaps even a mole machine) goes off course or is wrecked, leaving the passengers stranded on unknown shores.

* **Important passenger.** A fellow passenger is an important dignitary operating under a false identity. Perhaps it is a diplomat off for a surreptitious rendezvous with his foreign mistress, a government agent tracking down stolen blueprints, or a member of the royal family who just fancies seeing the world. Such a person may have enemies actively hunting him down, or perhaps the heroes uncover his identity and are asked to keep the matter secret, thus gaining a favor for future use.

* **A friendly passenger.** While discussing their current jape the globetrotters are approached by someone who has some knowledge of their quest. He might have just returned from the area the heroes plan to visit and be willing to share local news, he might be a scholar with insight into a mystery, or perhaps he's an enemy agent who feigns knowledge to learn the characters' plans.

* **A dead passenger.** A passenger is found dead. This could be the result of malicious intent (in which case you have a murder mystery adventure) or natural causes. The latter can be fun if the deceased was on his way to do something important, as the globetrotters may be asked to assume his identity and complete his quest.

* **Nature goes bad.** A forest fire, flash flood, avalanche, stampede, wild animal attack, heat wave, or cold snap troubles the heroes. This works best when the characters are on foot, but a zeppelin forced to fly through a sandstorm could lead to all sorts of problems.

* **A game of cards.** The globetrotters are invited to play cards with one or more fellow passengers. While this can be a way to add a little interest to the journey, it can also serve as an interesting hook. For example, the NPC suffers heavy losses. To pay his debts, he hands over a gold ring engraved with strange runes. Investigating the writing leads to a whole new adventure.

Of course, it's quite possible the gambler wasn't the legal owner of the ring and, knowing he is being followed, has dumped it onto the heroes. He may try to steal it back at some later date, or the authorities might search the characters, discover the ring, and arrest them.

* **A spell in jail.** A breach of local customs ends with the globetrotters being sent to jail for a time while the matter is investigated. If they want to continue their quest they're going to have to escape or place a few hefty bribes.

* **Cancellation.** This is a more severe version of the delay entry. The characters find their mode of transport has been cancelled entirely, causing them a serious nightmare.

* **Short on supplies.** In the middle of nowhere the characters discover they are dangerously short on vital

supplies. Perhaps a villain within the party ranks has tipped out all their water and the next oasis is polluted. After a rafting accident the luckless globetrotters find the rations are ruined. Maybe the meat has gone bad (or was used to keep a lion from eating the party), or, God forbid, someone forgot to pack the post for the after dinner drink.

ALLIES & ENEMIES

Gamemaster-created characters will play a role in almost every adventure as allies, enemies, or just incidental characters. Spending a few moments to create a memorable personality will only add to the enjoyment of your game. Here are some stock example characters to get you going.

* **Fawning Merchant.** He's the chap who calls potential customers "sir," comments on their impeccable tastes, and loudly berates himself or offering poor quality goods to "such distinguished patrons," when a hero calls him out on his shoddy wares. Despite being in it for the money, he is a handy source of equipment or services.

* **Absent-Minded Scholar.** You know, the sort of chap who goes wandering off in a ruined city without telling anyone or who forgets to tell his colleagues that the Umbozo tribe are cannibals until they find themselves in the cooking pot.

A variation on this theme is the curious scholar. His problem is that he is easily distracted by new things. If there's a button marked "Do not press!" he's the one who'll press it just to see why it was labeled thus.

* **Clueless Woman.** Ah, the young blonde lady who's never been on a country picnic, yet alone a trip to darkest Africa. She screams a lot at animal sounds, especially at night, demands her bed is checked for bugs before she'll crawl into it, and slows the party down by demanding frequent rest breaks. Of course, there's nothing to stop the clueless individual being male. In fact, he's probably worse!

Her opposite number is the feisty female. She wants to prove her equality by doing everything herself, never demanding help and accepting it only reluctantly. She may not be a crack shot or know much about pugilism, but she can look after herself in a scrap.

* **The Madman.** He drools, he mutters under his breath, he has a nervous tic, and his eyes betray his insanity, but if he has vital information the party need, they're going to have to take him along. Such lunatics were usually driven mad by *something*, and often it's the very same something the party seeks.

* **False Hero.** He's well known to the world for his epic adventures and he talks a good talk, but the guy is an out and out fraud. Naturally he tries his best to cover up his many inadequacies. A favored tactic is to get a globetrotter to complete some task and then casually remark, "Just like how I would have done it. Well done!" Quite often the false hero ends up saving the day, thus proving that he was a real hero all along.

A close relative is the fallen hero. Again, he's well known and well liked in society, but his pleasant nature belies a dark secret—he's working for the enemy! This tragic figure works best if he's a close friend of a globetrotter.

* **Nosy Reporter.** Sometimes it's good to have the press along. A few photographs and a write up in the London Times can do one's reputation no end of good. Sometimes, though, you want to keep matters secret, which is no easy task when there reporter is falling you like a bloodhound.

A reporter might also be the sort of chap who isn't interested in success. He'd rather report all the globetrotters' failures and let society brand them as incompetents.

* **Friendly Barkeep.** Whether he's a club steward or the owner of the globetrotters' favorite cafe in Cairo, the friendly barkeep knows what's going on in local society. Of course, sometimes he talks *too* much, which can be a real pain when he accidentally blurts out the heroes' plans to their rivals.

* **Proud Bearer.** He's quiet and polite, and always attentive to his masters' needs, yet he holds himself with dignity. Not surprising really, given he's a really deposed chieftain (or similar).

* **The Toady.** He might be a villain's henchman captured by the heroes or one of their allies. Whoever he is, he can't be trusted. He's looking out for himself, and if that means switching sides (possibly multiple times), then he'll do it in a heartbeat.

* **Seedy Ally.** The toady's near-rival in terms of untrustworthiness is the seedy ally. Typically he's male, short on looks, manners, and personal hygiene, but who fancies himself a ladies' man. He letches at female globetrotters while fawning attentiveness and a caring attitude.

* **Love Interest.** A love interest could be anyone from an orphaned young girl welcomed into a globetrotter's household as a servant and who now holds a torch for him, despite the social abyss separating them, to the love-struck son of a powerful maharaja who decides to abandon his social position and follow his paramour like a lovesick puppy to the ends of the earth to prove his love. Whether or not the feelings are reciprocated are up to the player character, but he should be cautious in how he lets them down—a spurned paramour may turn into a minor nemesis.

A love interest might be the helpless sort, who exists to get kidnapped or fall down ravines and so need constant rescuing (but not too often, or the heroes will tire of them quickly), the sort who is keen to risk death to show their affection (even if they lack the abilities to pull off such daring stunts), or they could be the equal of any hero.

* **Officious Ally.** Someone higher up the food chain has sent along an observer. Perhaps the globetrotters' patron demands frequent reports, or the government has

insisted the hero's take a member of the Foreign Office to ensure no snarl-ups with the locals.

He's very much a by-the-book fellow who won't allow the law to be bent an inch while he's around. His job is to annoy the characters, put a damper on their grandiose plans by forbidding such nonsense, and generally complicate their lives.

An equally annoying type is the patron who insists on accompanying the party to protect his interests. All he wants is to get the job done, and he's not about to brook any nonsense like wasting time rescuing kidnapped sidekicks.

* **Overbearing Ally.** Whether he's a bureaucrat, a military officer, or a nobleman, he's a bully at heart. He invokes his authority, rank, or title to get what he wants when he wants it, and may God have mercy on the fool who gets in his way. Despite a lack of any real knowledge, he often claims to know what's best for the heroes.

* **Hero Worshipper.** Typically young and impressionable, the hero worshipper has attached himself to one or more globetrotters. He craves the excitement and social recognition they enjoy. While often impetuous and clumsy, sometimes the hero worshipper has the skilled required to help the party. All they need to do is keep him focus and stop him continually thanking the heroes long enough to get the job done. Of course, should the hero ever let his admirer down, the hero worshipper can quickly turn to enmity.

* **The Jingoist.** There's only one worthy culture in the eyes of this fellow, and that's his own! He might be an ally to the heroes or just someone they need to deal with. If he's of the same nationality as the heroes then he's the worst kind of kinsman, always berating the indigenous population for their perceived vices. If he's a foreigner, he'll give the globetrotters a hard time, commenting on stereotypical issues such as the British insistence for tea drinking or their Imperialist attitude toward others.

In a similar vein is the Snob. Nothing, and we mean nothing, can ever please this man! His tent is too drafty, his food isn't up to French restaurant quality, his water is warm or tastes funny, and he can't find a good tailor. If he has skills or information the party needs, they have no choice but to put up with his constant whinging and moaning.

* **The Drunk.** Every gentleman enjoys a good glass or port or claret, but this fellow could drink for England! When he isn't drunk he's actively searching for drink. Like any drunk he might be overly friendly and helpful (and thus does nothing but get in the way) or mean and surly, spoiling for a fight at the slightest provocation.

* **The Done-It-All.** He's been there and done that already, and he's not in two minds about sharing this with others. If a hero can run 100 yards in 15 seconds, he's done it in 14. If they bagged a lion at 20 yards, he's wrestled one to death. Nothing the globetrotters do is ever correct enough to please him, and certainly not good enough to actually impress him.

His cousin, the Know-It-All, works the same way, except his specialty is knowledge rather than physical pursuits.

SOCIAL PROBLEMS

Being members of high society means one must endure social occasions. Such events might involve parties (formal or informal), dinner at a gentlemen's club, grand balls, concerts, theater, ballet, or opera performances, or even a trip to the races or a spot of fox hunting or grouse shooting on someone's private estate.

Being globetrotters, the social event could occur literally anywhere in the world. A dinner party held by an Arab sheik or Indian maharaja will be vastly different to one held by an English earl, and being invited to attend a lion hunt by a colonial officer sure beats bagging a pheasant or deer.

To make a social event more interesting for the characters, just throw in one or two of the following ideas.

* **A faux-pas.** A globetrotter makes a social gaffe. He might spill wine of the silk dress of an important noblewoman, call the Duke of Westminster "Sir" instead of "Your Grace," get drunk and make an ass of himself, use the wrong fork for the fish course, or offend his host by refusing to eat the chilled monkey brains.

* **Murder most foul.** Social gatherings are, in fiction, often troubled by an untimely death. perhaps the death is natural but would raise awkward questions if the truth became known (such as the old duke having a heart attack while being "attended" to by a servant girl). Or the death was undoubtedly murder, leaving the globetrotters to reveal the killer's identity before morning, when everyone goes home.

* **Not all it seems.** The social gathering hides something else. Perhaps an inventor has called together his closest friends to reveal a new invention. Maybe someone has died and the gathering is a reading of his will. Or a friend may announce his engagement to a partner well beneath their station.

* **An offer.** Socializing presents the Gamemaster with a way to introduce job offers to the globetrotters. Maybe the potential patron promises to reveal something of interest later, but is then killed or disappears, leaving the party with a tantalizing mystery.

* **Love is in the air.** A globetrotter becomes smitten with a fellow guest or vice versa. The attention may or may not be reciprocated. An old twist is to have a flirtatious NPC be extremely rich but ugly as sin or incredibly old and wrinkled.

Of course, the course of true love never runs smoothly. Maybe the other party is already engaged to be married, or a relative is fiercely defensive and warns the globetrotter away. Perhaps the other party desires his or her suitor to perform some task before courtship can begin ("Sir, I cannot possible give thought to courtship while my father remains missing in the Amazon.")

* **It's you!** What do the globetrotters do when they

realize a fellow guest is known to them as a villain? Gunning him down isn't the way of Victorian high society. Instead, some form of non-violent challenge may be called for, such as a duel intended to impugn honor, or a high-stakes cards game or a test of knowledge that proves one superior to the other.

* **I believe I can help you.** A fellow guest has information of importance to the heroes. He might be a leading scholar whose expertise lies in a matter troubling the party, an inventor who can supply blueprints or parts for an invention they crave to construct, or someone who can pull strings to get them into places unseen.

* **Is that who I think it is?** A member of royalty is in attendance! And where there is royalty there is the chance to commit major social gaffes, attract patronage, or foil an insidious plot.

* **Shoot me!** Something about the event is so dull it drains the will to lie. Perhaps a guest corners a hero and insists of telling him every single detail about his butterfly collection. Maybe the entire event is populated by people whose propensity for boring conversation could cause a sane man to blow his brains out just to alleviate the boredom.

* **Look at this.** The host is a leading collector of something. His collection might include Egyptian papyri, rare Amazonian insects, Leonardo da Vinci's original manuscripts, accounts of Atlantis, or antique maps.

If the globetrotters conduct themselves with good grace, they may be allowed to browse the collection at a later date, such as when researching something of importance to their current endeavor. Such a collection is also a likely target for thieves or villains trying to find lost cities or recover ancient wisdom.

INTERESTING LOCALES

Whether you're running a gritty game or a highly cinematic one, setting an action scene of any sort on a flat plain is just boring. Don't think of your players as gamers around a table. Instead, imagine them as a cinema audience (as well as the lead characters, of course). By choosing an interesting locale in which to run a scene, you add excitement and opportunity to interact with the world. In addition to using interesting locales to augment a scene, don't neglect the weather. Heavy rain, strong winds, lightning, icy surfaces, and blizzards can all add extra dimensions to a dramatic scene.

* Beach (high tide, heavy surf, slippery rocks)
* Bridge (narrow, crumbling, collapsed, slick, made of rope, fallen tree)
* Brothel, harem, bathhouse, or laundry
* Castle ramparts or chateau roof
* Catwalk or scaffolding, or on tall ladders
* Church or cathedral
* Cliffs (crumbling, high winds, slick grass or rocks)
* Garden (hedge maze, overgrown)
* Graveyard, crypt, mausoleum, or tomb
* Laboratory (full of dangerous experiments and explosive or caustic chemicals)
* Library (fighting between or through stacks, trying to locate a valuable book before the villains while dodging gunfire)
* Marketplace (stalls full of goods, barrels and crates, livestock, crowds of innocents)
* Mill (windmill vanes, grinding stones, gears, automated machinery, boilers)
* On water (small boats, frozen river, stepping stones over rapids)
* Ruins (ancient or modern, lots of crumbling statues and pillars, and ancient traps)
* Sewer (slick surfaces, sudden drops, flashfloods, armies of rats)
* Tavern, kitchen, restaurant, banquet hall, gentlemen's club, refectory



* Theater (on stage, high on the catwalks, leaping between seats)
* Torture chamber (lots of makeshift weapons)
* Underwater (diving suits, diving bell, submarine warfare, submerged temples or ruins)
* Vehicle (airship, automobile, bicycles, train, sailing ship, steam ship)
* Wine cellar, pottery or glassware shop (lots of breakable objects)
* Workshop (smithy, pottery, foundry)

Creating Villainous Leagues

While a journey through unexplored wilderness may involve fending off poisonous snakes, dodging ancient booby-traps, wading through endless mires, fleeing man-eating tigers, and battling fierce natives, all very exciting stuff, a really good adventure needs a villain against whom the heroes can pit their bodies, minds, and souls.

In some adventures the "villain" of the piece may actually be a friendly rival. After all, with a world of adventure waiting, many Leagues are competing for the same prestige or fabulous treasure. More often than not, though, the bad guys really will be bad guys. This section provides the Gamemaster with a very quick way to create a bare-bones League. All that is needed to complete the process is your imagination! Although this section is intended to make bad guys, the rules work just as well for friendly, or neutral, Leagues.

Leagues can take many form. A cabal of businessmen who wear aprons and roll up their trouser legs while seeking to dominate the world's economies can be just as much fun to pit against the heroes as fanatical Thuggee cultists paying homage to Kali, or deranged sacrifice-offering worshippers of Michtlantecuhtli, the Aztec god of death.

More importantly, because *Leagues of Adventure* is designed to cover a wide variety of playing styles, arcane enemies can include misguided individuals who hide their true intentions beneath a veil of supposed supernatural powers, those who cover their scientific tracks with arcane mumbo-jumbo, and actual practitioners of dark magic.

Follow each step below in turn and you'll have the outline of a rival League in just a few moments!

1. Origins

Leagues don't appear from thin air. Whether they were formed in the last few years by a cabal of businessmen intent on dominating the global markets or to carry on the dark worship of some ancient deity, all Leagues have an origin.

A League's origins affect many things. How members dress, the weapons or spells they employ, their organizational structure and members' titles, and even the rituals they enact. True ancient cults operating in the "civilized" world tend to be adaptable. After all, they have existed for centuries or millennia.

A League's origins may dictate their focus, rather than their actual beliefs. For example, an Egyptian-based League needn't be a Cult of Set or the descendants of a priestly order—they could just as equally be mundane Egyptologists seeking to explore the wonders of Egypt.

One thing to remember is that *Leagues of Adventure* is set in a very different age. Cultural stereotypes do get a mention. Care should always be taken not to offend your players while still keeping to the basic tenets of the adventure stories.

African: The "Dark Continent" of sub-Saharan Africa has long been viewed as a wild and mysterious place. In *Leagues of Adventure*, large parts of Africa still remain unexplored and unmapped. Voodoo has its origins here in the western states. Spellcasters, likely shamans or witch doctors, draw their power from a variety of spirits, and thus the cults tend to be animistic. More mundane Leagues may wish to exploit the continent's great natural resources (maybe uncovering King Solomon's Mines), weld rival countries into a single state, or free the oppressed natives from the shackles of colonialism.

Arabic: The Assassins are probably the most-widely known Arabic League. Historically they were wiped out, but organizations like this run are adept at concealing their existence and evolving into new forms. You could use pre-Islamic ideas, instead. A League could spring up around the worship of the djinn (or genies as written in English). Typically associated with fire, such a League could be particularly destructive.

Celtic: Roman military might shattered the Druidic faith around 61 AD, but it is undergoing a corrupted revival in the Victorian era. Roman historians accused the Celts of bloody sacrifices, which is perfect for a *Leagues of Adventure* game. Traditionally these sacrifices were to ensure good harvests, but a cabal of London gentry could well be invoking the old rites to ensure business success. Alternately, the rites could be a smokescreen to veil more mundane but no less sinister goals.

Egyptian: Egypt had a plethora of deities. Among those regarded at one point or another are Sobek, Set, and Apep. Sekhmet, goddess of destructive force, also makes a great villainous deity. With resentment against British rule bubbling beneath the surface of Egypt, an anarchist or nationalist could easily stir up religious fervor in the guise of the old cults or simply national pride. Other Leagues may revolve around a central figure, perhaps a resurrected pharaoh seeking to replace the country's current government and culture with that of ancient Egypt. A benevolent League might be interested only in exploring the wonders of the ancient world.

European: Arcane Leagues in Europe might draw their influence from witchcraft, but never forget the numerous secret societies which sprang up during and af-

ter the Renaissance. Freemasons, the Illuminati, and the Knights Templar (often linked in conspiracy theories) are clichéd villains, but clichés exist because the core idea remains popular.

Fictional: Don't be afraid to use cults from other games or works of fiction in your adventures. The cults of the Cthulhu Mythos are perfect tools. The names of the various deities and monsters are likely known to many players, which adds an instant element of recognition. Maybe Thoth-Amon, one of Conan's adversaries, makes an appearance as a villain.

Greco-Roman: Another culture with a wealth of gods, the Romans (who borrowed most of their deities from their Greek neighbors) has plenty of mystery cults. Both Mithras and Isis were mystery cults, allowing initiates to learn more of the cult's secrets as they advanced through the ranks. Dionysus and Bacchus were popular cults, and their rituals were often described as depraved. Hades/Pluto, as god of the underworld, could form the basis of a cult seeking to animate the dead, while Morpheus or Hypnos, both Greek deities associated with sleep and dreams, might have worshippers who use subliminal implants, hypnosis machines, or kill victims through intense nightmares.

On a more mundane level, a League may simply enjoy the wild orgies and hedonistic pleasures associated with Dionysus/Bacchus. Another may favor the creation of a global Caesar, using Roman symbolism but without any religious trappings. Such a Caesar might be political, economic, or criminal in bent.

Indian: The most popular Indian cult is, of course, the Thuggee. Historically, they ceased to operate during the later years of the 19th century, but their method of dispatching victims (strangling) ensured they stayed alive in the public imagination. Kali worship was part of their creed, but not every Thuggee was a fanatical worshipper. Other Leagues may wish Indian independence from the British Raj, to uncover India's ancient heritage, or simply to be the best polo players in the realm.

Oriental: The Chinese civilization is thousands of years old, and in that time could have spawned countless cults. Pulp villains such as criminal masterminds and scheming warlords are ideal for *Leagues of Adventure*. Other possible enemies include the Tongs, Triads, or the Japanese Yakuza. For those who prefer more arcane villains, look no further than the character Lo-Pan from *Big Trouble in Little China*.

Oriental Leagues don't have to be limited to the Orient, of course. Limehouse in London has a large Chinese population (and an unsavory reputation), and "Chinatowns" already exist in many U.S. cities.

2. MOTIVE & METHOD

Leagues don't operate in a vacuum, idly waiting for the heroes to come along and break up their plans—they exist for a reason. Depending on their nature, a League might have a universal goal shared by all members, or be nothing more than pawns for the leader's desires.

Adding a twist is a great way to keep players on their toes. For instance, while a League may be stealing valuable gemstones (indicating a lust for base material wealth), it actually transpires the gems are merely components required for a powerful death ray, through which they hope to achieve world domination.

Motive

Concealment: Since we're dealing with evil Leagues for the most part, concealment doesn't cover hiding the organization's existence. Instead, the League might be guardians of a powerful secret, a doomsday weapon, a supposedly mythical place, or an ancient relic. When someone discovers the nature of their ward, they take steps to ensure silence.

Power (Arcane): Magic is a powerful weapon, capable of destroying or controlling one's enemies. Such a League might seek ancient relics, places of power, or simply details of ancient rituals.

Power (Economic): Achieving economic power requires more than robbing a few jewelry stores or swiping priceless artifacts from a museum. Villains might manipulate stock markets, destroy rivals' business concerns, or poison the world's grain supply, enduring only their crops are immune, and so on.

Power (Political): The League seeks to dominate the local government, or maybe create a New World Order. Members may be outright anarchist, nationalists trying to overthrow a colonial power, or just power-crazed individuals who believe only they are fit to govern.

Power (Territorial): Villains seeking power may simply want to increase their territory, either to gain natural resources or subjugate neighboring populations. As a collective, the governments of Europe were guilty of this lust.

Religious: Religious Leagues exist, in most instances, purely to serve their deity. Sometimes this motive coincides with another one, like worshippers of Sekhmet wishing to rain destruction across the globe, but often keeping the faith it is its own reason for existence.

Method

Corruption: Everyone has secret desires or urges. The cult is adept at manipulating them to achieve its results. Bribery, drugs, and prostitution are all weapons in their arsenal.

Deception/Manipulation: Deception and subtle manipulation are great weapons, for they allow a League to operate in the shadows, perhaps concealed behind a number of other Leagues. Such organizations may even manipulate the heroes into helping achieve their goals without the party's knowledge.

Fear: Fear can be a powerful weapon. Overt threats are generally used by militant cults, whereas a more subtle one might prefer the threat of revealing a dark secret the

victim would rather be kept under wraps. Their victims obey the League's commands out of intimidation.

Murder: The League gets what it wants through the permanent elimination of foes or their loved ones.

3. HIERARCHY

Leagues generally operate on a hierarchical organizational structure. At minimum, there should be a leader and followers. Larger or more organized Leagues might operate on many levels, with a leader, multiple henchmen, and numerous foot soldiers. A League may be villainous in its own right, but it might also be a cover for another organization or individual, thus allowing for different levels of leaders.

Leagues may be strictly organized, with named ranks or titles, operate in a cell structure, with members oblivious of the identity of their true masters, or fall somewhere in between.

In general, every League has a leader, one or more henchmen, and foot soldiers. All villains should have abilities in keeping with the basics of the League and the needs of the adventure. A League might only use swords as weapons, but if the story requires a horse chase, then make sure members have a suitable Skill, such as Ride.

Leader: Every League has a top dog, a supreme leader who is the mastermind behind the League's activities. Depending on the power of the organization, the leader may be an arch-villain, powerful villain, or, at worst, a significant Gamemaster character.

Given that most villains make their grand appearance during the climax of an adventure, they need to present the globetrotters with a suitably exciting challenge. Such villains are worthy of a name and background, more so if they are to be recurring villains in your campaign. Entries below marked "*" are best suited for leaders.

Henchmen: Most villains dislike getting their hands dirty with the little details. When the League needs to send a message or perform some sort of important act, the leader typically dispatches one of his henchmen, a skilled subordinate. Henchmen, who should be named individuals, are best treated as experienced or notable Gamemaster characters—these villains need to be tough, but not so tough they wipe the floor with the globetrotters.

Foot Soldiers: At the bottom of the pile are the minions, the cultists who exist only to provide a nuisance to the heroes. The heroes are likely to encounter multiple foot soldiers, so individually they needn't be every qualified.

Example: *The Thuggee had a few ranks, though they were never strictly defined. A jemadar was the leader of a thug gang (a henchman), and a subadar was a senior leader (a leader). Both terms were borrowed from the ranks of the Indian army. Common members had no rank title, and were simply branded Thugs by the British. In a supernatural-based game, you can add in an acolyte of Kali (henchman) and priest of Kali (villain), to provide arcane elements.*

Assassin: Like soldiers, assassins are powerful combatants. They combine their martial abilities with cunning and subterfuge, often striking from the shadows and vanishing as quickly as they appeared. Unless cornered, they try to avoid stand-up fights.

***Brain box:** This is a generic term covering inventors, scholars, and scientists. Such villains use their brains, not their fists. The villain might specialize in the destructive arts, crafting new poisons or weapons, or he could be an archaeologist, economist, or even a medical practitioner.

Brute: A mountain of muscle, but usually with limited intellect. His role is to enforce his master's will and crush the League's enemies. And he loves his job.

Femme Fatale: A staple of the later pulps but still very suitable here, the femme fatale is more dangerous than a loaded gun. Beautiful and seductive, she knows how to make her victims talk without resorting to crude methods. Some femme fatales may be romantically entwined with the villain, whereas others simply enjoy the thrill of chasing new victims.

Inquisitor: An inquisitor specializes in information retrieval. While he may be a bookish scholar, content to use libraries or his silver tongue to get answers, he could just as easily be the sort of thug who enjoys torture.

***Mastermind:** While he lacks combat or technical skills, the mastermind is still a genius. He plans several moves ahead, and always has a contingency plan. He covers his existence in a web of deceit, and rarely gets his hands dirty.

***Soldier:** Highly skilled in the use of weapons or martial arts, soldiers are not dumb thugs. They understand tactics and possess some leadership qualities.

***Warlord:** A warlord may not be an excellent soldier, but his leadership qualities are second to none. He may hold his position through charisma, wealth, or threats. While he may not stand and fight directly, he isn't afraid to send his vast horde of expendable foot soldiers into battle.

***Zealot:** Every villain has a cause, but this one is a fanatic. Whether political, ideological, or religious, he believes his views are the right ones, and therefore the only ones. Zealots can be unpredictable, and often all too willing to become martyrs to their cause.

4. LAIR

Every League needs at least one lair. Lairs should make sense in relation to the organization and the story. A low-ranking gang of Triad gangsters might meet in a Chinese laundry, opium den, or restaurant, but there's little reason them to meet in London's Hyde Park or inside a library. Likewise, their leaders should prefer a Chinese temple or opium-refining factory instead of a European castle. Try to save the most notable lair for the last act in your story. If the first fight takes place inside a zeppelin,

having the final encounter occur in a warehouse full of fish is a bit of a letdown.

Business: This category includes gentlemen's clubs, country clubs, bars, casinos, warehouses, laundries, restaurants, shops, banks, builders' merchants, and so on. In general, a business is open to the public and lacks the grandeur of an exotic structure.

If you're running an action game, always liven up the locale as much as possible. A warehouse storing toys stuffed with drugs may fit the James Bond genre, but *Leagues of Adventure* works better in, say a fireworks factory where the heroes can cause lots of explosions. In a restaurant, for instance, there should always be live crabs or lobsters for a character to throw at their foes, food-laden skewers to stab foes with, and plentiful crockery to smash and throw around.

A fight at a country club may sound a little dull, but what if there's a golf course and the heroes are battling it out on the driving range while having to avoid golf balls, or the goons are riding polo ponies and intend to crack skulls with their mallets? Now it's not quite so dull, is it?

Exotic Structure: Covers both manmade locales (palace, mansion, military camp, museum, castle, or lost city) and natural ones (inside a volcano, a labyrinthine cave system, or a lost plateau or valley).

Famous Place: The world has plenty of these. The monuments of Egypt or Rome, the British Museum, Great Wall of China, the newly-erected Eiffel Tower, the Statue of Liberty, the Kremlin, or even Buckingham Palace, are all great places for a major encounter.

Mobile: Having a League based in a carriage isn't very exciting or realistic, but a zeppelin, submarine, train (surface or subway), battleship, or luxury liner makes for a great villain's lair.

Religious: This might be an ancient temple in the jungle or desert, a monastery high in the windswept mountains, a mausoleum or tomb complex of great antiquity, or a well-known locale, like Stonehenge or the Parthenon in Rome. There is some crossover with Famous Places, but the site in this category should always have a religious theme, and one preferably related to the League.



Ready-Made Leagues

Below are a number of villainous Leagues the Gamemaster can use straight off the page. We recommend these Leagues remain off-limits to the heroes due to their radical or unsavory nature, instead serving as dastardly enemies to be thwarted and not allies to be openly supported or recruited.

The Immortals Club

There are men and women who, if their lives were extended, good make great contributions to the betterment of humanity. Sadly, they are not members of this very secretive and elitist club. In order to receive an invitation to join, one must be exceptionally wealth, famous, or powerful.

Club members seek nothing less than to achieve immortality purely in order to maintain, and preferably, grow, their personal power. Members must have the arrogance to believe themselves gods among mortal men and desire the creation of a New World Order, one naturally ruled by immortals.

The League secretly funds expeditions to follow up leads to reputed immortality elixirs, such as the Fountain of Youth, ambrosia, the elixir of life, amrita, Crusoe's Island (see page 188), and the cup of Jamshid. When a lead appears particularly promising, a member may even accompany the group to oversee matters. Since the group has no desire to share eternal life, any outsiders who happen to stumble across an interesting lead and refuse to hand it over may meet an early demise—such is the fate of mere mortals.

Sir Rupert Drake

Sir Rupert is an oddity in the Immortals Club, for he does not desire immortality for himself. A fanatical supporter of Queen Victoria, whom he serves as a junior royal physician, Sir Rupert devoutly believes that Britain will fall from power and prestige on the death of his beloved queen.

To that end, he seeks the elixir of immortality to ensure that Victorian remains monarch until the end of time. Naturally, as the possessor of the elixir, he expects to be well rewarded for his faithful service. At the back of his mind he yearns to be the next Prince Consort, but consciously he abhors such a notion. Sir Rupert is slowly developing a split personality.

Sir Rupert speaks nothing of his true quest, telling those he hires to scour the globe on his behalf that he seeks the power to alleviate suffering and death for everyone. However, he will let nothing stand in the path of immortalizing Queen Victoria. Despite being a man of medicine, he will order his minions to take human life to protect his secret.

In game play, Sir Rupert is a villain, since he will go to any lengths to achieve his aims and has not asked Her Majesty as to whether she wishes to live forever (unlikely, as she still mourns for her beloved consort, Albert). At the same time, his goal is a noble, if misguided one. To that end, he is a sympathetic villain, and should be played as one once his true motives are unearthed.

Patron 1
Archetype: *Physician;* **Motivation:** *Guardian;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3
Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5
Skills: Craft: Pharmacology 6, Diplomacy 6, Empathy 6, Medicine 6, Performance 6
Talents: None
Resources: Rank 1 (Immortals Club; +2 Social bonus), Status 1 (Royal physician; +2 Social bonus)
Flaw: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)
Weapons: Punch 0N

Typical Member

Anyone with power might be invited to join the Immortals Club. Social class means nothing to the Immortals. Thus, within its cloistered hall politicians, nobles, and military officers rub shoulders with colonial bureaucrats, clergymen, academics, scientists, and even artists.

Ally 1
Archetype: *Patron;* **Motivation:** *Power;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Bureaucracy 4, Con 4, Empathy 4, Intimidation 4, Streetwise 4
Talents: None
Resources: Fame, Rank, or Status 1 (+2 Social bonus) *or* Wealth 1
Flaw: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)
Weapons: Punch 0N

The Leopard Warriors

The Leopard Warriors are a secret society comprised entirely of sub-Saharan African tribesmen. Members do no gather in one place, but instead live within their own tribe, gathering in large numbers only very rarely. Although tribal differences mean many Warriors are

natural enemies, once they don their leopard-skin cloaks these animosities are set aside in favor of the society's sole objective—to rid Africa of outsiders.

The society has existed for centuries. Its leopard-skin clad warriors battled against Roman expansion beyond the burning desert and fought the Arabs as they sought to spread their new faith into the dense, humid jungles. For the last two centuries they have had a new enemy: Europeans.

The Ghost Warrior

African natives across the sub-Saharan continent attribute the Ghost Warrior with the power to walk without leaving tracks, to call the mighty lions and elephants to his side, to run hundreds of miles without rest, to hurl a spear for a mile with deadly accuracy, and even to shrug off bullets. To most Europeans he is a work of fiction, a mythical figure designed to spur the primitive natives to rebel against their European masters. But the Ghost Warrior is very real.

As a youth the Ghost Warrior was the son of a powerful chieftain. His father, a proud man steeped in millennia of tradition, refused to bow his head in servitude when the Europeans came to his land. He paid for his pride and independence with his life. Huts were torched, men, women, and children mown down, and livestock stolen. The Ghost Warrior was left for dead, his body riddled with bullets and pierced by bayonets.

As he lay on the blood-soaked ground, his life slowly ebbing, an elderly witch doctor came to him in the dark of night. He sat by the youth until dawn, whispering ancient enchantments and telling the unconscious boy of the Leopard Society and its endless struggle to keep Africa free from outside influence. As the sun rose, the boy awakened with a start, his mind filled with the pain and images of a bayonet driven into his flesh by a European soldier.

Disoriented, his first thought was that he had suffered a nightmare, a premonition perhaps. But then he saw the shattered remains of his people littering the landscape like discarded dolls. His own body showed no sign of injury, save for fresh scars which the night before had been gaping, lethal wounds. Of the witch doctor there was no sign, save for a leopard skin cloak dangling from a spear thrust deep into the earth.

Since that day the Ghost Warrior has fought against the Europeans, aiding the tribes of Africa regardless of affiliation. While many natives are superstitious and fear him, such is his recognition that he can find shelter and support in any settlement below the Sahara. Among the Leopard Society he is regarded as a powerful spirit, and they should know.

Although he appears to be a youth of around 20 summers, the Ghost Warrior's tribe ceased to exist in the late 18th century. For over a century the Ghost Warrior has wandered the length and breadth of Africa, unable to find eternal rest until Africa is free.

Patron 2
Archetype: *Warrior;* **Motivation:** *Revenge;* **Style:** 2
Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3
Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 8
Skills: Acrobatics 4, Athletics 5, Brawl 5, Diplomacy 5, Intimidation 6, Melee 8, Stealth 6, Survival 5
Talents: Robust (+2 Health rating), Well-Connected (Can boost Contacts as if it were a Talent)
Resources: Rank 1 (Leopard Society; +2 Social bonus)
Flaw: Intolerant (Europeans; +1 Style point when his causes trouble, or he convinces someone else to detest the same thing he does)
Weapons: Punch 5N, Spear 11L

Typical Member

Lacking a true army, the society does not, and indeed never has, waged open warfare. It favors guerilla and terror tactics—killing leaders, destroying supply lines, and leading explorers into the wilderness, only to abandon them to the fury of Africa's wrath.

Ally 1
Archetype: *Warrior;* **Motivation:** *Preservation;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 1, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Athletics 5, Brawl 5, Melee 5, Stealth 4, Survival 4
Talents: None
Resources: Status 1 (Leopard Society; +2 Social bonus)
Flaw: Intolerant (Europeans; +1 Style point when his causes trouble, or he convinces someone else to detest the same thing he does)
Weapons: Punch 5N, Spear 8L, Clawed gloves 5L

The Midas Society

The Midas Society is an exclusive club for men and women of extreme wealth. Located in London, the Society has small clubs located in all the important capitals of the world, where members can enjoy opulent surroundings and attention servants for free. Such is the Society's wealth that the top-rated hotels of the world pale in comparison to the richly, no-expense spared surroundings of the club houses.

Publicly, the Society is a philanthropic one, performing charitable deeds and financing expeditions across the globe. Behind closed doors, though, the Society has three aims kept closely veiled from the uninitiated.

First, it seeks El Dorado, the legendary city of gold. No scientific or historical goal is placed on its discovery—the members simply want to possess the gold and boost their already considerable wealth.

Second, it finances antiquarians and modern-day alchemists in a hunt for the Philosopher's Stone, a sub-

stance reputedly capable of turning base metals into gold.

Third, it believes the legend of King Midas holds a grain of truth. Rather than the king turning everything he touched to gold, members hold that Midas possessed a technological wonder—an ingenious machine, possibly of Atlantean construction, which worked similar to the Philosopher's Stone. Believing they would need the Stone to power a machine of modern design, they secretly finance expeditions to hunt for the great Midas Machine.

While the first goal would make them wealthy beyond the reaches of any king or emperor, either the Philosopher's Stone or Midas Machine would make them richer than any empire.

The Right Honorable Sir Mortimer Winstanley KCMG

Sir Mortimer's name is rarely out of the London papers. His fiery speeches in Parliament about the appalling conditions suffered by the poorest members of society and the need for more charity, coupled with his own charitable donations, have led to widespread recognition. His work to improve the lot of the poor has recently earned him a knighthood.

Like all members of the Midas Society, Sir Mortimer's public face conceals his true goals. While his charitable donations are sizeable, they represent only a tiny fraction of his true wealth. Much of the money he donates actually comes from others, shamed into action by his rhetoric or wishing to be associated with the great philanthropist.

Sir Mortimer sponsors expeditions across the globe. While these appear to be from his own pocket, he actually draws on the considerable finances of his club. Those he employs are told they are part of a grand plan to alleviate poverty, for the wealth of El Dorado would ease suffering for millions of souls at home and abroad. Like all Midas Society members, he seeks the fabled treasure to boost the finances of his already rich peers in the society.

The politician makes an ideal patron for globetrotters. Honest globetrotters will find him a man of high morals and a willingness to fund exploration to the far reaches of the world for philanthropic reasons. Less honest groups, such as those who crave treasure, will find him equally open to sponsor their expeditions, though he expects a sizeable cut of any profit.

Patron 2
Archetype: *Government Official;* **Motivation:** *Greed;* **Style:** 2
Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 4, Intelligence 3, Willpower 3
Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6
Skills: Academics: History 5, Bureaucracy 7 (*Government 8*), Con 6, Diplomacy 7 (*Politics 8*), Empathy 5, Intimidation 6, Performance 6, Ride 5
Talents: Moneywise (Can boost Wealth as if it were a Talent)
Resources: Fame 1 (Politician; +2 Social bonus), Rank 1 (Midas Society; +2 Social bonus)
Flaw: Stubborn (+1 Style point when his inflexibility causes him trouble, or he forces others to go along with his idea)
Weapons: Punch 0N

Typical Member

Members of the Immortals Club already have enough wealth to shame most citizens, yet it is not enough to sate their greed. Although the statistics below are for a businessman, membership includes anyone who has wealth and desires more. Thus, celebrities, aristocrats, politicians, and military officers may be found promoting the club's agenda.

Ally 1
Archetype: *Businessman;* **Motivation:** *Greed;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Bureaucracy 4, Con 4, Diplomacy 4, Investigation 4, Streetwise 4
Talents: None
Resources: Rank 0 (Midas Society; +1 Social bonus), Wealth 0
Flaw: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)
Weapons: Punch 0N

Serpents of Apep

Egyptian mythology held that the sun god Ra would descend each night into the underworld. There, he traveled in his solar barque through twelve gates, each representing an hour of the night, before reemerging on the other side of the world as the rising sun.

But his journey was not a smooth one. Ra's mortal enemy was Apep (known to the Greeks as Apophis), a snake deity, a lord of darkness and evil. Each night, Ra battled with Apep, aided by his mortal priests, who conducted rituals to thwart the night demon's goal of capturing Ra and plunging the world into total darkness.

Such was the fear of Apep that the Egyptians wrote entire texts on defeating the snake-demon. Of these, the most powerful scroll was *The Book of Overthrowing Apep*, a collection of spells and incantations.

So long as the Egyptians continued to worship Ra, Apep was always defeated. But civilizations crumble, and old gods are replaced by new ones. Christianity came to Egypt, and was in turn replaced as the dominant religion

by Islam. While worship of Ra faded into the mists of time, Apep's mortal supporters continued to honor their serpentine deity.

For almost two millennia, they have worshipped their god in the old ways and performed lengthy and complex rituals to ensure his ascendancy. Of the twelve Gates of Night through which Ra once traveled, all but one are now choked by darkness and writhing, demonic serpents. Their great ritual is almost at an end, for Apep has broken Ra's enchantments on all but one gate. When this last, weakened ward fails, an inevitability rather than a possibility, Apep will have the strength he needs to capture the sun and prevent its rising.

Abdul the Snake

Abdul's family has been servants of Apep since time immemorial, each generation devoting its entire existence to serving the demon god and its insane agenda. Yet in all this time they have been minor players, followers rather than leaders.

Abdul hires himself out to archaeological expeditions, offering his services as a guide, translator, intermediary between the outsiders and local government officials and laborers, and generally a man who can make things happen with no questions asked. He appears servile and flattering, but beneath his fawning exterior is a deadly serpent waiting to strike.

Abdul works with archaeologists not out of love for his country's ancient history or lust for gold objects from antiquity, but because he hopes they might uncover ancient manuscripts or artifacts of use to the Cult of Apep.

He prefers to steal any useful items, passing them onto fellow cultists working alongside him as laborers, thus maintaining his cover as an honest helper. Should anyone stand in his way, or come too close to learning of the cult, the assassin has no qualms about killing them in cold blood.

Patron 2
Archetype: *Warrior;* **Motivation:** *Duty;* **Style:** 2
Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 3, Intelligence 2, Willpower 3
Secondary Attributes: Size 0, Move 7, Perception 5, Initiative 5, Defense 6, Stun 3, Health 6
Skills: Athletics 6, Bureaucracy 4, Brawl 7, Con 6, Expeditions 4, Intimidation 5, Linguistics 4, Stealth 5, Streetwise 5
Talents: Poison Resistance (+2 Body to resist poisons/venom), Subtle Strike (May use his Stealth rating when making an unarmed or melee attack against an unaware opponent)
Resources: Rank 1 (Serpent of Apep; +2 Social bonus)
Flaw: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)
Weapons: Poisoned dagger 8L*

** The dagger injects Difficulty 4, 3L poison if the victim suffers a wound from the attack. A vial in the hilt holds enough venom for five successful attacks. It has two blades, the physical wound mimicking a snake bite.*

Typical Member

Anyone who wants to plunge the world into perpetual darkness can't really be described as sane. Apep's cultists are total fanatics, willing to give up their lives to save their superiors in the name of the snake-god's cause. Many routinely prove their loyalty to the faith by deliberately subjecting themselves to the bite of venomous snake. Members identify each other through tattoos of cobras or asps.

Ally 1
Archetype: *Cultist;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 3 Dexterity 2, Strength 3, Charisma 1, Intelligence 1, Willpower 2
Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5, Stun 3, Health 5



Skills: Athletics 4, Brawl 4, Intimidation 4, Melee 5, Stealth 4
Talents: Poison Resistance (+2 Body to resist poisons/venom)
Resources: None
Flaw: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)
Weapons: Punch 4N, Dagger 5L

THE THUGGEE

During the mid-1800s British forces in India purged the sub-continent of the Thuggee, a cult of Kali worshippers who preyed on travelers, befriending them as fellow travelers before strangling them. These heinous crimes were not committed out of greed, but to honor their dark, blood-drinking goddess. Despite their best efforts, the British failed to completely eradicate the cancer of the Thuggee. For decades they have waited patiently, rebuilding their strength and limiting their murderous activities. But now the time is right for them to unleash their terror again on the unsuspecting.

The Thuggee cult also operates as murderers for hire, caring little for whether their intended victim deserves to die. The archfiend and master criminal Doctor Tai Min (see page 233) regularly employs Thuggee throughout India and the Orient.

Raja Gurusharan Gangadharan

The Raja of the tiny state of Jazbekistan, Gurusharan is just 12 years old. Despite his youth, he has the regal bearing of a prince and knows his own mind—perhaps a little too well. Gurusharan is proof that age is not a barrier for accomplishment, for he is a keen sportsman, an excellent polo player, and an astute ruler. While he is head of state for Jazbekistan, true power likes with his British "advisor," Sir Stanley Fitzpatrick.

On the surface the raja plays the innocent, naïve ruler, content to let the British make the decisions while he plays sports and goes through the motions of being a prince, hosting state banquets, greeting honored guests, attending social functions hosted by the British, and other trivial functions expected from his position.

But beneath the surface the young prince's soul is dark and twisted, for he hates the British and their constant interference and speaks only words of venom behind closed doors. When his prayers for deliverance went unanswered he turned to Kali, the dark earth goddess of destruction, for succor. Her priests, drawn to the prince by way of one of his trusted advisors, himself a kali worshipper, fuelled the boy's hatred and encouraged him to take action.

Deep beneath the splendor of his majestic palace is a network of caves and tunnels. Here, untroubled by the British, the cult of Kali grows stronger, its malignance festering like a canker. And at its head is Raja Gurusharan, a prince by name, but one whose desire for independence has led him to indulge in all manner of wicked and depraved acts.

Like many villains of the age, the raja does not openly engage in murderous activities. Indeed, he appears a paragon of Indian virtue, openly cooperating with British rule. In truth he is the queen bee in the hive of evil, his reach extending into the world by a host of willing, murderous servants. While he publicly decries the resurgence of the Thuggee with one hand, he gives them shelter and succor with the other.
Patron 2
Archetype: *Aristocrat;* **Motivation:** *Faith;* **Style:** 2
Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 4, Intelligence 3, Willpower 4
Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 5, Stun 2, Health 6
Skills: Academics: Philosophy 4, Brawl 4, Bureaucracy 5, Diplomacy 6, Empathy 6, Linguistics 4, Melee 4, Performance 6, Ride 6, Sports 6
Talents: None
Resources: Contacts 1 (British Raj; +2 bonus), Rank 1 (Thuggee cult; +2 Social status), Status 1 (Minor Indian prince; +2 Social status)
Flaw: Overconfident (+1 Style point when he is forced to ask for help or when his bravado gets him in over his head)
Weapons: Punch 4N, Short sword 6L

Typical Member

Thuggee cultists travel the roads of India in small gangs. They pretend to be itinerant workers or pilgrims, and make a great show of offering hospitality to strangers. Once their guests are at ease, the murderous cultists strike without warning or mercy.
Ally 1
Archetype: *Everyman;* **Motivation:** *Faith;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Athletics 4, Con 4, Melee 4, Stealth 4, Survival 4
Talents: Subtle Strike (May use his Stealth rating when making an unarmed or melee attack against an unaware opponent)
Resources: None
Flaw: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)
Weapons: Punch 0N, Garrote 4N*, Dagger 5L

** Can only be used with Subtle Strike. If the initial attack is successful, the Thuggee makes attacks against his victim's Passive Resistance each round the garrote is applied. A strangled character must succeed in an opposed Strength roll against the Thuggee in order to free himself. Using the garrote without the benefit of surprise requires a Called Shot to the head (–4 penalty)*

Chapter the Eighth: Of Travel & the Unseen Marvels of the World

8

"It is far. But there is no journey upon this earth that a man may not make if he sets his heart to it. There is nothing, Umbopa, that he cannot do, there are no mountains he may not climb, there are no deserts he cannot cross; save a mountain and a desert of which you are spared the knowledge, if love leads him and he holds his life in his hand counting it as nothing, ready to keep it or to lose it as Providence may order." ~ Allan Quatermain — H. Rider Haggard, *King Solomon's Mines*

To many 21st century readers the rest of the world can seem extremely close. The news brings us stories from across the globe, natural history documentaries show us wondrous sights and strange animals, intercontinental travel is a daily occurrence, and the Internet lets us look up facts, geographical, historical, or modern, on any part of the Earth in seconds. Even our diets include foodstuffs from every continent except Antarctica. In *Leagues of Adventure*, the world is a far less documented and travelled place.

Although the European colonial powers have reached out to distant corners of the globe, much of the planet remains unexplored by scientists and geographers, and is most definitely unknown to the common man. Although the world is less fanciful than chroniclers of the Middle Ages depicted, with their talk of dog-headed men and men with their faces in their chests, it very much remains a place of great mystery and wonder. Darkest Africa, the exotic Orient, the impenetrable rainforests of South America, the towering peaks of the Himalayas, the frozen polar regions, and the vast expanse of the Sahara, to name but a few, are largely unmapped wildernesses.

Getting from Point A to Point B...

Travel features frequently in *Leagues of Adventure*. Unless the journey itself is the adventure, as opposed to a means to reach the adventure, travel occurs at the speed of plot. That is, you give a little speech about the voyage and get on with the action. Nothing will bore the players more than you describing a two-week journey on a day-by-day basis when nothing is taking place.

To calculate very approximate travel times over long distances, assume a train moves at 30 miles per hour (they stop frequently), an automobile or mole machine at 5 mph, an ocean liner at 20 mph, and a zeppelin at 75 mph.

On foot, a good rule of thumb is 3 mph in good terrain and 1 mph in rough terrain—double these speeds if the heroes are mounted. A hansom cab or carriage in town moves no faster than a pedestrian, but on the open road a carriage can reach a steady 10 mph for several hours.

A World of Adventure

The material in the following chapters is not a detailed geographical, historical, or cultural treatise on the world's many countries in the late Victorian Age. *Leagues of Adventure* is a game of daring deeds in some of the world's remotest places, not an historical re-enactment. To that end, we look at some of the countless wondrous places across the world; those we believe are ripe for the globetrotters to explore.

The entries are a blend of historical fact, legend, and blatantly fictitious information, designed to give the Gamemaster enough information to run an adventure, without burdening her with extraneous information.

Each location comes with several adventure seeds, each suitable as a standalone adventure or entire campaign. Combined with the Gamemaster's imagination and maybe a little additional research, this chapter serves as the springboard for daring adventure and exploration in a world full of mystery and wonder.

Adventure Seed

* Phileas Fogg gained fame—not to mention

£20,000—after completing his epic trip around the world in 80 days. One easy way a Gamemaster can use many of the sites contained in this chapter is to issue a new challenge—a race to beat Fogg's time around the world! The only stipulation is that local transport must be used, as newfangled inventions such as airships and automobiles remove the spirit of adventure and replace it with luxurious traveling.

Africa

Africa, the Dark Continent, is a land divided by geography. Much of the north is dominated by the trackless Sahara, the world's largest desert, with arid regions in the east and south. The central belt is dominated by lush, impenetrable jungle. Cutting a swathe between the arid regions and the desert, and covering much of eastern Africa, is the savannah, seemingly endless grassy plains broken only by isolated mountains and the occasional tree.

The east is dominated by the highest terrain in Africa, with lower yet still impressive highlands along the southwest and southeast coasts. Much of the jungle-covered area sits in a large basin. Along the northeast Mediterranean coast rise the Atlas Mountains, Africa's highest peaks. Many rivers cut through the continent, and such is the vastness of Africa that five of them—the Nile, Congo, Niger, Zambezi, and Orange, in order of length—extend more than 1,200 miles. The Nile, currently the world's longest river, extends over 4,000 miles in total.

While central and southern Africa have experienced colonization only in the last century, the states of North Africa have weathered foreign invaders for millennia—the Phoenicians, Greeks, Romans, Vandals, and Byzantines have all come and gone, leaving behind only ruins in the sand. Only the Arabs, who arrived in the 7th century, have made a truly lasting impression.

Greedy for Africa's natural wealth to fuel their expanding industrialized empires, the European nations have taken control of Africa. Belgium, France, Germany, Portugal, and the United Kingdom have divided the landmass among themselves through political maneuvering and open warfare.

France is widely regarded as the most benevolent of the European overlords, willing to treat the natives as equals on the condition they adopt French ways. Even marriage between white settlers and colored natives is permitted under French law. The British, by comparison, see the indigenous people as most definitely inferior, offering them no equality and few rights. The Germans have imposed crippling taxation and forced labor programs, while the Belgians rule with an iron fist so tyrannical that even the other colonial powers have asked them to temper their governance. Portugal tolerates mixed marriages, but racism is rampant—a full-blooded Portuguese is superior to a mixed race person, and they in turn are superior to non-Portuguese natives. In all cases, Western civilization is being hammered home as the proper way to lead a civilized life.



Except for the United Kingdom, the other nations practice direct rule—all colonial administration is performed by agents of the ruling state. The British, on the other hand, have made it their goal to keep local rulers in place, cajoling and forcing them to work for the betterment of the British Empire.

If one looks at the boundaries scrawled on maps, one could form the impression that Africa has been fully explored. After all, if one country owns another, then surely that means a detailed survey has been conducted and a census carried out? Africa may be home to countless trading posts, colonial offices, and military outposts, railways might carve through the countryside, and the European nations may well be overlords, but Africa is still a vast land of unexplored wilderness, isolated tribes, and lost cities: a source of great adventure and wonder, and will remains so for generations to come.

Aoudaghost

Situated in what is now French West Africa, Aoudaghost was once a trading city on the Saharan caravan routes. Like Timbuktu (see page 184), it grew wealthy from the trade in gold, ivory, and slaves.

Conquered by the Ghana Empire in 1050, the city was sacked only five years later by the Berber Almoravids. By the early 12th century the city was in the hands of the Mali Empire, where it remained under Mali control for several decades until it was abandoned.

The site of Aoudaghost is know to the local tribes, but they never speak of it without being badgered or bribed into doing so. Once their lips are parted, they whisper of the city's fall into decadence. Such was their sin that God cursed them, turning the grasslands to desert and causing the rivers and wells to dry up. Had the citizens repented, their lives would have been spared, but such was their wickedness that they had forsaken the Almighty and so died in sin.

The local tribes believe the site remains cursed to this day. Traders who pass too close to the ruins speak of a terrible thirst which gnaws at their bellies and dries their mouths. When they reach for their waterskins they find not cool, fresh water, but brackish liquid which leaves a bitter taste and does nothing to quench the unbearable thirst.

Adventure Seeds

* The papers report the return of an expedition which sought to reach Aoudaghost. Half-dead and half-mad from thirst, the explorers claimed it was impossible to reach the city. Undeterred, a rival League organizes an expedition to claim the glory of being the first Europeans to reach Aoudaghost.

Dahomey

The Kingdom of Dahomey rose in west Africa during the 17th century. Unlike other African kingdoms of the age, Dahomey had a devout cult of king worship. The king owned all the land, and thus collected all the taxes. In times of great strife and on the anniversary of the king's ascension, thousands of victims were beheaded to provide the king's ancestors with new servants.

Despite the great bloodshed, Dahomey grew rich through the slave trade, selling vast numbers of captives to the French and Spanish. As a result, Dahomey was greatly despised by its neighbors.

France, angered at Dahomey's aggression to one of its protectorates, mustered its forces in 1890, sparking the First Franco-Dahomey War. After two years of relative peace, France set out to finish off Dahomey, thus initiating the Second Franco-Dahomey War. In 1894, the tricolor was raised over Dahomey and the great kingdom became yet another part of French West Africa.

Dahomey Amazons

In the early 18th century King Houegbadja trained his wives to act as bodyguards. His son developed this further by turning the bodyguards into an all-female militia called the Mino, but termed the "Dahomey Amazons" by Westerners.

Dahomey became more militaristic during the early years of the 19th century, and the Amazons were given better training, dressed in formal uniforms, and equipped with European firearms. Such was their strength they comprised a full one-third of Dahomey's army.

During the first Franco-Dahomey War, the French soldiers showed initial reluctance to fire on women, resulting in serious French losses. Reinforced by the Foreign Legion and equipped with machineguns and cannons, the French eventually turned the tide, massacring the warrior women. After France's conquest of the kingdom, the Amazons were officially disbanded.

Adventure Seeds

* Lord Winchester is an important man in South Africa. His daughter went missing two years ago, shortly after her fiancé, a colonial office clerk, ended their engagement. Just the other week a French missionary spotted a white girl in Dahomey and duly reported the sighting. Winchester recognized the description immediately. Fearing the girl will be sold as a slave, Winchester asks the globetrotters to rescue her. In truth the girl, a rebellious child and believing her father warned her fiancé off, has gone to Dahomey to join the Amazons. In the course of her two-year absence she has become a formidable warrior.

Egypt

Egypt, home of the pharaohs of old, a land of temples, pyramids, and tombs, has seen many conquerors come and go. One of mankind's earliest cradles of civilization, the native Egyptians worshipped their living-gods for three millennia, casually weathering brief interruptions by the Hyksos, Libyans, Nubians, Assyrians, and Persians before driving the invaders out. They saw the pharaonic line of Alexander's general Ptolemy rise and fall. The eagle of Rome flew over the country for centuries, yet it too vanished. Christianity replaced the worship of the old gods under the Byzantine Empire before succumbing to the Islamic faith of the Arabs.

The Fatamid, Ayyubid, and Mamluk Dynasties finally gave way to the Ottoman Empire, before France gained possession of the country in 1798. After their expulsion in 1801, Egypt enjoyed semi-independence from the

Ottomans before the British arrived in 1882. One day, the Egyptians know, they will be free to rule their own country once more.

Aside from a narrow strip of fertile land along the banks of the Nile and the Nile Delta, Egypt is swathed in desert sands. Its population resides within just 5% of the country's land mass, leaving the rest deserted save for a few nomadic traders and isolated oases settlements.

Water has always been at the heart of Egypt's survival. The Nile is not just a river along which traffic flows and fishermen haul in their nets, but has been Egypt's major source of drinking and irrigation since time immemorial. Along its green banks, modern cities sit side by side with structures erected by now long-withered pharaohs whose names are engraved in their monuments for eternity. Since 1869, maritime traffic has been able to sail from the Mediterranean to the Red Sea through the Suez Canal, thus eliminating the need to sail around Africa to reach India and the Far East.

CAIRO

Egyptian tour guides point to the distant peaks of the mighty pyramids and tell red-faced Europeans sweating under the merciless gaze of the blistering sun how mighty pharaohs once thundered through the city on their way to honor their ancestors. While an interesting tale, it is completely erroneous, for when the pharaohs ruled Cairo did not exist. The ancient capital, Memphis, stood 12 miles south of modern Cairo, and is nothing more than crumbled stone and mounds of sand, and even this great city was later superseded by Alexandria.

The bustling metropolis that is now Cairo began as a Roman fortress city on the eastern bank of the Nile in the 4th century of the modern era. Although the city became the country's capital in the 7th century, it was not take its current name (*al-Qahira*; "the Victorious") until 973. Since then, the city, and indeed the entire country, has changed many times, but Cairo has remained the center of governmental power. The current rulers, the British, seized control in 1882.

Cairo is a city of great diversity and paradox, brought about by successive waves of conquerors and settlers. Cairo's university, the Al-Azhar, has awarded degrees for close to a thousand years, yet in the backstreets and seedy cafes one can purchase talismans to ward off evil spells and potions whose formulae have been handed down since the age of the pharaohs. The call to prayer echoes through the dry, dust-laden air as it has done since the Islamic conquest, yet a few streets away stand churches of the Coptic, Greek Orthodox, and European faiths, and in dingy houses of the poorest slums citizens whisper hurried prayers to the old gods, whose influence has never truly waned. Wide avenues stand in proud contrast to winding, narrow backstreets, and Islamic buildings older over a millennium old stand in the same streets as newly, European-influenced structures.

Traders in the ancient Khan el-Khalili *souk* (or "marketplace") tout for business and haggle loudly, competing with shops selling Western goods whose owners greet everyone with a polite smile, a fawning welcome, and the offer of mint tea to cool the body. Street vendors and cafes selling traditional goods vie for business against the new European restaurants. Carts and camels laden with goods for market slowly plod through the busy streets, ignoring the few motorized cars which rattle and belch acrid smoke around them.

Caught between ancient and new cultures, Cairo is a den of history, mystery, intrigue, crime, and opportunity. With the middle classes flocking to Cairo to exploit new business opportunities brought about by Egypt becoming part of the British Empire and the upper classes venturing to see the wonders of the ancient world, many of the great social clubs have opened small but well-appointed branches in the city. From here, the curious and adventurous globetrotters have an ideal base from which explore the wonders of Egypt and the Sahara.

King Cobra Club

The King Cobra Club is a front for the cult of Apep (see page 168). By day, it is open to all and sundry, but the caliber of the dancers is poor. At night, the club is open only to members, and it has an exclusive membership. Extremely popular with influential Egyptians, it allows the cult to covertly watch those who may be a danger to their activities, and, if necessary, bring them into the fold through the seductive talents of one of their top agents, a dancer known only as Nadine.

Allies & Enemies

The Black Pharaoh: For centuries the inhabitants of Cairo have whispered tales of a powerful, shadowy figure known as the Black Pharaoh. The undisputed master of Cairo's criminal underworld, the Black Pharaoh has a hand in every illegal activity in the city, and many say throughout the entire country. Whether a crime involves stealing a few coins from an unwary traveler or the brazen looting of antiquities, the Black Pharaoh receives a cut out of respect and fear.

While the citizens make wards against the evil eye and speak of a man living long past his allotted years, the Black Pharaoh is in fact a name passed down from generation to generation. The current Black Pharaoh is not even Egyptian. Following the British occupation, Lord Alastair MacLellan, a senior British diplomat secretly tracked down and overthrew the previous crime lord. In his guise as the Black Pharaoh, MacLellan grows rich and powerful, while maintaining his public persona as a law-abiding government official.

Rashid ibn Al-Azif: A famed astrologer, Rashid lives in the slums of Cairo, not far from the great pyramids and Sphinx at Giza. The area is a maze of narrow alleys and streets, unlit by streetlamps, and avoided at night by those who value their lives. The local inhabitants claim

he has lived here since the days of the pharaohs, for everyone knows someone whose grandparents swear he was there in the time of *their* grandparents. Regardless of what they believe, the locals know Rashid as a good man, always willing to offer advice in return for a few coins or a hot meal. Rashid is *extremely* elderly, but how long he has lived is generally not considered a polite topic for discussion.

The Saou: The *Saou* ("Protectors") were originally an elite part of the pharaoh's guard, charged with watching over the final resting places of the mummified kings and guarding the temples. The position was hereditary, passed from father to son since the earliest dynasties. Today, only a handful of families remain to carry on the sacred duty.

Most *Saou* speak English, French, and German, the languages of the major archaeological interests in Egypt.

GREAT SPHINX

The Great Sphinx of Giza, eternal guardian of the great pyramids of Khufu (or Cheops), Khafre (or Kephren), and Menkaure (or Mykerinus), gazes impassively over the trackless Egyptian desert. Named in classical times after the legendary sphinx (a name which means "I strangle"), the modern Arabic name is Abu al-Hul, or Father of Terror.

Carved during the Fourth Dynasty (around 2500 BC), the Sphinx has revealed its true form to Western eyes only recently. During Napoleon's expedition in 1799, all that was visible was the head, and that drew little interest. In 1879, a sandstorm tore across the Giza Plateau, stripping away sand and revealing part of the chest and back. Clearly not a humanoid statue, the Sphinx suddenly drew great interest from Egyptologists.

The superstitious Egyptians shy away from the Sphinx, warding themselves against the evil eye. Only British coin can tempt them to help excavate the sand from its body, and then only when the sun is high in the sky. Strange stories circulate the workers' camps at night, stories of an ancient cult who watch over the Sphinx, protecting (or searching for, depending on who tells the tale) dark secrets concealed at its base, and terrifying, animal-headed men who emerge from between the Sphinx's legs and walk the endless desert by night when the stars are right.

LIBRARY OF ALEXANDRIA

Founded by the Ptolemaic Dynasty, the Royal Library of Alexandria was once the greatest repository of wisdom in the world. Accounts vary, but it is widely believed that it once held over half a million scrolls gathered from across the globe by scholars, ambassadors, and merchants.

The Library has a chequered history, having been damaged in 48 BC after Julius Caesar set fire to the nearby docks, raided by Diocletian's forces in the 3rd century as the Roman emperor strived to reunify the shattered empire, stormed during Theophilus' crusade against pagan ways, and finally put to the torch by the Arabs in the 7th century.

Undoubtedly after each disaster great portions of the Library were lost forever. However, fearful of further destruction and wary of some of the knowledge being stored falling into the wrong hands, a small group of scholars arranged for many of the most important and dangerous texts to be smuggled out of the city and placed in a secret location, deep in the desert.

Only a handful of souls ever knew of the existence of the secret library, but as bloodlines thinned so, too, did its true location and secrets fade into mythology and hearsay.

During the First Crusade, a brotherhood of knights, known as the Knights Templar, uncovered documents in Jerusalem alluding to the secret library's existence. At great personal risk they journeyed into the deserts of Egypt in search of the fabled building. Their quest was successful, and the Templars dedicated their order to preserving the secret knowledge.

Unwilling to let the greatest treasure on Earth remain in Muslim lands, the documents were smuggled back to southern France and placed in a vault beneath a Templar stronghold. Here the texts remained until September, 1307.

King Philip IV of France, who had learned of the existence of "a great treasure" (though he did not know its true nature), sought to take possession of the Templar riches. In collusion with Pope Clement V, the king had the Templars charged with heresy and arrested en masse. Forewarned by a spy in the royal court, the Templars hurriedly moved the treasure to a new location, one far beyond the reach of the king or the Church. Thirteen knights were given the sacred task of guarding the ancient books.

Many legends regarding the fabled "treasure of the Templars" grew up as the centuries passed. Most told of a fabulous haul of gold and silver from the ancient world. A few even supposed the Templars were secret guardians of the Grail or the Ark of the Covenant. Few scholars in the 1890s take the stories seriously, however.

SIWA

When one thinks of an oasis one might picture a small pool surrounded by a few date trees. But not Siwa, whose verdant vegetation stretches some 50 miles by 20 miles.

Since before the age of the pharaohs, Siwa was home to an oracle. Those wishing to consult her undertook an arduous journey, for the oasis lies on the edge of the great Sand Sea, some 350 miles from Cairo. It was here that Alexander the Great was proclaimed a living god and pharaoh of Egypt. Although populated, the oracles have

long gone, and much of Siwa is dominated by mudbrick ruins and crumbled structures.

VALLEY OF THE KINGS

Since the dawn of civilization the ancient Egyptians mummified their pharaohs and nobles and placed their earthly remains, accompanied by treasures worthy of their status, in grand pyramids and elaborate tombs.

The greatest collection of rock-cut tombs lies in southern Egypt, in an area known as the Valley of the Kings. For roughly five centuries, Egyptian pharaohs were laid to rest in tombs cut into the floor and walls of the secluded Valley. By the 11th century BC, the site had been abandoned, and the ancient royalty left to their eternal slumber. By the age of the Romans many of the tombs had been opened and robbed. Graffiti in Greek, Latin, and Coptic discovered in many of the tombs clearly indicates they were exposed to the elements. Over the centuries, flashfloods, which strike with regularity, had filled many of the lower tombs with debris, concealing their entrances.

Champollion's translation of Egyptian hieroglyphs in the early 19th century allowed for the colorful tomb decorations to be read for the first time in almost two thousand years, prompting a rush of European interest in the Valley and its surrounds. Numerous expeditions were dispatched to translate and record the paintings. With Egypt capturing the popular imagination, entire sections of walls were cut out and shipped to Europe and the United States for public display. Tombs buried by rubble were rediscovered and several new tombs located, yet something was sorely lacking.

While the tombs have revealed a wealth of information about the lives of the nobles and the mythology of Egypt, the treasures in the graves Egyptologists expected to find have been sorely lacking. A few shards of pottery, scant broken pieces of jewelry, and unadorned mummies have been the only artifacts uncovered... so far.

Among the local inhabitants, stories circulate that there are untouched tombs in the Valley, tombs stacked high with treasure beyond imagination. Protecting these ancient tombs, so stories go, are deadly traps, undead guardians, and terrible curses. The specter of death hangs over these tombs, waiting to prey on those who would disturb the inhabitants' rest.

Adventure Seeds

* The newspapers are abuzz after a spate of deaths from snake bites among British government officials in Cairo. Are these deaths mere unfortunate accidents, or is the Black Pharaoh removing those who come too close to learning his identity? Or worse, has the ancient Cult of Apep, worshippers of a snake-demon, reared its ugly head against the British overlords holding Egypt in their iron grip?

* A private auction house announces a large auction of Egyptian antiques and oddities to the world's press. Sent by their club to bid on several items, the globetrotters quickly discover there are other parties also very keen to acquire one particular lot. After winning the lot, a series of accidents plagues the globetrotters. There is obviously more to the item than meets the eye, but what secret does it hold that men would kill to possess it?

* The Eye of Horus, a priceless gem, has been stolen from the Egyptian Museum! The British government, embarrassed by the loss, seeks adventures of good renown to recover it with all haste, for news of the theft is already circulating the streets, and those opposed to British rule are using the theft to stir up resentment among the populace.

* A globetrotter receives a telegram from Sir Stanley Fanhard, a British Egyptologist and distant acquaintance, asking him to come to Cairo with all haste, for a most marvelous discovery has been found and he desires help in completing his excavation. On arriving in Cairo, the globetrotters discover Sir Stanley dead, his face contorted in terror and strange bruises around his neck. The only clue is a ripped-out diary page stuffed behind a cushion, which hints at a discovery made at the base of the Sphinx.

* Though the oracles of Siwa are long gone, the Lake of the Oracle remains sacred. Legends claim whoever drinks the water under a full moon will receive a vision of their future.

* Over a friendly game of cards a member of a globetrotter's society tells how, while in Egypt recently, an old man told him of a lost tomb located near but not within the Valley of the Kings. The wizened Egyptian swore blind the tomb existed, but he demanded a sizeable sum to reveal its location.

ETHIOPIA

Ethiopia has been a Christian realm since the 5th century, yet its branch of the faith has very strong links with Judaism. In the 13th century the Solomonic Dynasty was founded, its rulers supposedly having a direct bloodline to King Solomon through Menelik, his son with the Queen of Sheba.

In the 17th century, following years of Portuguese influence which resulted in one emperor switching to Catholicism and a violent uprising, the state religion was declared to be Ethiopian Orthodox Christianity. The Europeans were thrown out and Ethiopia entered a period of isolationism.

From the mid-18th century through the first half of the 19th, a period known as the Age of Princes, the position of emperor was reduced to that of a figurehead, with rival warlords holding the true power. The isolation ended only in 1855, when the Emperor Tewodros II defeated the warlords and seized control, signing a pact with Great Britain. Surviving a number of wars and

rebellions, Ethiopia began a process of military expansion into neighboring lands, though this was short-lived, a great famine having struck between 1888 and 1892.

In 1889 Ethiopia's emperor, Menelik II, ceded part of the country's northeast territory to the Italians (known as Italian Eritrea), though the Europeans claimed control of the entire realm. Italian ambitions of Ethiopian conquest were crushed in 1896, during the Italo-Ethiopian War. During the time of *Leagues of Adventure*, Ethiopia is an independent country, one of few in Africa.

Dominated by the Ethiopian Highlands, with desert in the east and tropical forest to the south, Ethiopia enjoys ample rainfall, when the rain comes. During the European winter months the land is dry, with light rains falling in spring. The summer is prone to heavy rain, driven by monsoon winds from the Indian Ocean.

CHURCH OF OUR LADY MARY OF ZION

Constructed in 1665, the most important church in Ethiopia sits on the ruins of a much older structure.

Local belief holds that the Ark of the Covenant is housed within the Chapel of the Tablet, within the church's great precinct. King Solomon gifted the Ark to Menelik, his son by the Queen of Sheba, who brought it back to Ethiopia for safe-keeping.

By tradition, the only person allowed to see the Ark is its guardian, a monk who may never leave the chapel once appointed to the position. This is a safeguard against the awesome powers of the Ark, as detailed in the Bible.

All Ethiopia's emperors are crowned within the church, which is open only to men—the only female permitted inside is Saint Mary.

EZANA STONE OF AKSUM

Inscribed during the reign of Ezana, ruler of the Kingdom of Aksum during the 3rd century AD, the stone details his many victories over the Nubians. The text is inscribed in Ge'ez (Ethiopia's ancient language), Sabaen (the tongue of southern Arabia at the time), and ancient Greek.

With many Ge'ez inscribed tablets to be found in the ruins of Meroë, communiqués between the two great nations, the Ezana Stone could be the key to translating the ancient writings.

LALIBELA

The town of Lalibela, the second most holy site in Ethiopia after Aksum, lies in the Ethiopian highlands. In the 12th century, Gebre Mesqel Lalibela, King of Ethiopia, ordered the construction of a new Jerusalem, the original city having been captured by the Muslims who banned entry to Christian pilgrims.

Here stand 11 beautiful churches, not raised above the surface as is the norm elsewhere, but carved downward from the living rock. Each monolithic church takes the shape of a square cross, its roof lying just below ground level. Around the walls the rock has been cut away, leaving the churches squatting inside great pits.

The churches are hollow, beautifully decorated inside, and still used as places of worship by members of the Ethiopian Orthodox Church. The largest is the Church of St. George (Bete Giyorgis in the local language). Bete Golgotha is the site of Lalibela's tomb, while in the nearby Bete Medhane Alem is housed one of Ethiopia's most precious relics, the Lalibela Cross, a two-foot-long icon made of solid gold.



Adventure Seeds

* A wealthy friend of the globetrotters has a serious illness. He believes his only hope of a cure is to be touched with the Lalibela Cross, which supposedly has miraculous healing powers. Since he cannot travel, he wants his friends to steal the cross, bring it to England, and then return it to its rightful place.

* While the legend of Prester John is now widely dismissed as a myth, Professor Jonathon Adams, an eccentric, believes proof that he was an Ethiopian king can be found at Lalibela.

* An antiquarian preparing to explore Meroë needs a rubbing of the Ezana Tablet to help in his translation of ancient clay tablets.

* The Ark of the Covenant is a valuable prize. A League hires the adventures to break into the Chapel of the Tablets and take a photograph. Unfortunately, others plan to steal the Ark and unleash its divine powers on an unsuspecting world.

Great Zimbabwe

On the western edge of a plateau in Matabeleland, nestled between the Zambezi and Limpopo Rivers stands a collection of circular walls known to the locals as Great Zimbabwe. Covering an area of more than 700 hectares, the city, for such it must have been in its heyday, was home to some 18,000 souls.

The city is divided into three distinct areas. Atop a precipitous hill, tall walls of worked stone, laid without use of mortar, flow over large, natural boulders to form an enclosure. Lintel-topped doorways provide egress through the thick walls.

In the valley floor below are two other areas. One is a wide, double walled enclosure in which stands the crumbled ruins of two towers. With its walls rising 30 feet, this was no doubt the home of the city's ruler.

Scattered around this so-called Great Enclosure and forming the larger city are many smaller enclosures.

Although the first Europeans to reach Great Zimbabwe were Portuguese in the 16th century, the ruins were forgotten until 1867, when a hunter stumbled across them. He showed them to Karl Mauch, a German explorer. After careful study, Mauch declared the ruins were built by the Queen of Sheba. In 1890, James Theodore Bent, an Englishman, surveyed the site and proclaimed it to a lost outpost of the ancient Phoenicians.

Adventure Seeds

* Two rival Leagues are arguing over the nature of Great Zimbabwe. One club believes the Sheba connection to be correct, while the other favors the Phoenician link. Unable to settle their dispute, they jointly hire the globetrotters to conduct a detailed examination to learn the truth.

King Solomon's Mines

Legends of a fabulous diamond mine located somewhere in darkest Africa were first brought back to Europe by early Portuguese explorers. It was they who named the site King Solomon's Mines, in honor of the wise and powerful Biblical Israelite king. Despite frequent expeditions, the Mines have remained elusive—many seekers simply vanished into the jungle, never to be seen again. Those who dismiss the Mines as a fable are both wise and ignorant. Wise because the journey is fraught with danger; ignorant because the Mines do exist.

With much of Africa's interior still unexplored, any explorers seeking the fabulous wealth are advised to begin their journey in South Africa. The first obstacle the explorer must face is the seemingly endless, arid Kalahari Desert. Scant oases lie within the Kalahari, and without a guide death is certain. Once through the desert, one must climb the Suliman Berg mountain range and seek out one specific cave. Here death takes the form of long falls for those who climb incautiously, and temperatures well below freezing.

Journeying through the cave, one enters Kukuanaland, a wide, fertile valley dominated by a single city—Kukuana. No city of stone or wood, the inhabitants of Kukuana, even its mighty king, live in mud huts. The inhabitants speak an archaic dialect of Isi-Zulu, the language of the Zulu nation.

Strangers are welcomed not by inquisitive smiles or frightened stares, but by spear points, for Kukuanaland is ruled by the tyrant King Twala. Having murdered his brother, the previous king, King Twala rules with an iron fist and excessive violence is the norm. He brooks no threat to his authority, including European explorers. Advising the king is Gagool, a crone of unimaginable age, possessed of dark juju (magic).

For all her poisonous words and advanced years, Gagool is a cunning witch. Should King Twala's rule seem threatened, she will be quick to change sides, favoring his would-be successor. If the plot fails, her witch ways ensure her excuses are believable to Twala's ears. Gagool is the only person in Kukuanaland who knows the secret route through the distant mountains to King Solomon's Mines, and it is not a secret she will easily reveal, if at all.

The Mines lie deep inside the mountains at the far end of Kukuanaland, concealed by a maze of canyons and steep slopes. Within lies a veritable treasure hoard of gold, ivory, and diamonds. Whoever built the depository made sure any thieves would be punished for their trespass, for many traps (not all of which still function) are concealed in the extensive

cavern. In the center of the treasure haul, atop a thin column of ivory inscribed with ancient Hebrew text proclaiming the site the property of King Solomon, sits a pure white diamond the size of a man's first—wealth enough to make any man an emperor. Alas for those whose greed rules their head, for the pedestal is trapped—removing the gem causes great stone doors to seal off the Mine.

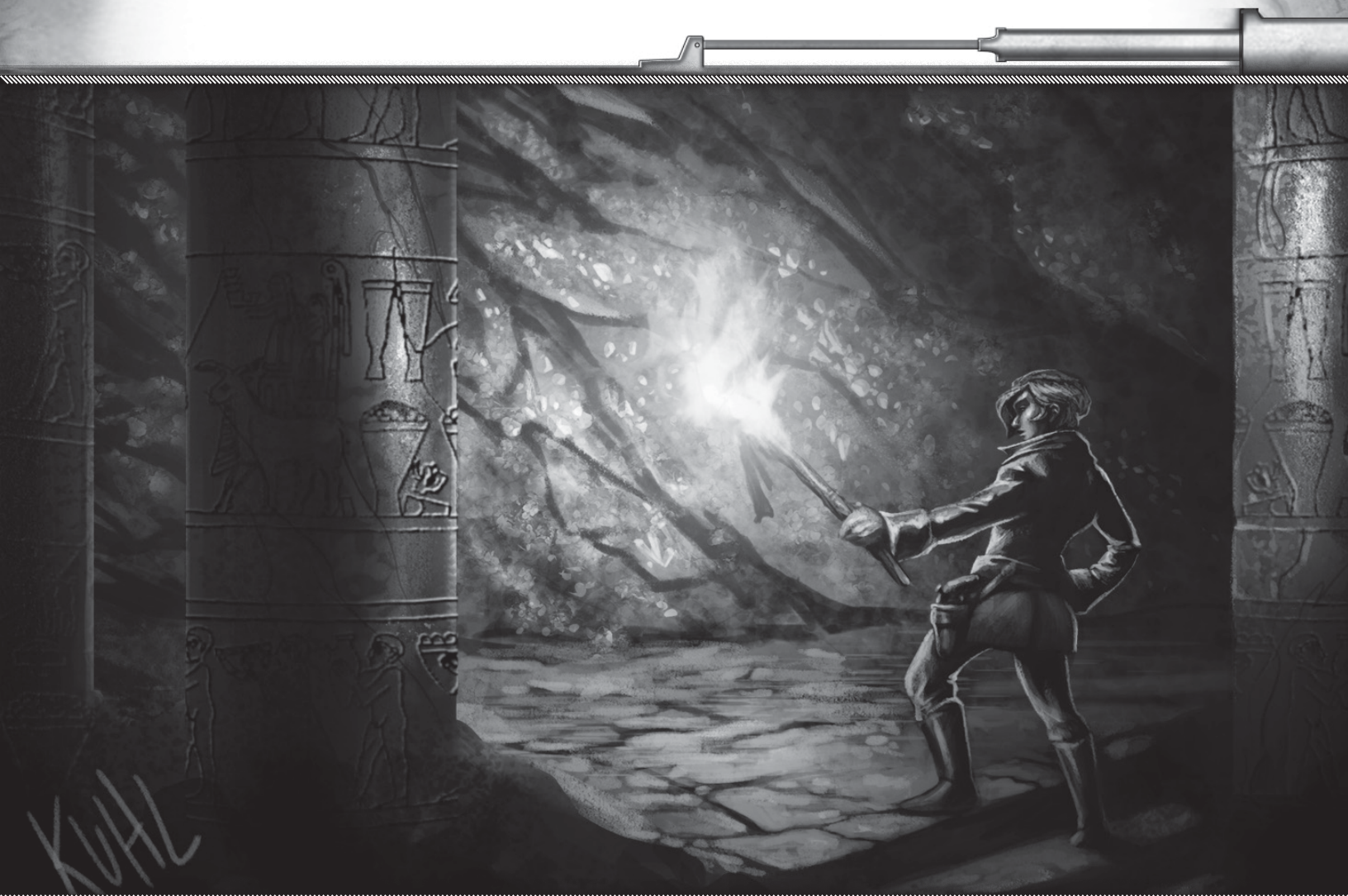
Adventure Seeds

* While gambling at their club, a fellow card player produces a handful of small but perfectly cut diamonds to cover his wager. On being asked where he acquired the gems he reveals he found them on a dead native, just south of the Kalahari Desert. Curiously, the native's death wasn't caused by thirst but numerous spear wounds, some of which where inflicted long before he succumbed to his injuries.

Kingdom of Benin

The Kingdom of Benin rose in western Africa in the 12th century. By the 16th century, such was the kingdom's wealth and power that the oba, or king, had the manpower and materiel to erect a seven-mile-long earthen rampart and 15-yard-deep moat around the inner city of the capital, Benin City. Within, the city's residents were protected by individual ways around their properties, creating a maze of high walls and narrow passages.

Portuguese traders arriving in the late 15th century discovered a rich artistic culture. Benin's crafters produced exquisite bronze plaques and heads, and ivory masks. It was not these the Portuguese sought as trade goods, but the gold, slaves, and ivory in which Africa was



so rich. The British arrived soon after, successfully negotiating a trade agreement for pepper, ivory, and palm oil

Having bought many firearms from the Europeans, the armies of Benin quickly crushed their neighbors, expanding their sphere of influence.

Benin suffered a slide in depression during the early 18th century, but by the start of the 19th century it had fully recovered thanks to an increase in the sale of palm oil and textiles. However, wary of growing European interest in the kingdom, the oba slowly banned all exports except for palm oil.

In 1892 the oba refused to sign a treaty with Great Britain, for by doing so he would sign his country over as a British protectorate. Throughout 1895 and 1896 three diplomatic missions tried to force the oba's hand, but each time they were rebuffed.

In 1896 the oba discovered widespread corruption among the middle men who sold palm oil to the British. He ordered an immediate trade embargo, much to the consternation of British merchants who relied on the trade.

Late that same year, Lieutenant James Robert Phillips (RN) launched an unauthorized attack against Benin in an attempt to overthrow the king. Tipped off by local tribesmen, Benin quickly sent a force to confront the invaders. From a column of five British officers and 250 native troops, just two officers survived.

In February 1897 the British responded with the Punitive Expedition. The orders to the field commanders were starkly clear—destroy the Kingdom of Benin and hang the king. Dozens of villages and towns were razed and the capital looted before being completely destroyed. In a period of two weeks, a kingdom that had stood for almost a millennium was wiped from the map.

Benin's great treasures, its bronzes and ivory masks, were auctioned off in 1897 to help pay for the expedition.

Adventure Seeds

* Tipped off about the Punitive Expedition by a friend in government, an influential private collector desires the acquisition of Benin's treasures before they are inevitably stolen by British forces and disappear forever without a trace. The globetrotters are asked to retrieve a number of artifacts, but aren't told about the forthcoming invasion.

Leptis Magna

Founded by the Phoenicians on the northern coast of Libya, Leptis Magna remained a minor outpost until it fell under Carthaginian control. Following the Punic Wars, the city became an independent territory loyal to the Roman Republic. In the reign of Emperor Tiberius it was brought under Imperial control, at which point it became a major trading center for the Empire.

Leptis Magna's greatest son, Emperor Septimus Severus, lavished wealth on the city, reorganizing its infrastructure and ordered the erection of new buildings, including a four-way triumphal arch in his honor.

In the third century the Roman Empire began to implode. Trade petered away and Leptis Magna was largely abandoned.

Despite a brief resurgence in later decades, it fell to the Vandals around 493. Realizing the strong city walls would make an ideal base for resistance to his rule, the Vandal king ordered the walls torn down. This decision would haunt the city in 535, when Berber raiders struck. Again, the city enjoyed a short period of growth afterward, but by the time of the Arab conquest it was completely deserted.

With no one to tend the city, it fell to wrack and ruin, partially consumed by the desert sand.

Adventure Seeds

* Stories of a city deep within the Sahara occupied by the descendants of Romans are not uncommon among the nomad traders. Realizing there must be some truth to these tales, a League organizes an expedition. Are the nomads merely recounting tales of lost Leptis Magna, or is there an actual living Roman city in the deep Sahara?

Meroë

In the land of Sudan (see page 183), on the east bank of the Nile, stands a tumbledown collection of steep-sided pyramids, columns, and mud brick walls. To the casual traveler it is but another remnant of the ancient world, one of countless in the region. This jumbled collection is Meroë, ancient capital of the Kingdom of Kush, a wealthy trading nation that dominated the area long ago.

The Kingdom of Kush has ties with Egypt going back to the age of mighty Ramses II, who conquered the first kingdom and supplanted its ruler with Egyptian governors. Over time the Egyptian grip lessened and the Kushite kings were reinstated. A thousand years later the situation had reversed—Kushite kings sat on the throne of Egypt as rulers of the 25th Dynasty, albeit for a mere century.

Having lost their grip on Egypt, the native Kushite kings founded a new capital at Meroë, close to the Nile, a major trade route and source of irrigation water. Gazing out across the barren sand and rocks, a modern explorer would scarcely believe a forest once stood near Meroë, but such was the case. Kush's greatest export was iron, a commodity it traded as far away as China, and the woodlands served to fuel the furnaces and forges.

Around 300 BC, the kings of Kush elected to be buried on the city outskirts, leading to the plethora of small pyramids which remain today. For all its mercantile and military power (one legend claims the Kushites stymied Alexander the Great's plan to expand his empire southward), Kush eventually came to the attention of the pre-

dominant power in the region—Rome. After numerous conflicts, Kush and Rome became trading partners, but the seeds of destruction had already been laid.

Weakened by the wars and with other sources of good quality iron flooding the trade routes, Meroë was abandoned around 350 AD, the great city left to the ravages of time and wind-blown sand. Year after year, the harsh wind scoured the land, peeling away the mud bricks inch by inch, leaving behind only the sturdiest structures and faint outlines of the grand buildings which once stood on the site. All that remains visible is broken into four main areas—a collection of ancient temples near the center of the city and three cemeteries with a combined total of 200 pyramids.

Although not as rich as the Egyptian pharaohs, the kings of Kush were wealthy individuals. However, while the Egyptians buried their early rulers in hollow pyramids, the pyramids of Meroë are completely solid. Averaging around eight yards to a side along the base, the pyramids sit atop stone-lined burial pits, in which the nobles of Meroë were laid to rest. Exposing the chambers is going to require a lot of digging or plenty of explosives!

The existence of Meroë has been known since 1772, when the ruins were spotted by the explorer James Bruce as he traveled north along the Nile, but the city has yet to be explored or excavated and Bruce's claim the ruins are Meroë is not conclusive.

Adventure Seeds

* A friend of the globetrotters stumbles across one of Bruce's diaries, in which he describes Meroë containing "pyramids beyond number." A wager is made to count all the pyramids of Meroë, both those standing and ruined.

Mutia Escarpment

In the heart of Africa, on the grassy plains between the Sahara and the jungle, stands a cluster of mountains known as the Mutia Escarpment. The mountains tower many thousands of feet above the savannah, yet are part of no mountain range—they exist in isolation.

Dotted around the plains close to the foothills are small villages occupied by three aggressive tribes—the Gaboni, the Jaconi, and the Masadi. Any stranger who enters their lands is marked for death. Those not slain on the hunt are dragged back to be sacrificed to the spirits who dwell on the Mutai Escarpment. Perversely, reaching the Escarpment frees one from the warriors' bows and spears, for none of the tribes will touch, yet alone walk upon, the mountains. Any who break this taboo are slain by their own people.

Crossing the peaks requires one to ascend a treacherous rocky slope or enter one of the many caves. In the latter, the tunnels wind and snake through the entire mountain range like a vast, interconnected labyrinth. Hidden in the craggy slopes of the mountains are numerous plateaus and valleys, home to prehistoric monsters, degenerate tribes, remnants of lost civilizations, intelligent but aggressive apes, and fabulous lost cities.

Elephant's Graveyard

Concealed behind a waterfall in one of the many caves running through the Mutia Escarpment is a secret valley. The entrance is marked with an arch formed from two enormous elephant tusks. Letters in no known language, yet one which seems oddly familiar to students of Egyptology, are inscribed on the tusks. Beyond lies the fabled Elephant's Graveyard, a vast repository of elephant bones and ivory built up over countless millennia. Adventurers who root among the tusks discover each is marked with a single glyph in the same unknown tongue as inscribed on the tusk archway.

While the lure of so much previous ivory tempts one to encroach further, such an act is the death knell for the unwary, for guarding the Graveyard are aggressive, pure white bull elephants, far larger than specimens seen elsewhere in Africa.

Beyond the mountains of ivory and bone stands another tusk archway, inscribed in the same peculiar glyphs as the one delineating the entrance. A wide paved road, cracked and worn by the constant passage of feet over the centuries, yet free of weeds, snakes into the distance through thick jungle, jungle which shows signs of having been hacked back from the road. Adorning either side of the route are hundreds of man-sized ivory statues of elephants, each worth a fortune in its own right.

After several miles one crosses an ivory bridge spanning a raging river and passes into a small cavern, open to the elements on the far side by means of a twenty-foot diameter circular hole. From this natural viewing platform, one gazes down on a natural basin in the mountains across which sprawls lush grassland inhabited by herds of antelope and gazelles.

In the exact center of the plain rises a gleaming white city—the City of Ivory (see page 181). No farmland surrounds the city and from this distance no people are visible. Steep steps in the chamber descend through the mountain, eventually bringing travelers back onto the paved road, which zigzags down the slope and across the plain to the gates of the white city.

Travelers who descend into the basin and gaze back toward the mountains can do little but marvel at the sight which befalls their eyes—carved into the mountain side is a gigantic bas-relief elephant's head! The viewing platform is one of the elephant's pupils, and the paved road extends from its mouth like an enormous tongue.

City of Ivory

Four thousand years ago, a group of Egyptian priests

dared to combine their faith with that of African slaves dragged kicking and screaming from the jungles of Africa. Worshippers of Isis, the goddess of magic, they honored her as an elephant-headed woman. Pharaoh raised his army to crush the heresy lest it spread, but the sect was forewarned and fled deep into Africa's interior. After many long years on the run, the priests and worshippers stumbled across the Elephant's Graveyard and the fertile basin beyond. Taking the piles of elephant bones to be a divine sign, they founded a new city, with worship of the elephant-headed Isis as the state faith.

The City of Ivory was built over successive generations, every structure built of wood and veneered with thin strips of worked ivory. Like ancient Atlantis, of which the Egyptians knew, the city is built in three concentric zones, each protected by a towering ivory-clad wall broken only by a single pair of sturdy gates. The gates are positioned so a visitor must walk halfway around the city to enter the next circle.

At the heart are the great temple of Isis and the palace of the high priestess, the first buildings erected in the new city. Their design is clearly influenced by Egyptian architecture, their smooth, white walls adorned with the same strange language on the elephant tusk archways. Within the inner sanctum stands a colossal statue of the Isis-Elephant goddess, its ivory body black from the soot of lamps and the thousands of hands who have venerated her.

Beyond the first wall are the houses of the priests, senior officials, military commandeers, and other important dignitaries. Each single-story, flat-roofed dwelling takes the same form: a central courtyard abutted on three sides by spacious rooms. The outermost ring holds the homes of the common citizens and the military barracks. Although clad in very thin veneers of ivory, these are far simpler structures, comprising just two or three rooms.

Everything in the city, from furniture to utensils, buildings to paving, is either coated in or constructed from ivory. The higher ones social status, the more ivory and less base material is used.

The City of Ivory is ruled by a hereditary high priestess, aided in her duties by the priesthood of Isis. Clad in jewelry of exquisitely worked ivory, the high priestess is an autocrat. Initially the position was very much a mortal one, important yet subservient to the whims of Isis. Over the millennia the faith has changed—the high priestess is now viewed as Isis-incarnate, a living goddess whose will must be obeyed on penalty of death.

The language of the lost Egyptians is a variant form of ancient Egyptian, having evolved over time. In the temple library are thousands of thin ivory plates, historical records and religious tracts spanning the ages. Those written shortly after the city was founded, referred to as the Black Tablets due to discoloration of the ivory, are inscribed in pure ancient Egyptian hieroglyphs. As one reads forward in time, so the language can be seen to evolve into its present form.

Once, long before the eagle of Rome flew over distant Egypt, the inhabitants of the City of Ivory traded with the tribesmen of the plains. They courted dignitaries at lavish banquets and plied them with precious ivory as tokens of friendship. But each contact with the outside brought new ideas, ideas which challenged and threatened the authority of the priesthood. Laws were passed forbidding contact with the outside world—for a thousand years and more, the City of Ivory has existed in isolation, its population slowly dwindling and its morals becoming decadent and debased.

Adventure Seeds

* Tribesmen living in the jungles south of the Mutai Escarpment tell of Pelucidar, a world at the center of the Earth, reachable only by one of the many tunnels that crisscross the mountains. Could this be a reference to the mythical Hollow Earth?

* A close friend of a globetrotter passes away, leaving him only a single item in his will—a mud-encrusted potsherd. After cleaning off the grime, the hero discovers ancient instructions (in a lost tongue known only to a few scholars) on how to reach the City of Ivory. But before the globetrotters can pack their bags, the relic is stolen by a nefarious villain who seeks the City and its fabled treasure for himself.

* The heroes overhear a club member discussing a big game hunter who claimed to have been attacked by a talking gorilla while in the wilds of Africa! Investigating the strange matter leads the heroes to a hidden valley in the Mutai Escarpment, where a crazed scientist rules over a city populated by talking gorillas. Once his city is fully populated with his bizarre experiments, the lunatic intends to eradicate mankind by releasing a deadly virus, leaving Earth to be repopulated by his creations.

Nabta Playa

In the Nubian Desert, close to the border between Egypt and Sudan, stands a stone circle, reminiscent of Stonehenge, though on a much smaller scale and lacking the trilithons.

A rough circle of 21 smaller stones forms the outer perimeter. Four "doorways," formed by pairs of standing stones and situated at approximately equal spacing around the edge, break the circle. In the center are six small standing stones, arranged in two rows of three menhirs.

The Ancient Order of Druids, a British League founded in 1781, believes the Celtic druids came from ancient Egypt, bringing with them their cult mysteries and stone circle building technology.

Adventure Seeds

* When a British survey team makes passing reference to a "circle of stones," the Ancient Order of Druids takes notice. They ask the globetrotters to visit the remote site

and take astronomical measurements to compare against Stonehenge. Unfortunately, Sudan is undergoing a period of instability, and the region is rife with bandits.

Ophir

It is recorded that in the time of King Solomon the Wise, precious metals and gems, sandalwood, ivory, apes, and peacocks were sent to the king's household every three years from the land of Ophir. That Ophir lay in Africa was clear from the nature of its treasures, but exactly where was never specified, save that it was situated inland. Most scholars consider the name an invention, and that the three-year period was a reference to the time it took for Solomon's trading fleet to sail up and down the east African coast.

Contrary to scholastic opinion, Ophir does exist and is fabulously wealthy, as Solomon's gifts indicate. Deep within the jungles of Africa's dark interior stands the stone city of Ophir. According to ancient religious texts kept in the temple of the Flaming God of Ophir, the inhabitants of Atlantis constructed the city as a gold mining outpost. Although Atlantis has long sunk beneath the waves, its inhabitants have continued to mine the gold as ordered. As a result, the city's vaults contain a fabulous stockpile of gold, as well as other precious minerals.

Ophir's citizens are a strange lot, the result of millennia of inbreeding and crossbreeding with apes. Its women are fantastically beautiful, perfect specimens of womanhood. The men folk, in contrast, are savage brutes, more beast than men. Ruling over the lost city is La, queen and high priestess.

It is said among the inhabitants of Ophir that La has always been their queen. Before her death, whether of old age, illness, or injury, La chooses a successor to her throne. On her death, La's spirit possesses the chosen replacement, thus ensuring the queen's rule in unending. According to local legend, La's reign will end only when the Flaming God is extinguished.

The Flaming God worshipped by the beauties and beasts is a flaming jet, eternal, undying, which rises from a vent in the floor of the gold-lined temple. Here, by the light of the flickering flame, strange ceremonies are conducted, ceremonies which end in the sacrifice of a randomly chosen citizen into the silently writhing pillar of fire.

Adventure Seeds

* A big game hunter back from Africa reports shooting a strange creature that attacked him without provocation. Although it looked like an ape, it possessed many human traits not found in primates. The natives, fearful of the corpse, had it hastily cremated. Several clubs are keen to acquire a live specimen.

* The Times newspaper reports the disappearance of Professor Laszlo Korys, an eminent Polish Biblical scholar working in Jerusalem. According to the article, Korys had been overheard telling colleagues he had unearthed what he believed was a tablet dating to the time of Solomon that referred to Ophir just hours before he vanished.

Sudan

Sudan's modern history begins in 1821, when the Ottoman Empire conquers parts of the north, unifying the disparate tribes. Egypt, part of the Ottoman Empire, claimed the entire country, but it had no way to impose its authority and the lines on the map meant nothing.

European anti-slavery practices during the 1870s create financial instability in the south, an area which relied on slavery for its income.

In 1881, Muhammad ibn Abdalla, a religious leader, proclaimed himself the Mahdi (or "guided one"). Whip-



ping his followers in a religious fervor, he set about bringing the western and southern tribes under his command through force of arms. By 1885 he and his followers had captured Khartoum, Sudan's capital. The Mahdi died that same year, though the position was quickly filled by another, Khalifa Abdullah.

Egypt had by now fallen under British influence, despite still being part of the Ottoman Empire. With the border threatened, an Anglo-Egyptian taskforce under Lord Kitchener set out in 1898 to bring Sudan under Anglo-Egyptian control. This goal was achieved in 1899.

During the second Mahdi's reign, Belgium and France attempted to secure parts of Sudan for their own empires. The Belgians claimed territory in the south, only to relinquish their claims in 1896 (though the treaty would not take effect until 1910), while the French intention to add the western region to French West Africa ended in 1899.

Sudan comprises flat plains interrupted by several mountain ranges. At Khartoum, the Blue and White Niles meet, heading north from here as a single river. The terrain in the north is dominated by the Nubian Desert, while in the south are wide areas of fetid marsh and steaming tropical rainforest.

Adventure Seeds

* The Automobile Club proposes an automobile race through Egypt and Sudan to the source of the White Nile to prove the efficiency of the new invention.

Timbuktu

The semi-mythical city of Timbuktu, one of the great centers of Islamic learning, is located in Mali, 10 miles north of the Niger River. Situated at the center of two ancient trading roads running north-south and east-west through the Sahara, Timbuktu began as a seasonal camp for Tuareg nomads. During the 11th century, merchants from nearby lands erected trade stalls and the first dwellings to take advantage of the regular caravans. When gold was later discovered further east, the sleepy town grew to a thriving city.

Although Islam has been known in Timbuktu for centuries, it was the arrival of Muslim scholars fleeing the expanding Sosso Empire who turned it into a center of Islamic study. Here they founded the Sankore University, one of the oldest universities in the world and dozens of religious schools. Timbuktu then fell under the auspices of the Male Empire, the Tuaregs, and finally the Songhayan Empire. During the latter, Timbuktu's fortunes against waxed, with gold and slaves being traded for North African goods and precious salt.

Seeking the fabled gold mines to the east, Morocco invaded Mali in the 1590s, capturing Timbuktu in the process. Which must of the gold now being shipped around the city, and with the fledgling European trading routes drawing trade to the distant coast, Timbuktu fell into near-terminal decline. While some trade still passes through, the city is a shadow of its former glory.

The first European to reach Timbuktu and return was René Caillié, a Frenchman, who collected a prize of 10,000 francs for his endeavors in 1828. A Briton had reached the city earlier, but he was killed by the inhabitants—Caillié travelled disguised as an Arab. Up until 1892, only three Europeans had made the difficult trek to the walls of Timbuktu. Mali is now under near-total French governance, though Timbuktu remains a hotbed of anti-European rebellion and is still largely unvisited.

Timbuktu's greatest treasure now is not gold or slaves, but the vast hordes of manuscript held by its greatest families. Passed down from generation to generation, the scrolls and books cover topics from astronomy to botany and law to history. The majority are written in Arabic or Fulani (a member of the Niger-Congo language group), though the oldest scrolls date back long before the arrival of the Arabs. Scattered among the libraries are scrolls in Latin and ancient Greek, as well as older Phoenician and Egyptian manuscripts. One French commentator has likened Timbuktu to the Library of Alexandria.

Adventure Seeds

* While planning an expedition to a lost city, the globetrotters learn the only map lies in one of Timbuktu's many libraries. With the French barely in control of Mali and anti-European sentiment running high, getting hold of the manuscript is going to be a perilous adventure in itself!

* While rummaging through one of Timbuktu's libraries the heroes discover a map dating back long before the age of the Greeks. It appears to show the eastern seaboard of Europe and the western Atlantic, but there's a rather large island where none exists today. Could this be an actual map of Atlantis?

Timgad

The city of Colonia Marciana Ulpia Traiana Thamugadi, later known as Timgad, was founded in 100 AD by the Roman Emperor Trajan as a colonial town. Located somewhere in Algeria, the town's first inhabitants were former Roman soldiers, granted citizenship and property for their long military service. In typical Roman fashion, the city was situated to protect against Berber incursions, its military-trained citizens acting as the local army.

Initially built to house 15,000 souls, the population quickly swelled, spilling out into new suburbs erected beyond the city walls.

According to ancient texts dating from the period, Timgad boasted four bathhouses, a library, a basilica, and a large temple to Jupiter. During the later Byzantine period, a citadel and church were added to the city's center.

Germanic Vandal tribes coursed down through Spain and crossed into North Africa in the 5th century, sacking Timgad during their conquests. The city survived, but fell into serious decline, its population leaving in droves for safer realms.

Repopulated after being found by a Byzantine general in 535 AD, the city prospered only until the 7th century, when Berbers plundered its remaining treasures.

The city's fate remains a mystery. Byzantine documents claim that a trading caravan arrived where the city should have stood, only to discover a sea of barren sand—the city of Timgad had vanished into thin air.

According to a later Arab legend, the citizens of Timgad were excavating an irrigation channel when they unearthed a bronze jar sealed with the mark of King Solomon. Unaware of the legends concerning the wise king, the inhabitants opened the jar, believing there to be treasure inside. Unfortunately, the jar contained not valuables but a genie, one of those who refused Solomon's offer to accept the word of God and so was imprisoned for all time. Although pleased to be released, the genie vented its anger at its lengthy banishment on the citizens of Timgad. It summoned a huge sandstorm, which buried the city and all its inhabitants.

Adventure Seeds

* A club member recently returned from Tangiers displays a small Roman statue which he purchased from a French Legionnaire who claimed to have found it in the desert. Inscribed on the back in Latin is the owner's name and his address—the city of Timgad!

Zanzibar

Zanzibar, the fabled Spice Island, lies in the Indian Ocean, a mere 25 miles off the east African coast. Traders from Arabia and India first visited the islands in the 1st century, riding the monsoon winds across the Indian Ocean. Finding it inhabited, they began trading with the locals and the settlements along the African coast. In the 11th century Arab traders founded a permanent settlement and married into local families. Arab culture was introduced, yet was never forced onto the natives, who retained a strong cultural identity.

Portuguese explorers discovered the island in 1503. On discovering its thriving commerce, they set out to gain control of Zanzibar, achieving their goal a mere three years later. An ideal port for ships heading to and from India and the East Indies, Zanzibar's commercial expansion continued unabated. Portuguese rules lasted two centuries, the island falling to the Sultan of Oman in 1698. The Portuguese were evicted, and the island quickly became a source of ivory, slaves, and cloves (harvested by the slaves).

Following the death of the sultan and a feud between his sons, Oman and Zanzibar became separate territories in 1861, leading to the appointment of the first Sultan of Zanzibar. Zanzibar's independence was to be short-lived, though. Having abolished slavery at home and in its colonies, the United Kingdom set out to cleanse the taint of his past by eradicating the slave trade around the world. With an estimated 50,000 slaves a year passing through its ports, Zanzibar became the number one target for the British.

In 1822 the British government and the Sultan of Zanzibar signed a treaty that would, in theory, end slavery. However, it took until 1876 for the Sultan to actually abolish the sale of slaves, and even then those already shackled into servitude were not freed. In 1890, Germany and the United Kingdom signed the Heligoland-Zanzibar Treaty, which forbade Germany from interfering in Britain's interest in the island. Britain now controlled the spice island and its lucrative trade routes.

In 1896 the Anglo-Zanzibar War erupted. Following the death of the Sultan, his eldest son, Khalid bin Barghash appointed himself Sultan. Unfortunately, the British had another successor in mind. The new sultan hid in his palace, ignoring a British demand to vacate the property. On August 17th at 9 a.m. sharp, the heavy guns of British ships in the harbor opened up on the palace, demolishing much of the structure. Khalid bin Barghash and his supporters half-heartedly fired a few volleys back, then fled to the German consulate, seeking protection. At 9.45 a.m. that same morning, the War ended.

With the throne now vacant, the British got their way and appointed Hamud bin Muhammed, their candidate of choice, as the new Sultan. Under pressure from the British, Sultan Hamud finally ended Zanzibar's role in the slave trade in1897 by freeing all the slaves on the island and paying their owners compensation for the loss. While some minor slave trafficking still occurs, the British presence ensures Zanzibar can never return to its old ways.

Adventure Seeds

* Up until 1897 Zanzibar remains a major center for slavery. While the wholesale slave trade has ended, slavers still operate on the island, selling slaves to order in small quantities. Miss Elisabeth Whitely, daughter of Lord Chattingham, recently disappeared while performing missionary work in East Africa. Her father believes she has been captured by slavers and is destined for some royal palace in Asia. Knowing the globetrotters' reputation, he offers a handsome reward for her return.

The Americas

Geographically, the Americas comprise three distinct regions—North, Central, and South America. While European interest in the landmasses extends back a mere four centuries, man has lived here for many thousands of

Calendar Wheels

The major Mesoamerican cultures, such as the Aztec and Maya, all employed a 260 day sacred calendar in addition to a standard 365 day one.

Physically, these calendars were represented by two concentric, rotating stone wheels. The innermost was carved with the numbers one through 13 (number signs), while the outer wheel was carved with 20 glyphs representing natural objects or events (day signs). At the bottom of the wheel is a stylized deity, who indicates the present day.

Among the Aztecs, the 20 day signs were crocodile, wind, house, lizard, snake, death, deer, rabbit, water, dog, monkey, grass, reed, jaguar, eagle, vulture, earthquake, flint, rain, and flower. Both sets of glyphs run clockwise around the stone ring.

The calendar begins on 1 Crocodile. Each day, both the number and day rings are physically rotated counter clockwise one increment, bringing the calendar one day forward. Thus, the calendar goes 1 Crocodile, 2 Wind, 3 House, and so on. After 13 Reed, the number signs reset while the day signs continue. Hence, after 13 Reed the next day is 1 Jaguar.

One complete revolution of the calendar, coming back to 1 Crocodile, takes 260 days.

Adventure Seeds

* The globetrotters discover a huge stone door sealed with an Aztec calendar wheel. Unlike a regular wheel, this one acts as a gigantic combination lock. In order to crack the code, they need to visit several ancient sites and uncover clues. Using dynamite on the door would cause a massive cave-in, so exploration is their only hope of gaining entry.

* A globetrotter receives a telegram intended for someone with a very similar name. In the telegram are references to dates in the Aztec calendar and major cities around the world. Later that same day, news breaks of the assassination of a leading industrialist in Paris—corresponding with the first location and date in the telegram. The heroes, seemingly in possession of a hit list, need to find an Aztec calendar wheel quickly and decipher the other dates in order to work out when the next dates occur in the European calendar. Of course, the intended recipient of the telegram, a member of a League planning a global war, discovers the error and sets out to retrieve it from the globetrotters at any length.

years. Here, lost in great deserts, endless plains, towering peaks, and impenetrable rainforests, are countless lost cities of a bygone age, not as ancient as those of Egypt and the Middle East, but no less spectacular.

Trapped between the Rocky Mountains in the west and Appalachian Mountains in the west lies the Great Plains, rolling plains, and forests of North America.

Central America is a realm of active volcanoes, long mountain chains, wide, fertile valleys, and dense rainforest.

The eastern edge of South America is dominated by the mighty Andes, in which lie desert plateaus and countless hidden valleys. Looking west from these ice-capped peaks, the north is swathed in the Amazon jungle, a land of steaming jungle, countless piranha-infested rivers, venomous spiders and snakes, tribes who have never seen a European, and lost cities without number. Heading south, one enters the low-lying grasslands.

The Black Lagoon

The mightyy—and mostly uncharted—Amazon River flows flow the eastern peaks of the Andes through the entire Amazon Basin to Brazil's northeast coast where its gaping mouth empties into the Atlantic Ocean. Near the coast, concealed beneath the leafy canopy of the rainforest, sits a body of brackish saltwater only fed by a small river and rainwater.

Known locally as the Black Lagoon, legends claim it is a paradise on Earth. But like the Garden of Eden, it is forbidden to man, for all who venture near the lagoon never return. The lagoon's name comes from the black soil which lines its shores.

The still waters are home to at least one Gill Man (see page 236), a prehistoric missing link between the creatures of the ocean and the land. For millennia its race has dwelt in the lagoon, isolated from humanity and the forces of evolution.

Although it has not been seen in many centuries, the creature is known to the neighboring tribesmen. Their myths tell how their forefathers committed sins and so were driven from paradise by a cruel water-dwelling demon sent by the god of the ocean. Since that day the Black Lagoon has been forbidden territory, a paradise within arm's reach yet forever unattainable until they mend their wicked ways.

Adventure Seeds

* A geological expedition returns from the vicinity of the Black Lagoon with a fossilized webbed hand. Convinced the find belongs to a previous unknown species, a second expedition is launched to search for more remains.

* A wealthy tycoon has heard stories of the "creature from the Black Lagoon" and desires one brought back alive as an exhibit for his zoo.

* An American oil baron believes the territory around the Black Lagoon holds a large oil reserve. Figuring the Lagoon will serve for his workers' water needs, he invites globetrotters to explore the region and perform geological surveys.

City of Caesars

Since the Golden Age of Discovery sailors have told and retold the story of the City of the Caesars. Supposedly located in a valley somewhere in the Andes between Argentina and Chile, there stands a fabulous city brim full of gold, silver, and precious stones.

Depending on which tale one reads, the City was founded by Romans seeking to expand their empire, Phoenician traders searching for new trade routes, or survivors of a shipwrecked Spanish treasure ship.

More extravagant versions tell of Incas who survived the Spanish conquest, Patagonian giants, and even spirits founding the city. According to at least one legend, the city exists only at specific times, otherwise being unreachable from the world of mortals.

If the City of the Caesars does actually exist, its inhabitants have been isolated from the rest of humanity for several centuries and maybe even a couple of millennia.

Adventure Seeds

* An explorer friend of the globetrotters is marrying a girl of Inca descent. He invites the heroes to the wedding. On the day of the ceremony, the girl's father presents the explorer with her dowry—a stash of ancient European coins!

City of Spiders

Many centuries ago, the Aztec Empire dominated central and southern Mexico. Among the many deities they worshipped was Tzitzimime, a minor goddess whose name means, "Monsters descending from above." Scholars believe Tzitzimime was a celestial deity, whose name likely referred to meteors. In truth, Tzitzimime took the form of a gigantic female spider.

The worshippers of Tzitzimime, like their brethren elsewhere in the Empire, practiced human sacrifice. Whereas the sun worshippers flayed victims alive and cut out their hearts, the followers of the spider goddess threw their victims into a hollow pyramid, in which their goddess was supposed to dwell. According to their glyphs, the goddess sucked out the sacrifices vital fluids amid the victims' terrible screams.

When Cortez conquered the Empire, the spider cultists met a similar fate to the majority of Aztecs. Though they lived in remote areas they were hunted down and exterminated for "devil worship."

Although the spider worshippers erected a pyramid in a sacred valley, they did not actually raise a stone city. Rather, they lived in crude huts elsewhere in the jungle, visiting their sacred site only at times of worship.

The sacred valley lies on a high plateau in the Yucatan peninsula. Travelling down river, explorers eventually reach the creeper-choked remnants of a paved road. Several miles inland, the road ends at a wide gorge spanned by a bridge, not of ancient rope like those of the Incas, but of thick bundles of spider web.

On the far side the road continues to the base of a plateau, whose sheer sides are dotted with countless gaping holes several feet across. Anyone curious enough to crawl into a hole is in for a nasty surprise, for the cavities are home to countless, venomous spiders, each the size of a human torso.

Cutting into the cliff is a near-vertical staircase. From wall to wall across the steps is a morass of thin spider webs, a ghostly veil concealing the next treacherous step. Should these webs be disturbed, the giant spiders that dwell in the plateau walls scuttle to investigate.

Atop the plateau the paved road continues through dense jungle, descending gradually over the course of many miles. Eventually the jungle gives away to scrub grass at the entrance to a narrow valley. Here the road cuts through the center of the valley, ending at a three-tiered, flat-topped pyramid.

Carved into the walls of the valley are monumental bas-relief human heads with eight spider legs instead of hair. The statues eyes and mouths are hollow caves.

At the top of the pyramid is a gaping hole, the supposed dwelling place of Tzitzimime and the last resting place for numerous human sacrifices.

Adventure Seeds

* The City of Spiders is a myth, at least until an antiquarian unearths a coin emblazoned with a stylized spider symbol. But if the city is real, could the bloated goddess be based on fact as well?

* Lord Roxbury, a disgraced nobleman, returns from Mexico with a shaman in tow. When Roxbury's detractors begin to die, each killed by a poisonous spider, questions are raised in London's social circles. Has Roxbury found a survivor of the Tzitzimime cult, or is he a mere pawn?

El Dorado

One of the earliest legends the Conquistadores heard when they stepped foot on the shores of northern South America was that of El Dorado, "the golden one." The stories told of how a gold-covered king would jump into a lake to honor his pagan gods. The Spanish put two and two together—a gold-covered man, they said, must come from a city of gold.

Keen to replenish the King of Spain's coffers and bring the teachings of God to the heathen natives, the Spanish

dispatched numerous expeditions into the dense rainforest and mountains of the New World.

Those few who returned spoke of hostile Indian tribes armed with deadly blowguns and poisoned-tipped arrows who sprang from and melted back into the vegetation like ghosts, raging rivers filled with man-eating fish and crocodiles, diseases which ravaged their parties, and the constant, gnawing hunger once supplies ran out. No matter how far they journeyed, they were always told the same story—El Dorado is by a lake just over the next mountain.

Eventually an expedition travelled through Columbia, to reach a village where the natives pointed back the way the explorers had come—El Dorado, they said, lies behind you. Retracing their steps, the expedition finally discovered Lake Guatavita—a water-filled caldera enclosed by steaming jungle.

No city of gold stood upon the steep mountain sides, nor were there any ruins on the nearby jungle floor. Peering into the dark water of the lake, the Spanish reached the only conclusion they could—the city lay beneath the water. Attempts to drain the lake proved unsuccessful, despite the ingenuity and wealth of the treasure seekers. After numerous failed enterprises, and with other sources of wealth more readily available, interest in the fabled City of Gold dwindled. Its name became symbolic of a futile hunt for an unachievable goal.

Yet, in the villages of the hostile tribes bordering the lake, the chiefs wear golden headdresses and bedeck themselves in armlets, torcs, and rings on ceremonial occasions. The craftsmanship of these artifacts is far beyond that of the fierce warriors, who work no metal of any kind, leaving only one possible explanation—they came from El Dorado.

One question often pondered by those who still know of the fable is the nature of the city. Is it a collection of golden objects thrown into the lake by devout worshippers, as the original story told to the Spaniards suggested, or is it a complete but flooded city, a kin of Atlantis, but one whose walls are covered in gold?

Adventure Seeds

* A disease ridden Spaniard staggers from the jungle. Clutched in his hand is a golden idol. Before he dies he utters only one short phrase—El Dorado! Did the Spaniard really locate the fabled city and recover one of its precious treasures? Whether he did or not, the artifact has rekindled the search for the golden city.

* When the son of a wealthy friend vanishes into the Columbian jungle, his father immediately turns to his most trusted friends—the globetrotters.

* A League intends to search for El Dorado beneath the murky waters of Lake Guatavita. With landing an airship in the mountainous jungle impossible, the plan is to transport all the parts necessary to build a submersible overland and then construct the submarine by the shore! An extreme journey at the best of times, can the party successfully transport an entire submarine through the dense jungle and lands of hostile natives without damaging or losing a vital component?

Fountain of Youth

During the 16th century Juan Ponce de Leon, a Spanish explorer, sent years scouring Florida for the fabled Fountain of Youth. Although he heard many stories regarding the water source, his many expeditions proved fruitless.

The explorer's search was prompted by talk of a mysterious island known as Bimini (no relation to the modern island of the same name), which Ponce de Leon took to be mistaken for Florida. Had he sailed further south, to the coast of Venezuela, his search may have been successful.

Somewhere off the coast, near where the Orinoco enters the ocean, lies the true island of Bimini. According to native legends, the island exists only sporadically, appearing when certain astronomical alignments occur.

The only man known to have visited the island is Robinson Crusoe. Shipwrecked after a storm, the mariner was washed up on Bimini in 1659. For 28 years he survived, drinking nothing but water from a spring. Eventually the stars were right and Bimini reappeared, allowing Crusoe to be rescued by a passing merchantman. His own possession was a clay flask, a memento, Crusoe claimed, of his time on the island. Despite his ordeal, Crusoe had aged only a few years in the near three decades since landing on Bimini.

On the journey back to England, a fire in the captain's cabin destroyed both his charts and logs, erasing the location of the island.

Crusoe only went to sea once more in his life, in the year 1702. A man who should have been in his eighties yet still youthful and spry, Crusoe set sail from Bristol and was never heard from again.

The Crusoe Library

From the day he returned to England until his disappearance, Crusoe dedicated his life to collecting ancient texts, though he gave no reason for his sudden interest in the historical works of mankind, nor ever explained how the sizeable sums of money required to purchase such volumes were acquired. In 1695 he founded the Crusoe Library as a legacy to his quest for knowledge.

Every year on the anniversary of Crusoe's rescue, an anonymous package containing scrolls, papyri, and manuscripts arrives at the Crusoe Library.

The Library remains very much a private collection. In Crusoe's absence it is maintained by a curator, who appoints his successor as soon as he takes the post. (He can change his mind later, but this method ensures the post is never vacant.)

Each year, in accordance with Crusoe's written wishes, one of the world's academics is invited to browse the library for a period not to exceed one week. Scholars from across the globe write to the curator each year, hoping to be chosen as the successful viewer for that year.

Adventure Seeds

* While the mysterious donations keep the Library stocked with new books, the curator has access to sizeable funds for the procurement of rare texts. Globetrotters may be hired to travel the world in such of manuscripts worthy of being included in the collection.

* The curator of the Crusoe Library proposes a challenge to determine next year's successful client. Whoever returns with the most amazing discovery, as judged by a panel of leading scholars and academics, will be granted access.

* The curator of the Crusoe Library believes its founder has somehow cheated death and continues to explore the world and build his historical collection. After facing ridicule from his peers, he approaches the globetrotters and asks them to investigate. The last collection of books to arrive was dispatched from India.

Island of Terror

Mankind has forever pushed the boundaries of his civilized lands, seeking new wonders and places in the darkness beyond the edge of the map. Although mankind might claim the world of the 1890s has been explored, there are still many places not on any map. One such island lies off the western coast of South America.

Although supposedly undiscovered by man, the island has been inhabited for many thousands of years. A race of man, an early form of Mesoamerican culture, has lived on the island since ancient days. Once they were a young race, full of vigor and drive. They tamed their land, drove back the wild beasts which roamed their island home, and built great cities and roads.

But nature cannot be tamed so easily. Earthquakes and volcanic eruptions wracked the islands and sent the proud cities tumbling. Many citizens fled, using small boats to reach Central and Southern America. Others stayed, believing, erroneously, they could rebuild their great kingdom.

The survivors degenerated over many generations, retaining their ancient rituals of blood sacrifice, but forgetting their meaning. Agriculture failed, and the tribe resorted to hunting and gathering, even cannibalism. Today, what remains of this ancient culture are near-animals, savage in their demeanor, and ignorant of even basic technology.

The island rises vertically from the sea. Only in the far south can landfall be made, through wave-battered sea caves. Once through the cave, one steps foot onto an ancient, paved road. Following this eventually brings explorers to a plaza, from which roads branch east, west, and north. The east and west roads once led to great cities, but these collapsed into the sea long ago, leaving the roads ending at vertical drops of many hundreds of feet.

The north road continues through the jungle for many more miles, before eventually ending at a fast flowing, plesiosaur-infested river. Standing downriver on the far bank are two monumental statues. Perhaps once they portrayed native kings; all that remain now are the weathered and crumbled humanoid outline. Between them, the road continues onward.

Crossing a stone bridge erected over a gorge 300 feet deep, the road begins to ascend into the foothills of a low mountain chain that divides the island in twain. Far ahead, one can see a stepped pyramid buttressed against the mountains. Atop, cut into the cliff wall, is a dark recess.

Beyond this lie many miles of tunnels, some natural,



others cut by human hands. At the far end of the largest tunnel is a square chamber.

Carved into each of the side walls are four, life-sized stone heads. Above each is a pictogram for one of the eight phases of the moon. The waxing quarter, waxing half, waxing three-quarters, and full are represented on the west wall, and the waning three-quarters, waning half, waning quarter, and new moon on the east wall. In days of yore, citizens would consult these heads, which were regarded as divine oracles, on the appropriate phase of the moon.

A large circular door stands in the opposite wall. Attached to the door are three stone discs, set one above the other. To the right of each one is a triangular wedge of silvery metal, which acts as a pointer. The metal is as hard as steel, but has a reddish sheen.

The discs are a variant of the Aztec calendar. The lowest disc, the largest, is engraved with the name of the 20 days of the ancient calendar. Above this is a smaller disc, marked with the numbers 1 to 13. The topmost disc, the smallest, is engraved with the eight phases of the moon.

The discs functions as a combination lock. To open the door, the wheels must be turned so the pointers indicate the current day using the ancient calendar and the exact phase of the moon. The system can be tried at random, but there are 2080 possible combinations to try.

Once the code is cracked the great door rolls aside to reveal steps leading into tall grasslands (the Valley of the Moon), beyond which rise fiery volcanoes marking the northern end of the island. Amid the infernal peaks are seven caves, one of which, according to the earliest inhabitants, leads to the center of the Earth.

As noted earlier, the island is inhabited by degenerate survivors from the original settlers. These savage barbarians still practice their ancient faith, sacrificing victims on the top of the stepped pyramid, though they come here only to worship, for they fear the dark caves and the valley beyond. And rightly so, for the Valley of the Moon is home to packs of cunning velociraptors, which stalk prey in the swaying grass. Other species of dinosaurs, notably triceratops and tyrannosaurus rex, inhabit the jungles south of the mountains.

Adventure Seeds

* The Aztec claimed they originated in a land called Chicomoztec, the Place of Seven Caves. An antiquarian translating an Aztec codex has uncovered the existence of the island, on which are said to stand seven caves. Convinced he has found the ancestral Aztec homeland, he hopes to convince others to undertake a voyage of discovery.

* While rounding Cape Horn, the globetrotters' ship is caught in a dense sea fog that lasts for days. Navigating using only his compass, the captain refuses to slow down, claiming he has deadlines to meet. The voyage comes to a sudden end when the ship strikes a reef off the Island of Terror. The passengers are forced to abandon ship and make for the nearest land.

The Lost World

Rising above the central Amazon basin is a vast, mist shrouded plateau. Reaching the base of the plateau, yet alone its top, is an epic quest in itself, for it lies fourteen days long march from the nearest tributary at the River Amazon, through jungle, swamp, and disease-ridden land inhabited by cannibalistic Indians.

The plateau walls rise vertically from the jungle, curving outward near the top and preventing any ascent. The only possible way up to climb a pinnacle of rock to the narrow platform atop, and then make ones way across the 40-foot gap that separates the spire from a land time has forgotten. Fortunately, a handful of trees grow atop the spire, each just long enough to span the gap if felled in the proper manner.

Once across, one enters a land unseen elsewhere since the end of the dinosaurs. Tall ferns and trees of types not seen in eons grow rich and verdant across much of the plateau, broken only by sharp hills to the north and a great, central lake.

East of the lake lie fathomless swamps, while to the west the ground is volcanic, containing bubbling pools of thick, black tar and deep volcanic blow holes, in whose walls roost swarms of pterodactyls.

In this land before time dwell bloodthirsty giant ticks and leeches, carnivorous dinosaurs, gigantic serpents, and the leathery-winged pterodactyls mentioned previously.

Two species of hominid live in this elder land. The first, red-haired ape-men, are extremely primitive and violent, yet possessed of enough sentience to have formed a rudimentary religion centered on worship of the moon and gory sacrifice.

The second are more advanced, though lacking any technology beyond the bow and arrow. Physically, they are remarkably similar to the Indian tribes of the Amazon, being of short stature and dusty skin, with black hair and eyes. Culturally they have evolved far differently, possessing their own spoken language and a crude writing system based on basic pictographs.

Adventure Seeds

* The obnoxious, imposing, and short-tempered Professor Challenger—explorer, scientist, and general know-it-all—has disappeared while on an expedition to find and map the lost plateau. A reward is offered by several Leagues and newspapers for information regarding his fate.

* Amazon Indians deliver the corpse of a white explorer to the Brazilian authorities. In his pockets are a weathered, barely legible journal, which makes reference to a "great plateau," and a sketchbook, which contains images of dinosaurs. Many Leagues would agree to financing an expedition.

Mexico

Before the Spanish arrived in the early 16th century, Mexico had been home, over the course of time, to the Olmec, Maya, Zapotec, Mixtec, Toltec, and Aztec cultures. When the Spanish Conquistadors came seeking new land for their king they brought with them firearms, horses, Christianity... and smallpox. While guns proved highly effective against the native warriors, it was the dread disease which proved to be their greatest weapon. Quickly conquered, Mexico was renamed New Spain, its old customs and cultures ruthlessly crushed.

Mexico earned its independence in 1821 when, after a brief spell as the First Mexican Empire, it became the United Spanish States. Within a generation it had lost Texas, New Mexico, and southern Arizona to its North American neighbor, losing some territory in war and some through financial transaction.

In 1860 Mexico was occupied by the French, who founded the Second Mexican Empire. However, by 1867 the republic was restored. Mexico is currently governed by President Porfirio Diaz. Although its prosperity has increased, there is a vast ocean between the rich elite and the poor majority.

Central Mexico is dominated by the parallel-running peaks of the Sierra Madre Oriental and Sierra Madre Occidental, extensions of the Rockies running south from Canada through the western United States of America. In a broad strip running east to west across the center of these is the Sierra Nevada, a region of active volcanoes. Along the east coast down to the Yucatan Peninsula, the ground is covered in dense forest and jungle. On Mexico's southern coast rises the Sierra Madre del Sur.

Yet it is not the progressive modern Mexico that attracts most globetrotters. Scattered from mountain to jungle are the lost cities of Mexico's Pre-Columbian civilizations, replete with stepped pyramids and tales of brutal, bloody sacrifice required to appease the gods. It is here, in cities unseen for centuries, that the great adventures can be found.

Cave of the Crystals

When a silver miner in Mexico's Chihuahua province struck his pick through the stone and released a jet of warm water he feared he had punctured an underwater lake, spelling certain doom for the and his colleagues. But the water quickly subsided and curiosity overcame the miners, who hacked through the remaining stone. There, isolated from the outside world for tends of thousands of years, was one of the most beautiful natural wonders of the world—a cave crammed with gigantic, translucent crystals.

The crystals are comprised of selenite, a relatively common mineral of no real intrinsic value. Not only are they of enormous length, making them of interest to geologists, they are exceptionally pure.

Entering the cave causes one to instantly break out in sweat and begin gasping for air. Here, the air temperature is an oppressive 110° F and the humidity close to 100%. Within minutes of exposure water begins condensing in the visitor's lungs, bringing with it not only spasms of violent coughing, but the very real risk of an agonizing death. The cave's lethal atmosphere is a result of a bubbling magma chamber which lies just three miles beneath the cavern floor.

Yet it is this very magma pool which allowed the crystals to form in the first place. Water vapor pushed up through the rocks in prehistoric times slowly condensed on the cavern walls, eventually flooding the then empty chamber. Rich with mineral particles and exceptionally warm, the water was the ideal medium for crystal growth. Although the water has now drained away, the crystals remain.

The Forbidden Valley

Deep in the Sierra Nevada, nestled between two active, smoking volcanoes, lies a mist-shrouded valley known to the local Indians only as the Forbidden Valley. For time immemorial their elders have passed on the warning—no man may enter the valley, lest he unleashes the evil that lies within.

Although situated deep within the arid mountains, the valley is a lush rainforest fed by steaming rivers of warm water and bathed in the vapors of numerous hot springs and bubbling tar pits and mud pools. From the higher slopes the valley is invisible, perpetually concealed beneath a veil of mist and cloud. It is a primordial, unforgiving wilderness, inhabited only by prehistoric monsters and a forgotten kingdom of Aztecs who venerate a species of tyrannosaurus rex, Tyrannosaurus Azteca, as a living god.

The bloodthirsty natives have foresworn the traditional Aztec ritual sacrifices of ripping out hearts and flaying the skin from their living victims, instead offering captives to their ever-hungry deity. The tribe's warriors are armed not with obsidian-edged weapons, but with daggers and spears made from serrated T-Rex teeth.

Tula

Capital of the Toltec people, Tula sits in mountainous central-eastern Mexico at the juncture of two rivers, in an arid plain of scrub grass and bushes. Largely destroyed in the mid-12th century, all that remains today is an enormous stepped pyramid, the remains of a colonnaded temple, and scattered rubble that once formed palaces, warehouses, and houses. Bas-relief decorations adorn

the remaining walls and structures, displaying columns of felines and canines, birds of prey feasting of human hearts, and human faces extending from, or being swallowed by, writhing serpents.

Dominating the skyline are four 15-feet high statues of fierce warriors. Situated at the leading edge of the pyramid's upper platform, the figures gaze across the ruins of a city that once vibrated with the passage of 30,000 souls. The chief deity at Tula was Tlaloc, god of rain, a god who, on occasion, demanded human sacrifice before he would allow the rains to fall.

Adventure Seeds

* Doctor Cavor, a British inventor, in constructing a Moon capsule. In order to reach the Moon, he plans to use *cavorite*, a substance he believes can shield anything it is coated in from the effects of gravity. One of the main components of *cavorite* is selenium. Cavor asks the heroes to visit the Cave of the Crystals and retrieve several large crystals. In return, he will allow the globetrotters to accompany him on his first trip to the Moon.

* The Gun Club has its own plans to reach the Moon first. In order to ensure their greatest rival fails, they require someone to blow up the selenite crystals in the Cave of the Crystals.

* A globetrotter stumbles across a diary written (in Spanish) by a Conquistador, in which he describes a hidden valley in southern Mexico and a tribe of Aztecs who worship a monstrous, living god. Alternately, a League has learned of the Forbidden Valley and intends to send an expedition to document its wonders.

* The modern towns around Tula have been rocked by the discovery of murder victims, each with their heart torn out. Has the recent and ongoing drought forced the natives to take up the old faith again?



Oak Island

Located on the south shore of Nova Scotia, Canada, Oak Island is rumored to conceal a vast treasure. In 1795 a group of boys walking through the dense woodland entered a clearing and discovered a circular depression adjacent to a tree from which hung a block and tackle. Digging down out of curiosity, they unearthed first a layer of flagstones and then, at 10-feet intervals, layers of logs, abandoning their excavation after descending only 30 feet.

A private expedition arrived eight years later and dug down 90 feet in the belief the site concealed a hidden fortune. Their excavations confirmed the existence of wooden logs every 10 feet and, at depths of 40, 50, and 60 feet, layers of charcoal, putty, and coconut fiber—all waterproof layers. Rumors abound that toward the bottom of their digging they unearthed a stone covered in unusual symbols. These were translated (though no one recalls by whom or how) to read, "Forty feet below, two million pounds lies buried." Continued digging caused the pit to flood to a depth of 60 feet and the excavation was abandoned after bailing failed to reduce the water level.

In 1849 a new group of investors hoping to strike it rich sank an auger into the water, passing through another wooden platform at 98 feet. By all accounts traces of gold were discovered in the sample brought up by the auger. Speculations arose the water was tidal, and indeed it did prove salty. Had someone managed to construct an ingenious trap in the Money Pit, as it was now labeled, to prevent thieves from reaching the buried treasure? Subsequent expeditions occurred in 1861 and 1866. Dynamite, dams, side tunnels, water pumps—all proved incapable of removing the water to any extent that allowed further excavation.

An expedition, privately funded as always, takes place in 1893. Historically it fared no better than earlier attempts,

but in *Leagues of Adventure*, where weird science exists, anything is possible!

Aside from the cryptic stone, which appears to have mysteriously vanished, the only indications any treasure lies below are based on idle speculation, not hard facts. But if there is treasure buried on a remote Canadian island, who placed it there and why?

Among the proposed sources of this mystical fabulous wealth are the treasure hauls of the notorious pirates Captain Kidd and/or Blackbeard, a British army payroll of silver coins concealed during the American Revolution, the jewels of Marie Antoinette (sent out of France before the French Revolution and buried here by loyalists), the Holy Grail (buried by Knights Templar), and even proof that Francis Bacon really wrote most of the plays attributed to William Shakespeare.

Olmec Heads

Adventurers hacking through the steaming forests of the central Mexican coast in search of ancient Mayan ruins may stumble across not stepped pyramids or crumbling walls, but colossal human heads. Carved from a single boulder, the massive heads depict members of a lost civilization.

Natives speak in awe of the heads, claiming they are the remnants of giants who inhabited the land in days of yore. According to the Indians' myths, the giants ruled over the land as cruel despots, enslaving their ancestors and forcing them to construct their monstrously large cities in the deep jungle. After generations of enslavement, the people could take no more and rose up against their tyrannical overlords.

Picking up one of the giants' obsidian axes, a great hero slew each giant in turn, severing their heads with a single swipe. While the bodies rotted, the giants' head turned to stone, eternal monuments to the folly of tyranny and the power of humanity over the antediluvian races whose end was long overdue.

Those few Europeans who has seen the stone heads describe their features as more African than American Indian. The thought that an African could have crossed the Atlantic before Columbus is, of course, completely preposterous to scientists of the day.

Adventure Seeds

* The Elder Society of Atlantis, a League which believes not only that Atlantis was real but also sowed the seeds for all civilizations across the world, believes the stone heads are representations of Atlantean explorers. They require suitably skilled globetrotters to make detailed recordings of the heads in case they provide clues to the location of the lost city. With the legends of Atlantis telling of advanced technology (or powerful magic), the Elder Society is not the only League searching for Atlantis.

Paititi

One common trait shared by all South America's lost cities, and indeed many such locales around the globe, is the story of how they are stocked with silver, gold, and precious gems. Such stories are as common as grains of sand in the desert.

In the 1600s a missionary, Andrea Lopez, stumbled across Paititi quite by accident. According to a letter addressed to Pope Paul V, which now resides in the Vatican archives, Lopez reported the city to be located in the jungle, close to a waterfall. He also indicated it was "stocked with many treasures." Lopez never returned from South America, nor did he ever reveal Paititi's exact location.

Spain, perhaps guided secretly by the Vatican, dispatched several expeditions to locate Paititi and claim it for Christ. Many of these brave but foolhardy explorers were swallowed by the Amazon rainforest, never to be seen again. Those who did survive reported no sign of the ancient city, nor was it known to any if the native tribes they encountered.

Paititi has remained hidden because of a simple mistake in Lopez's letter to the Pope—Paititi was not located *by* a waterfall: it was located *behind* a waterfall.

Given one would likely notice if one passed beneath a waterfall, questions remain as to whether Lopez's account was simple human error in his choice of words or a deliberate attempt to conceal the truth lest his missive fall into the wrong hands. Perhaps he intended to correct his error at a latter date, or perhaps he had an ulterior motive for ensuring only he knew the exact location.

Although Lopez was reportedly sighted elsewhere in South America after discovering Paititi, none of these are confirmed accounts. For all intents and purposes, Lopez vanished after spying Paititi. Based on where he was exploring at the time of his letter, Paititi lies somewhere in the western Amazon, close to where the borders of Brazil, Columbia, and Peru converge.

The lost city of Paititi lies in the foothills on the eastern flank of the Andes, concealed beneath a thunderous waterfall. Beyond the tumultuous water is a vast, natural cavern, its arched roof a staggering 500 feet above the cave floor. Clustered around a colossal stepped pyramid are the great houses of the ruling nobles and the smaller homes of the workers.

During the Spanish conquest of Peru, several Inca tribes fled to the hidden cavern. Here, safe from the invaders, they rebuilt their society. While Lopez's talk of treasure was interpreted as gold and silver, in actuality Paititi's wealth is the vast repository of Inca texts the founders carried to safety. These records stretch back long into prehistory, back to the days of the Inca's distant ancestors.

Although centuries have passed since the Spanish overthrew the Inca kings, the inhabitants of Paititi retain their old customs and practices.



Adventure Seeds

* A globetrotter leafing through a little-read tome dating from the 1600s discovers a coded message written by Lopez. Through a circuitous set of clues scattered across the eastern Amazon it leads the heroes to Paititi. Unfortunately for the globetrotters, a secret cabal within the Vatican, learns of the discovery and sets out to claim the lost city first.

Peru

Peru is divided geographically into three parallel regions. In the east, buttressed between the Pacific Ocean and the Andes is a thin strip of arid coastal plain. Beyond the towering Andes, Peru holds claim to part of the Amazon rainforest.

While the geography may be stable and neatly ordered, Peru's government is not. Still recovering from the debacle of the War of the Pacific, the country is wracked with civil war and unrest for much of the 1890s. Many presidents are elected under accusation of election fraud. In the space of a decade, Peru goes through six presidents, two of them interim caretakers appointed to rule while new elections are hastily organized following the premature deaths of two incumbents.

CAHUACHI

Cahuachi, built on a hill overlooking part of the Nazca Lines, served as a pilgrimage site in the age of the Nazca. Sparsely populated for much of the year, the abode-brick buildings, a mixture of houses and ceremonial centers, bustled with life during pilgrim season. Abandoned long ago, the abode buildings have succumbed to the ravages of time, and now appear from a distance as nothing more than natural features. Only when one approaches closer does one begin to make out the angular shape of bricks. One of the tallest mounds is actually a pyramid, though its stepped shape is concealed by crumbled bricks.

Conceal beneath the dusty soil outside the town limits are dozens of graveyards. Each grave is a circular pit, in which lies a naturally preserved mummy and its grave goods.

CHAN CHAN

On the Peruvian coastal plain stands the abandoned city of Chan Chan. Part of the Moche Kingdom from the 8th century until its conquest by the Inca in the 15th century, Chan Chan is enclosed by triangular walls and divided into ten distinct enclosures.

The outer walls rise upward of 30 feet, being higher in the south to protect against battering winds and storm-driven rains. Within the enclosure stand the remains of many buildings, temples, palaces, and administrative complexes.

Constructed of adobe, the city has suffered serious damage from flash floods, storm winds, earthquakes, and treasure hunters. Although much of the city has been looted, the lure of forgotten gold stashes keep antiquarians returning on a regular basis.

LIMA

Before the War of the Pacific, Peru's capital enjoyed an economic boom. Occupied by Chilean forces during the War, the city was subjected to widespread looting of its cultural heritage. Driven to desperation by the widening gap between rich and poor, mobs rampaged through the streets, torching the homes and businesses of the wealthy. Although the War is over, Lima has yet to recover, and many areas remain poverty stricken or derelict.

Globetrotters looking to explore Inca ruins are likely to make a stopover here for provisions, for despite the chaos, it remains Peru's largest city.

MACHU PICCHU

On a narrow ridge between two towering peaks in the Peruvian Andes, thousands of feet above a meandering, mist-shrouded river, bordered by terraces where crops once grew, and constantly swathed in low cloud, stands the abandoned city of Machu Picchu. Constructed by the Inca five centuries ago and abandoned soon after for reasons unknown, the city is a testament to the ingenuity of the ancient Inca.

Such is the skill of the builders that the city, currently choked by jungle, seems to flow out of the rock on which it sits. Temples, warehouses, houses, and parks were constructed on the rugged ridge, which boasts a hundred sets of steps. So advanced was the engineering that running water, diverted from spring in the higher mountains, flow through each house. Despite being highly defensible, the city held no soldiers—it was a holy site, not a military outpost.

Machu Picchu lies 50 miles north of Cuzco, the ancient Inca capital, yet was never discovered by the Spanish Conquistadors. Perhaps Machu Picchu remained veiled because of its location. Situated at a height of 8,000 feet, butted against a mountain face, and reachable only by means of a narrow mountain pass (actually the remains of an Inca road) or a rope bridge across the valley on the lower slopes which leads to a winding trail, Machu Picchu's existence was a closely guarded Inca secret. Yet the question remains as to why a near-impregnable city was abandoned.

Local Indians speak of the "City of Mists" and gesture high into the mountains, yet they have never visited the city. Shamans claim the inhabitants were gods who grew weary of life in the sky city and who moved down to the lower slopes, where they bred with mortals. Being only mortals, the local Indians are fearful of venturing to the sky gods' realm. The Indians claim "white men with hairy faces" entered their lands many generations ago in search of Inca gold. An army marched into the mountains but never returned. According to the shamans, the invaders were struck blind by Inti, the Inca sun god, for daring to desecrate the sky city and fell to their deaths in the valley below.

NAZCA PLAIN

The Nazca Plain, situated in southern Peru, is an alluvial fan bordered to the east by the Andes. Windless and arid, the area was the center of power for the Nazca culture, which flourished in the first millennium. Located here are the ancient city of Cahuachi and the Nazca Lines.

NAZCA LINES

Extending across the Nazca Plain are hundreds of mysterious lines. From the ground, they appear as straight and curved shallow furrows in the soil exposing the bedrock beneath and extending hundreds of yards. Seen from altitude, the lines take on a vastly different appearance. Seemingly unconnected when viewed up close, the lines suddenly transform into images of hummingbirds, dogs, lizards, fish, llamas, spiders, geometric patterns, and precise spirals.

Time has diminished the crisp outline of the lines only slightly, leaving them almost as fresh as they day they were formed. The great questions are who made them, to what purpose, and why were they made so that their designs can be seen only from the air?

TIAHUANACO

Standing nearly 13,000 feet above sea level, on the southwest edge of the Bolivian Titicaca Basin, are the remains of Tiahuanaco, a city whose history dates back long before the Inca.

Discovered by the Spanish Conquistadors searching for Inca gold, Tiahuanaco has been visited by several European expeditions in recent years. Maps and photographs exist in collections in America, Germany, and England. Much of the city has been torn down in the search for gold and antiquities.

Whichever pre-Inca civilization constructed the sprawling metropolis had no writing system, yet possessed uncanny knowledge of the heavens, for the city is laid out along the 16 cardinal points with amazing accuracy.

Situated squarely in the center of the city is a five-tired pyramid. Although it rises only some 20 yards above ground level, it stretches for 200 yards to each side. Nearby is a colossal enclosure whose purpose remains, for now, a mystery. Steps cut into the bedrock descend into a semi-submerged structure widely believed to be a temple.

Beyond these edifices lie the broken remains of other structures, perhaps once the homes of the city's inhabitants.

The most mysterious structure, and one that has de-

Lost Cities

While the Spanish discovered and conquered many Mesoamerican ancient cities, they did not find them all. Of those they did discover, many were abandoned to the jungle after the inhabitants were driven out or killed off.

While the great ruins of Chichen Itza, Tekal, and Teotihuacan were explored by the 1890, several of the greatest cities were not rediscovered until the 20th century. Even today explorers are making new discoveries.

Below is a list of structures unknown in the 1890s except to the native tribes. The year in entry is when they were officially rediscovered. Because *Leagues of Adventure* is an alternate version of the world, there's nothing to stop your globetrotters being the first Europeans to set eyes on these great cities in centuries, if not for the first time ever.

Site	Country	Year
Atun Ha	British Honduras	1963
Caracol	British Honduras	1937
Coba	Mexico	1923
Dos Pilas	Guatemala	1953
El Mirador	Guatemala	1926
Kaminaljuyu	Guatemala	1925
La Venta	Mexico	1925
Lubaantun	British Honduras	1903
Nim Li Punit	British Honduras	1976
Tenayuca	Mexico	1925
Xunantunich	British Honduras	1894

8

World's Fairs

The first World's Fair, also known as Universal Exposition or Expo, was held in London in 1851 at the behest of Prince Albert, Queen Victoria's husband. based on the earlier French Industrial Exposition (1844), the Fair was intended to gather all the latest technological inventions under one auspice and display them to the world at large.

In 1893, Chicago hosts the World Fair, simultaneously marking the 400th anniversary since Columbus' discovery of the New World. It runs for six months, from May to October.

Among the many attractions are the first Ferris wheel, shredded wheat cereal, Juicy Fruit gum, the introduction of the hamburger to America, a replica Viking longship (which was sailed across the Atlantic), and Edison's Kinetograph (the first moving picture camera).

In a monumental moment in man's history, the entire Fair was illuminated by alternating current electricity. Tesla displays several new electrical inventions, including wireless electrical power (surely a dream discovery for any inventor!).

Buffalo Bill Cody, although denied permission to host his show inside the Fair, defied the authorities and set up nearby.

During mid-September, the Parliament of the World's Religion is hosted on the site, the first gathering of many of the world's great faiths (the Sikhs and Native Americans weren't invited, yet Spiritualists were).

Other congresses held during the Fair brought world authorities on anthropology, medicine, commerce, literature, history, science, art, and philosophy together under one roof.

The next World's Fair takes place in 1897, in the European city of Brussels.

Adventure Seeds

* The Fair is an ideal opportunity for inventors to display their latest inventions and for globetrotters to catch up on the latest technological wonders of the age. There is great scope for rivalry (leading to wagers) and industrial espionage and sabotage.

* Heroes regarded as experts in their chosen field may be asked to speak at a congress, giving them opportunity to bring their discoveries to the attention of esteemed peers and jealous rivals.

* The Parliament presents itself as a worthy target for anarchists, fanatics, and evil Leagues.

fied all attempts to fathom its enigma, is the Gateway of the Sun, a stone representation of a doorway. Carved into the center of the lintel is a human figure, replete with stylized rays emanating from its head, holding staffs in its representing thunder and lightning. Surrounding this figure, and gazing toward it, are 48 heads contained within precise squares, 32 of which are human and 16 of which are those of condors.

The Gateway was discovered broken and lying flat. European explorers reassembled the pieces where it was found. Unlike the rest of the city, its current alignment is off-kilter, having no celestial relevance.

Lake Titicaca

Lake Titicaca lies just a few miles from Tiahuanaco. Its cold waters are rich in fish, and numerous small settlements are dotted along its shores or clustered on the many islands that breaks its calm surface. It is one of the highest navigable lakes in the world, measuring 120 miles long and, at maximum, 50 miles across.

Two of the islands, inhabited by later Inca settlers to the region, are closely tied to mythology. The Isla del Sol (Island of the Sun) is believed to be the birthplace of the sun god, while the Isla de la Luna (Island of the Moon) is supposed to be from where the moon rose each night.

Adventure Seeds

* While in Lima, the heroes are implicated in a plot to overthrow the latest president. Should they stay and attempt to prove their innocence, or flee into the Andes and make for the border?

* An explorer friend of the globetrotters just back from Peru shows them a Conquistador's breastplate and helmet. He claims he acquired the artifacts from local Indians. Rather than being pitted and rusted, the items look brand new. He believes there is a lost city populated by the descendants of the original Spanish explorers and plans to launch an expedition to discover it.

* The weather around the globe has been acting very strangely lately, with unseasonal hurricanes and typhoons, blistering heat waves, and early snow. Investigating the matter eventually leads the party to Machu Picchu, where an insane scientist has constructed an enormous weather changing machine.

* An evil sorcerer has learned of the existence of the Nazca Lines, and believes them to some kind of complex lock, and that by walking them all he can invoke a potent source of dark magic. The globetrotters become involve when a newspaper reports the mysterious death of two of the three leading experts on pre-Colombian Peruvian culture. By luck, the third expert is visiting the heroes' home city to give a lecture.

* An explorer, blown off course while ballooning across southern Peru, reports seeing strange lines. While his claims are widely dismissed, certain Leagues are keen

to follow up the lead and investigate. Unfortunately, the explorer was lost and has no idea exactly where the lines are located.

* The Times reports the daughter of an English lord fell into a well, known locally as a *purquios*, while exploring the edge of the Nazca Plain. On being rescued, she reported the *purquios* led into a tunnel network, which seemed to extend across the Plain. Talk of concealed treasure has the clubs and societies abuzz.

* A renowned scholar has uncovered a Spanish document dating to the time of the conquest. It purports to show where the Gateway of the Sun originally stood. Believing that the rising sun on the summer solstice would point through the portal and indicate where buried treasure was concealed, the scholar plans to reposition the stones. Giving that the monument weights 10 tons in total, he needs a spot of help.

* A recent drought has lowered the waters of Lake Titicaca by several feet, revealing part of a roadway that rises from the lake and points directly to Tiahuanco's grand pyramid. The Association of Aquatic Explorers plans to explore what lies beneath Lake Titicaca, and the globetrotters are invited to accompany the expedition.

* The Oxford and Cambridge Boat Race teams plan to hold rowing competitions on the world's great lakes. Lacking much skill in the ways of overseas travel, the universities invite the globetrotters to act as guides and referees.

The United States

Following the Civil War, the United States of America enjoyed widespread growth, fuelled by a newly industrialized economy and competing railroad companies seeking to tap into the booming economy. Termed the Gilded Age, it saw the rise of the captains of industry into a super-rich elite linked by social and business ties. It was also a period of widespread corruption.

In 1893, many financially over-extended railway companies collapse, dragging down banks and leading to a severe economic depression. As the economy began to improve in 1897, the American people could no longer stomach the corruption and social inequity. As the new century dawned, America embarked on a progressive crusade.

For much of this period America isolates itself from global politics and trade, having no wish to repeat the actions of Great Britain and impose imperialism on other nations.

Boston

Boston is a center of artistic and cultural patronage, though one whose patronage comes at a price. City officials have recently taken to banning any material they find offensive, immoral, or sexually provocative. Perversely, this is causing Boston to stagnate while other cities grow and prosper in the arts. "Banned in Boston!" is proudly announced throughout the nation on theater billboards and book covers to make the art in question more appealing to less discerning tastes.

Boston has a sizeable Irish population, though they are subject to intense racism. Many shops advertizing jobs display signs proclaiming NINA, short for "No Irish Need Apply."

In 1897, the first subway in the United States is opened beneath Boston's streets.

Chaco Canyon

Chaco Canyon lies on the Colorado Plateau, a vast upland surrounded by three sides by mountains. This immense area of scrubland and desert steppe is a hostile, arid wilderness, with temperatures well below freezing



at night and scorching heat during the day. On many days the temperature swing is as much as 60 F, forcing explorers to cope with extreme conditions at both ends of the spectrum.

In 1849 a military expedition against the local Indian tribes wandered into the canyon. Here they found something completely unexpected—ruins of large, stone-built cities. Due to the remoteness of the canyon, these have received little attention since.

Along a nine-mile stretch of canyon floor stand 13 structures of varying sizes. Each is D-shaped, with rooms built along the curving side and overlooking a central plaza. The rooms are terraced, ranging from a single story closest to the plaza to four stories further back. The immediate impression one gets is of a giant's amphitheater. The largest city is Pueblo Bonito. As impressive as these cities are, they are only part of a wider network of settlements. Barely visible now to the naked eye, wide roads branch out from the valley toward distant outposts. In some cases, the roads extend over 50 miles. All told, some 50 settlements dot the surrounding landscape, clear indications of an advanced, organized society.

However, along the canyon walls are many petroglyphs depicting animals, people, hands, crescent moons, and sunbursts. To the first military explorers, the primitive nature of the symbols clashed dramatically with the architectural skill of the cities. How could a culture, they said, raise such places and yet not possess a writing system? It was quickly decided that two distinct cultures were involved.

While the native tribes claim their ancestors erected these cities, the enlightened minds of academia scoff at such preposterous nonsense. No, they say, much more likely these are early Spanish settlements, or even remnants of some lost civilization dating back many eons. Spiritual and theosophical societies point to legends of ancient Atlantis as the source of the cities. Until a full expedition is carried out, the truth may never be known.

MAMMOTH CAVES

Sprawling beneath Kentucky, the Mammoth Cave network has been a major tourist attraction since the start of the 17th century. It even boasts its own railway line to ferry sightseers close to the entrance. Formed millions of years ago by the flow of water, the true extent of the cave system is unknown. Geologists and geographers both claim there are likely to be further tunnels and caverns to explore, but flooded tunnels and chambers and blocked passages make further exploration a slow and generous prospect.

MOUNT SHASTA

Comprised of four overlapping volcanic cones, Mount Shasta, at a height of 14,417 feet, is the fifth highest mountain in California and forms part of the Cascade Mountains. Seven glaciers creep and carve their way down the perpetually snow-capped volcano. The last eruption occurred in 1789, making Mount Shasta a currently dormant volcano.

During the 1870s Joaquin Miller, an American poet and essayist, recorded the legends of the local Indian tribes, among them the story that Mount Shasta was where the spirit chief Skell descended from heaven. The existence of the volcano is largely ignored outside of geological circles until 1894, when Frederick Spender Oliver copyrights his work *A Dweller on Two Planets*. Through contacts, a copy of the manuscript is sent to the Ghost Club in London.

Oliver claimed, among other things, that survivors from Lemuria, a supposedly sunken continent whose story is reminiscent of Atlantis, were still living inside Mount Shasta. Oliver claimed his knowledge was given to him through automatic writing and mental dictations, the latter sent by a spiritual entity known as Philos the Thibetan (*sic*). The Ghost Club proposes to investigate these stories in the near future, hoping to steal an edge on rival Leagues thanks to its advanced viewing of the manuscript.

NEW YORK CITY

Until 1895, when the five boroughs are joined, New York City comprises just Manhattan and the Bronx. Although Washington, D.C. is the political heart of America, New York is its commercial heart, with around 70% of the country's imports, goods and people, passing through its busy docks. Since 1887, the Statue of Liberty has watched over the harbor approaches.

A crowded city, with countless slums inhabited by poor immigrants, New York is rife with crime and corruption. Political and industrial authorities crack down on any attempts as syndication or unionization that may threaten their hegemony.

Yet in contrast to the dark side of life, New York boasts many fine museums and cultural and academic institutions. Vaudeville, theatre, opera, and ballet are booking, at least among the upper echelons of society.

SAN FRANCISCO

Before the gold rush of 1848, San Francisco was a small frontier town boasting no more than 2,000 souls. Within two years it has received its city charter and the population had swelled to over 25,000. In the early days of 1890, its population is just shy of 300,000.

Having massively outstripped its original city limits, San Francisco's infrastructure is incapable of handling the population. Sanitation, especially, is extremely poor.

With the gold rush over and the transcontinental railroad finally completed, the city looked elsewhere for income. California's rich natural resources give rise to industries seeking an outlet to the Orient, allowing San Francisco to grow as a mercantile port. Whaling fleets continue to operate from the city, though they are in terminal decline.

Throughout the first half of the decade San Francisco is troubled by political corruption. In 1896, James D. Phelan is elected mayor. Raising funds through public bonds, he embarks on dramatically improving the city's ailing infrastructure. Among the works carried out is the construction of a much-needed sewer system.

San Francisco boasts a large immigrant Chinese population. Unable to find much work due to anti-Chinese laws, the Chinese gather in a district known as Chinatown. Following the Chinese Exclusion Act of 1882, Chinatown's population is shrinking, though there are no forced evictions.

WASHINGTON, D.C.

The capital of the United States of America, the city of Washington was founded on the north bank of the Potomac River in 1790, though it has since spread further east. It is home to the Senate and House of Representatives, as well as the President of the United States.

While one can marvel at the Capitol, Washington Monument, and the White House (rebuilt after the British burned it down in 1812, but without the later additions of the West Wing and Oval Office), or cross the river and wander the silent glades of Arlington Cemetery, the Lincoln and Jefferson Memorials do not exist at this time.

Georgetown, which nestles against Washington, predates the capital by some four decades. It was once a vibrant dock, with ships sailing the Chesapeake & Ohio Canal straight into the heart of the city. With the advent and expansion of the railway, Georgetown in the 1890s is a slum of the worst order, its small, overcrowded houses lacking plumbing and electricity.

Library of Congress

Housed in the Capitol until 1897, when it moves to the purpose-built Thomas Jefferson Building, the Library of Congress is, at the time, the largest library in the United States, boasting over 835,000 volumes. Members of the public may browse the collection, but only high-ranking government officials may take books out of the library. It becomes the first library in the U.S. to acquire one million books in 1901.

Adventure Seeds

* While being the first to thoroughly explore the Chaco Canyon is prestigious in itself, a League believes the petroglyphs are an encoded treasure map and seeks resourceful souls to decode them.

* An explorer claims to have visited a vast cavern within the Mammoth Caves in which he saw cavemen herding woolly mammoths. A second expedition is planned and the globetrotters are invited to accompany it. Unfortunately, when the heroes get into the caverns, a rock fall separates them from their patron, forcing them to venture into unknown parts of the cave system in order to find an alternate exit.

* Several small earth tremors rattle San Francisco (the big quake comes in 1906 and destroys over three-quarters of the city). Called in to investigate the tremors by a geologist acquaintance, the globetrotters discover the events are not natural. Rather, they are caused by an earthquake machine, used as part of a sinister plot by the arch-villain Doctor Tai Min to destroy California's cities and open the way for a Chinese invasion.

* A New York paper reports the grisly murder of a prostitute. While hardly uncommon, the means of her death bears an uncanny resemblance to the crimes of Jack the Ripper. Could Jack be alive and hunting in the New World?

* A challenge is issued by the Automobile Club. It proposes a race from San Francisco to Washington, D.C. The U.S. President has agreed to present the winners with a special medal.

XIBALBA

Xibalba, or the Place of Fear, is the Mayan underworld, said to lie concealed within a cave in what is currently British Honduras.

According to Mayan religious texts, it is ruled by 12 gods, the Lords of Xibalba, all of whom are associated with suffering, corruption, and death. Their servants, the inhabitants of the city of Xibalba, travel to the world of men at the behest of their demon-gods to spread sickness and death, to decay the flesh from corpses, and to wrack the living with intense pain. All misery and torment stems from Xibalba.

Xibalba is no easy place to reach for the living, and those who quest for the underworld must overcome many trials and tribulations before reaching their goal. First one must locate the correct cave mouth, for the area where the terrible city is said to lie is honeycombed with caves.

Deep within the cave are three rivers over which span no bridges. The first is filled with stinging scorpions, the second with blood, and the third with disease-laden pus.

Beyond the triple rivers lies a crossroads, its four tunnels heading into soul-numbing, utter darkness. One passage leads to Xibalba, while the others lead only to certain death. Picking wisely is not easy, even if guided by ancient texts, for the crossroads is inhabited by a spirit who tries to confuse and trick explorers.

The Mesoamerican Ball Game

The exact rules of the game, which the Mayans called *Ti-Pitziil* and the Aztecs *Ullamaliztli*, have been lost to the passage of time, but some basic facts are known thanks to Spanish chroniclers.

The game is played on a court with high-walled sides and divided into two halves. Each team must remain in its own half at all times or a point is lost. Situated on the halfway line, high on each wall, is a small stone ring, just wide enough for the ball, made of solid rubber and weighing eight to 10 lbs., to pass through.

Players may use their hips, elbows, and feet to play the ball, but not their hands or head. Striking the back wall at the opponents' end of the curt earns a point, while passing the ball through one of the stone rings wins the game outright.

Points are lost for allowing the ball to bounce twice before returning it, allowing the ball to go outside the court, using unauthorized body parts to strike the ball, or aiming for a stone ring and missing.

Those who choose wisely eventually enter the gods' council chamber, where the 12 demonic rulers sit in eternal council. Here the gods greet visitors not with words of welcome but with humiliating tricks. Once visitors are duly humbled, the gods grant them one request—and only one.

This is another trick, for those who desire wealth or power are given fair chance to earn it, but at the cost of eternal imprisonment. For those who wish to see the world of the living again, the request is simple—to leave the city and return to the surface.

Regardless of what boon one craves, the hero must pick one of six doors within the council chamber. Behind each is an ordeal he must overcome to reach his prize.

The first door leads to the Dark House, a pitch black chamber of immense size in which no light can be shone. So large is the chamber, and so disorienting the darkness, that many of its victims die of thirst before finding the exit.

The second door leads to the Cold House, a chamber of bone-shattering, flesh-killing cold. The third doors allows entrance to the Jaguar House, filled with eternally hungry jaguars. The fourth is the Razor House, where scything obsidian blades dart from the floor, walls, and ceiling under their own power.

The fifth, the Bat House, contains great flocks of bats, whose shrieking eats away at one's sanity. Finally, there is the Hot House, a place of scorching fire and lung-burning heat.

Those who die in one of the six Houses are condemned to serve the Lords of Xibalba for eternity.

For those who have read the sacred Mayan texts, there is a way to achieve power *and* freedom. Like all Mayans, the Lords of Xibalba enjoy *Ti-Pitziil*, a popular ball game played by the living, and they cannot resist a challenge. Of course, the gods do not play fairly. Instead of a standard rubber ball, the game must be played with one in which are embedded razor-sharp obsidian flakes!

Adventure Seeds

* An explorer believes Xibalba is a real place. He believes the stories actually refer to a series of deadly traps which guard a fabulous treasure hoard. Of course, there is only one way to prove his theory.

* Several prominent biologists and pathologists have gone missing in recent weeks, sparking a media frenzy. An arch-villain has heard the tales of Xibalba and has concluded the caves contain pools in which deadly plagues fester. With samples of these plagues in his possession, the villain could bring any country, perhaps even the entire world, to its knees.

* The Sporting Gentlemen's Association loves nothing more than trying new sports. To that end, they propose a wager. A team comprising its members challenges any takers to a Mayan ball game, to be held in one of the ancient Mesoamerican ball courts. Unfortunately, the chosen site is home to a bloodthirsty cult that still worships the old gods.

Asia

Asia is a vast continent, encompassing everything east of the Suez Canal, the Bosporus, and the Ural Mountains, and south of the Caucasus Mountains. Its geography is equally vast and diverse. In very broad strokes, the southwestern and central regions are arid. The center is dominated by mighty mountain chains, including the highest in the world, the Himalayas. To the north lie the great steppe, and beyond the vast forests of Siberia. To the south of center and east are forests and tropical jungle.

The landmass includes the Chinese Empire, much of the Russian Empire, India, Japan, Persia, Afghanistan, large swathes of the Ottoman Empire, Arabia, and French Indochina, amongst others.

Afghanistan

The Emirate of Afghanistan is a loose collective of rival tribes held together only by the influence of the country's ruler, Adbur Rahman Khan, dubbed the Iron Amir by the British.

Among the many tribes making up Afghanistan are the Pashtuns, Tajiks, Uzbeks, Hazara, and Kyrgyzs. Persian

and Pashto are the two major languages, but all told the country boasts some 30 tongues, making diplomacy and travel difficult.

Following two wars with the British, the United Kingdom now exerts a degree of influence over the country, though it does not claim it as a territory. In 1893 the Durand Line is drawn on the map between India and Afghanistan, legally defining the countries' spheres of influence. In 1896 the British help define Afghanistan's border with China, though the Chinese do not recognize this agreement.

Except in the southwest and north, Afghanistan is heavily mountainous, the Hindu Kush range slicing through its center. Despite the Iron Amir's attempts to break the power of the mountain tribes and bring more democratic representation to the country, Afghanistan remains a very wild and dangerous place. In the north, Russia is making threatening gestures along the border, prompting the Amir to call on British support to help maintain his country's sovereignty.

During the late 1890s Britain is forced to undertake two major campaigns against the local Pashtun tribes of northwest India. Although technically independent, the Durand Line placed their lands within Britain's sphere of influence. Fearing the annexation of their ancestral lands and stirred up the Ottomans' victory over Greece, they rose up in 1897. The Afridi tribe sends 10,000 troops against British forts near the city of Peshawar, prompting the Tirah Campaign. Meanwhile, the Mohmand tribe rebelled north of the Khyber Pass, forcing the British to deal with two uprisings simultaneously. Peace is restored in 1898.

KHYBER PASS

The Khyber Pass separates Afghanistan from India. For millennia it has been the gateway to Afghanistan, its well-worn trail trod by the armies of the Persians, Alexander the Great, the Muslims of the 6th century, Genghis Khan, and in recent decades the British. Whoever holds the pass controls trade between central and southern Asia.

SIKUNDERGUL

Alexander the Great founded at least a dozen cities bearing his name. One such city, now called Sikundergul, lies high in the eastern mountains of Afghanistan in the province of Kafiristan ("Land of Infidels").

According to legend, Alexander stored a great stock of treasure here, promising to return in the future. To prove it would be him who returned, he left the inhabitants a sign—a compass emblazoned with the All-Seeing Eye, a symbol now used by Freemasons.

Regarded as a holy city, no one may visit except by personal invitation by the high priest, and such invitations are exceedingly rare. Only once in the past century have strangers been permitted to enter, and that visit did not end well.

TURQUOISE MOUNTAIN

A former capital of Afghanistan, Turquoise Mountain was destroyed by Ogedei Khan, son the infamous Genghis Khan, in the early 13th century. Since then the city's location has been forgotten.

In 1886, Sir Thomas Holdich, a British cartographer employed by the Afghan Boundary Commission, reported seeing a lone minaret in a mountain valley beside the Hari River. He had no time to investigate, and his journal entry has been forgotten.

If the minaret is indeed part of Turquoise Mountain, it marks the site of what was once a fabulous city, its mosques adorned in shards of precious turquoise.

Adventure Seeds

* During travels in Afghanistan or India the heroes encounter Peachy Carnehan, a former British army sergeant, now half-mad. He babbles about the city of Sikundergul, its vast treasury, and someone called Danny Dravot, King of Kafiristan.

* Reports circulate that an Afghan goatherd has been selling chunks of worked turquoise in the markets of Kabul. Has Turquoise Mountain been discovered? The Russians certainly think so, for they are sending an expedition to investigate.

China

China's civilization began many thousands of years ago. From a small state it has expanded over the millennia to dominate eastern Asia.

China's current ruler is the child Guangxu Emperor, tenth emperor of the Qing Dynasty, who has reigned since 1875 (b. 1871). Despite his title, the true power in China is Empress Dowager Cixi, the Guangxu Emperor's aunt (b. 1835). A reformist keen to eradicate corruption in China's social, political, and legal institutions, the Guangxu Emperor is often at odds with his conservative, traditionalist aunt, who sees the reforms as a check on her power.

In 1894, the First Sino-Japanese War breaks out. China loses, leading to a greater Japanese influence in the country. Unrest and dissension spread quickly as China is weakened domestically and internationally, threatening the existence of the government.

China is geographically diverse. Its vast border encompasses some of the world's greatest mountains, barren deserts, deep basins, flat plains, tropical jungle, and rolling hills. In general, the great mountains lie to

the west with the vast plains in the east. The Gobi and Taklamakan Deserts dominate the northern border, while steamy jungle lies to the south, on the border with French Indochina. In between are lesser mountain ranges and hill, rolling hills.

8 The First Emperor's Tomb

Qin Shi Huang, first emperor of a unified China, brought many advances to his people, yet he ruled as an absolute tyrant. As the specter of old age laid its hand on his shoulders, Qin Shi Huang began to fear death. Sparing no expense, he ordered his servants to scour the world for an elixir of immortality. Many potions, pills, and powders were brought before the emperor, but none prolonged his life. In 210 BC, Qin Shi Huang drew his last breath.

Qin Shi Huang, even while he clung to the fading hope of eternal life, prepared well for his death. A million slaves worked and died to construct a colossal mausoleum the size of a city. Within the vast chambers of the tomb were placed fiendish traps were riches beyond imagination, all guarded by lethal crossbow traps designed to slay would-be tomb robbers. Placed in great pits surrounding the tomb was a veritable army of life-sized terracotta warriors. Comprising infantry, archers, cavalry, and officers, the army would protect the emperor in the celestial realm.

On his death, the emperor's body was carried to the central chamber, a cyclopean crypt supported by towering pillars carved in the image of dragons and whose floor was cut through by rivers of mercury, recreating the rivers of China. In death, as in life, the emperor would continue to watch over China. The silvery rivers, which constantly flow due to an ingenious system of gentle slopes, water wheels, and pipes, are also another obstacle for those who would plunder the emperor's final resting place, for the fumes they release are deadly.



After the great doors were sealed and buried, all those who knew of the tomb's location—slaves, overseers, accountants, courtiers, architects, soldiers, and nobles alike—were slaughtered. Most were beheaded, but the emperor's closest advisors sought to accompany him on his great journey, and were entombed with him. For close to 2,000 years, the location of the tomb of China's first emperor has been lost. Rumors to the tomb's location have circulated for centuries. Men have wasted their lives and fortunes in futile excavations, dying impoverished and broken.

Yet it is not the lure of mundane treasure which lures men to fritter away their lives, though the rewards for discovering the mausoleum would make a man richer than any king or emperor alive today. Legends persist that the secret of immortality *was* discovered between Qin Shi Huang's death and his burial. With the emperor's many sons, far lesser men than their father, the decision, it is said, was taken to gift Qin Shi Huang his heart's desire, albeit too late to be of any use.

THE FORBIDDEN CITY

The Forbidden City has been home to the Emperor of China and the royal court for almost five centuries. Covering an area 3,200 feet north-south by 2,500 feet east-west, surrounded by walls 25 feet high and just as thick, outside which lies a 170-feet wide moat, the Forbidden City is both a palatial home, bureaucratic center, and fortification. Within lie 1,000 buildings and 9,000 rooms, each magnificently carved and decorated in accordance with ancient philosophical and spiritual principals. Such is the Emperor's wealth that there are rumored to be over one million treasures scattered throughout the City.

Surrounding the Forbidden City is the Imperial City, an area of park lands and noble residences, beyond which is the Inner City. To the south of the Inner City lies the Outer City. All four districts are walled enclosures, part of Beijing's ancient defenses.

Contrary to its name, certain outsiders are permitted entrance to the Forbidden City. Diplomats and messengers, even merchants, are allowed into specific areas to conduct business, but always under the watchful gaze of courtiers and soldiers.

GREAT WALL OF CHINA

The Great Wall of China, without doubt the greatest engineering achievement ever built by mankind, is a misnomer, for it is not a single structure. Neither was it raised by a single nation. Construction of the Wall began in 221 BC, shortly after Qin Shi Huang unified China and became its first emperor. The last work was completed some 1800 years later, in the dying days of the Ming Dynasty.

All told, the Great Wall and its many branches snake across the globe for around 5,000 miles and takes in stunning vistas. The greatest lengths, constructed during the Han Dynasty (206 BC to 220 AD), stretch from Pyongyang in Korea on the eastern shores of the Yellow Sea, across the Northern Plains, through the heart of the barren Gobi Desert, and across to the Jade gate at the edge of the arid Turfan Depression in the eastern portion of the Tian Shan ("Celestial Mountains"). This imposing structure served one purpose: to completely divide civilized China from the barbarian tribes to the north. Yet this is only part of the colossal structure.

Further north, sections of wall encompass the eastern fringes of the Gobi Desert, a barrier against Mongol invasions. In the south, branches run along the Yellow River, China's major water way, and follow the route of the ancient and well-traveled Silk Road, enclosing the southern quarter of the Gobi and Tengger Deserts. In places, walls raised in different eras stand alongside each other, creating multiple barriers any invader must overcome.

Hundreds of thousands of slaves and soldiers toiled to raise the Great Wall from compacted earth, wood, brick, and stone. Watch and signal towers were erected at regular intervals, well-guarded gates installed to allow merchants passage to and from the great empire, and steps laid to ease the journey of those patrolling the wall. Thousands perished under the lash of cruel taskmasters or succumbed to the heat and cold. These unfortunate souls were, according to legend, buried under the wall, their spirits serving as eternal guardians against the barbarian hordes. Peasants living near the Wall claim their tortured spirits can still be heard, wailing and moaning in anguish.

In the end, the Great Wall failed to protect China, not because of a fault in its construction, but because of a traitor. The Wall, which has taken centuries to raise and cost untold lives, was brought low by a single man.

While much of the Great Wall's length remains standing, little is known of the exact route it takes. Although proud of their monument, the Chinese authorities have little interest in mapping it, and what few maps remain from the days of its creation are sketchy, inaccurate, or only partially intact.

Adventure Seeds

* Rumors abound that northern China is beset by a supernatural menace—an army of terracotta warriors is plaguing the land, attacking settlements at will. Are these animated statues, perhaps brought to life by some fell Chinese magician, or is there a more technological origin?

* While dining at their club, the heroes are handed an envelope by one of the stewards, an envelope bearing one of the globetrotter's names. Inside is an ancient piece of parchment dating from the time of Qin Shi Huang's reign. If genuine, it marks the location of the legendary tomb. But who sent the parchment, and is there an ulterior motive to their involving the heroes?

* A Chinese nobleman visits the globetrotters at their club. He believes the Guangxu Emperor's treasures are being stolen by eunuchs and sold to European collectors. He offers a sizeable reward to the heroes if they close down the smuggling ring.

* A wager is made! A rival bets the globetrotters they cannot infiltrate the Forbidden City and leave a white lotus in the bedchamber of Empress Dowager Cixi. What the rival doesn't know is the white lotus is an emblem of a Buddhist sect favored by women and the poor seeking to overthrow what it sees as a corrupt government. Should news of the flower's placement be discovered by the masses, the Chinese people may see it as a sign to rebel once more!

* The heroes receive a challenge from a philanthropist of great renown. He offers a sizeable sum to the first party to walk the entire length of the Great Wall from Pyongyang to the Jade Gate, keeping a journal and taking photographs of their adventure.

Aside from rival globetrotters, the explorers must contend with the clash of cultures, Chinese warlords, ferocious bandits, flesh-stripping sandstorms, scorching heat and soul-biting cold, and an arduous walk up and down mountains.

City With No Name

The Bedouin of the Arabian Peninsula know of a nameless city in the deep desert, said to have been built by hands other than those of man. It is said the city was constructed by genies, spirits of fire who rebelled against God because he loved men more.

No camel or horse will venture near the site, and the brave or foolish men who dare to cross its boundaries are never seen again.

On the surface, the city is said to be marked by countless pillars, which rise half-eaten from the timeless sands. Strange glyphs, said to be the language of the accursed genies who raised the city, adorn these pillars, but all who see them are struck mad.

Further legends speak of the city extending deep into the bowels of the earth, of tunnels and chambers of darkness so complete they wither the soul, though how the Bedouin know this is unknown. Here, far from the gaze of God, the genies live still, for unlike their brethren in Islamic lore, they were not converted or bound in copper jars by Solomon the Wise.

Solomon also features in the story of the city's concealment, for he summoned a great sandstorm to eradicate the city, lest its presence offend the Almighty.

Adventure Seeds

* A renowned scholar has concluded the mysterious and nameless city is in fact Iram, mentioned in the Qur'an. Is he right, or is the expedition about to set sail going to enter the world of the genies?

India

London may be the heart of the British Empire, but India is its crowning jewel. British influence began innocently enough in 1671, when the British East India Company was granted trading rights. By 1850, the Company controlled almost the entire country.

The Company's rule was harsh and lacked subtlety, and by 1857 the natives had had enough. After the Indian Mutiny of that year, all Company holdings were transferred directly to the Crown. The Company's direct holdings were managed by the British government operating of Calcutta, while other territories were controlled by local rulers, forming the so-called Princely States, a situation still in place during the 1890s. While subservient to the British Viceroy, the maharajas and rajas enjoy great autonomy and power in most matters.

Due to the need to move trade goods and soldiers quickly, an extensive railway network has been established.

Mohenjo-daro

Four thousand years ago, the city of Mohenjo-daro was a key trading center in the Indus Valley. Unlike many cities, which grew from villages haphazardly, Mohenjo-daro was planned from the beginning. Laid out in a grid pattern and engineered so every house had fresh water, the city's organization was a marvel of the ancient world. The city was buried by a terrible flood around 1500 BC, and all that remains visible today is a large, dirt covered hill.

Adventure Seeds

* A leading antiquarian has been told of a lost city in the Indus Valley. He believes the city was submerged during the Biblical Flood, and wishes to prove the Bible story as fact.

* Three senior British diplomats have been killed in India, each strangled. The natives are restless, fearing the Thuggee cult has returned. Seeking to quell the rumors without further fuelling them, the Thuggee and Dacoity Department of the British government in India seeks outside assistance.

Islands of the Pacific

Compared to the Atlantic Ocean, the Pacific teems with islands and archipelagoes. The great majority of

these are uninhabited, being little more than specks of land, but two are noteworthy, not because they are inhabited but because they *were* inhabited long ago.

MALDEN ISLAND

Lying in the central Pacific, Malden Island covers 15 square miles. The speck of land was discovered by *HMS Blonde*, commanded by Captain George Anson (Lord) Byron in 1825 and named after Lt. Charles Robert Malden, the ship's navigator. Malden Island lies 280 miles from the nearest inhabited island.

Roughly triangular in shape, the island's highest points are coastal ridges which stand an unimpressive 30 feet above the lapping waves. A lagoon, fed by subterranean water channels, dominates the eastern side. Located on the northern and southern coastal ridges are the remains of megalithic buildings, not dissimilar in design to those of Ponape (see below).

Aside from a brief expedition by *HMS Blonde's* naturalist and a member of the Royal Horticultural Society traveling on the ship, the island remains unexplored. The pair did note one unusual fact—the few wells they discovered descended not into fresh water, but very brackish water. Seemingly lacking any fresh water, Malden Island is incapable of supporting life for long periods.

PONAPE

The island of Ponape forms part of the Caroline Islands. Fyodor Litke, a Russian navigator, was the first European to spy the island, doing so in 1828. Since then its native inhabitants have witnessed the arrival of missionaries, whalers, and Spanish officials. Although the island is governed by Spain for much of the 1890s, it is sold to Germany in 1899 following the Spanish-American War.

The interior is swathed in dense jungle, and the majority of settlements stand along the shore. Ponape is noteworthy for the near constant rains it endures, with annual rainfall near the interior mountains averaging an astounding 25 feet!

Off the southeast coast stand the megalithic ruins of Nan Madol. Comprised of 100 artificial islands and islets linked by a network of canals, Nan Madol is a city constructed of stone "logs" of regular length and thickness. The natives speak poorly of Nan Madol, claiming the site is haunted. Legends claim that the inhabitants, a race of men who came from across the ocean long ago, were of advanced intelligence.

One of their number, a powerful magician by all accounts, used his magic to fly the stone "logs" across the ocean from their distant quarry. The strangers ruled over the islanders as kings, but quickly but fell to depravity, for they began to worship an octopus-like deity unknown to the natives. Within a few generations the descendants of the kings began to develop webbed hands and feet, bulbous eyes, and green skin. Eventually they became a race of "sea devils" and descended into the ocean. On nights of the full moon, the natives claim their unearthly voices can be heard honoring their fell god. Rarely, a child is born to the natives with the taint of the "sea devils." The unfortunate babe is placed in a boat and pushed out to sea, where it is believed the "sea devils" claim it as one of their own. No writings or art adorn the walls of Nan Madol, and the few archaeologists who have visited the site have labeled it as "interesting but unwilling to reveal its secrets."

OTTOMAN EMPIRE

The Ottoman Empire, which once spanned from the central Balkans, through the Levant, and across North Africa, is entering its death throes. The Balkan states have earned their independence, the Russians prowl her northeastern borders like wolves sniffing for a weak deer, Egypt is governed by the British (though still technically an Ottoman country), and Algeria and Morocco have fallen to the French.

In 1878 Sultan Abdul Hamid II signed the Berlin Treaty, promising to put into place certain reforms that would grant the sizeable Armenian population in Turkey autonomy. Having no desire to grant the Armenians any form of independence, he stalled.

In 1890 he raises the Hamidiye, a quasi-military organization charged with dealing with the Armenian problem in "any way they desired." Their abuse, combined with high taxation and rabble-rousing by Ottoman officials, leads to uprising in 1894.

The Great Powers of Europe force the Sultan to sign a new treaty in 1895, which he promptly ignores. Later that same year, organized violence by Ottoman armies and their supporters leads to the death of over 250,000 Armenians by the end of 1896. Sultan Hamid II is quickly labeled "the Great Assassin" and the "Red Sultan" by the world's press, but no attempts are made to remove him from power by the Great Powers.

DERINKUYU

The subterranean city of Derinkuyu is one of over 200 in Cappadocia (central Turkey), though it is by far the largest of its kind. Spread over 11 floors and spanning a height of over 100 yards, the city contains accommodation for the thousands who once lived here, kitchens, granaries, mills, warehouses, wine and oil presses, school rooms, and some of the early Christian churches and chapels.

First built by the Phrygians around the 7th century BC, during the rise of Rome the city was refuge to persecuted Christians. With its only surface entrance sealed by two

huge, stone doors, and with numerous wells to provide fresh water and storerooms with a capacity to feed tens of thousands, Derinkuyu was a fortress where worshippers of the new faith could worship unhindered.

Cappadocia is a seismically active reason, and Derinkuyu has weather many earthquakes. As a result, the main entrance has been covered in loose stone, veiling it from curious eyes for the best part of 500 years. Inside, large portions of the city are blocked off by rock falls or gaping fissures rent in the stone floors. Tunnels carved over the ages link Derinkuyu with at least a dozen other troglodyte cities, though many of these access ways have collapsed following earth tremors.

HANGING GARDENS

The Hanging Gardens of Babylon, one of the Seven Wonders of the World, stand no more. Built by Nebuchadnezzar II for his homesick wife, Amytis of Media, the gardens were a paradise on earth.

Constructed on several terraces, many flowers and trees grew within the boundaries of the Garden, fed by streams and waterfalls filled with water, brought from the Euphrates using Archimedean screws. Despite several archaeological expeditions, no trace of the Gardens has yet been found.

HATTUSA

Lying near the largely-insignificant village of Boğazköy, in the Black Sea region of Turkey, the ruins of Hattusa mark the ancient capital of the Hittite Kingdom, which dominated the central and eastern areas of Turkey during the 13th century BC. Situated on a hill overlooking good agricultural land, pasture hills, and stands of woodland, Hattusa comprised two distinct parts, each protected by impressive stone walls and ramparts.

In the center lay the inner city, complete with a royal citadel, temples, and administrative buildings. To the south lay the outer city, which contained the houses of the common inhabitants, storerooms, secular structures, and four temples.

Entrance to the city was through gates adorned with images of mighty warriors, ferocious lions, and enigmatic sphinxes. The splendor of the carvings and the size of the temples' foundations show the city was once rich and prosperous, but it was not to last.

The seat of the Hittite Kingdom was largely abandoned during the early 12th century BC, a time which coincided with troubles across the region. During this period, known as the Bronze Age Collapse to later archaeologists, the great city of Enkomi on Cyprus was razed (twice), clay tablets unearthed in Syria speak of cities destroyed by sea raiders, the Mycenaean kingdoms collapsed, the great Empire of Egypt suffered countless raids, leading to the Third Intermediate Period, and the cities of the Levant were destroyed. Trade slowly withered and died, dragging countless cities, kingdoms, and empires into a period of decline or, in the worst instances, extinction.

Although the ruins are known to the locals, the first archaeological expedition occurs in 1893-94, when Ernest Chantre, a French archaeologist and anthropologist, opens exploratory trenches. The question of why he chose to excavate the ruins has yet to be answered.

JERUSALEM

The holy city of Jerusalem, important to three of the world's major faiths, is currently governed by the Ottoman Empire.

Within its walls, the populace is divided into four Quarters. In the northwest, around the Church of the Holy Sepulcher, are found the majority of Christians. To the northeast, around the base of the Temple Mount are the Muslims. The Jews congregate in the southeast, on the land above the Western Wall, while Armenian Christians live in the southwest, near the Zion Gate. No walls or laws enforce the boundaries of the Quarters, for rather being a conscious political or religious decision, the territories have evolved over the centuries.

Until recently Jerusalem's population found ample space within the tall walls. But recent migrations have led to expansion outside, with the creation of the New City.

Jerusalem is ideally situated for globetrotters looking to explore the entire Middle East. Indeed, interest in Jerusalem has been spurred by a recent Christian revival and the advent of archaeology.

Holy Sites

The Holy Sepulcher: The Church of the Holy Sepulcher was built on the site of Jesus' tomb and is sacred to Christians of all denominations.

The Temple Mount: The Temple Mount, which dominates Jerusalem's skyline, is a major holy site for Jews and Muslims. Over the course of time two Jewish temples, a Roman temple, and a Christian church have adorned the summit. Now the Al-Aqsa Mosque and the Dome of the Rock stand proud against the sky.

The rock after which the Dome is named is said by the Jews to be both the point where God started the creation of the Earth and the stone upon which Abraham prepared Isaac for sacrifice. To the Muslims, it is where Mohammed ascended to heaven.

Western Wall: Also known as the Wailing Wall, the site is important to Jews, who pray and leave written prayers in cracks in the masonry. In 1889 and 1893, Sultan Abdul Hamid II decreed that "there shall be no interference with the Jews' places of devotional visits and of pilgrimage, nor with the practice of their ritual."

MECCA

Halfway along the Arabian Peninsula's Red Sea coast stands Mecca, birthplace of the prophet Mohammed and Islam's most sacred city. Since the time of Mohammed the city has been a center of pilgrimage. Known as the *Hajj*, it is an undertaking every able-bodied Muslim must strive to complete at least once in his life. Only Muslims may enter Mecca. Infidels caught trespassing by the authorities face expulsion, while those caught by pilgrims risk being beaten to death for their crime.

The true heart of Mecca is the Kabba, a square, granite edifice that stands in the central courtyard of the Masjid al-Haram mosque. First said to have been raised by Abraham on the site of Adam's house, the first house on Earth, it is toward this structure that Muslims direct their daily prayers. The eastern cornerstone of the Kabba is a black, metallic rock, which according to tradition dates back to the time of Adam.

MOUNT NEBO

Mount Nebo stands to the northeast of the Dead Sea, overlooking the Holy Land. On a good day, Jerusalem is visible in the distance. According to Christian and Jewish lore, it was from here Moses first glimpsed the land of milk and honey, and where he was buried. According to the Book of Maccabees, an apocryphal work, the prophet Jeremiah hid the Ark of the Covenant on Mount Nebo.

PETRA

Petra, capital of the Nabataeans, is a wonder of the ancient world. Located in a basin on the slopes of Mount Hor, Petra was a major trading city on the frankincense trail for almost two thousand years. Entering through a narrow gorge, visitors round a final bend and stand before the magnificent and imposing Treasury, one of the many rock cut buildings carved from the rose-red stone. A blend of Egyptian, Greek, Roman, and Nabataean styles, Petra is not so much a city as a colossal work of art, testament to the city's wealth and the skill of its artisans.

Arab tradition holds that Petra is where Moses created a spring by striking his staff against a rock. In the days of the Nabataeans, water was controlled through dams, sluices, and aqueducts, allowing life to thrive in the hostile climate.

SODOM AND GOMORRAH

All God-fearing Victorians know of Sodom and Gomorrah and the fate that befell the cities and their sinful inhabitants. The story is much loved by fire-and-brimstone clerics preaching about the sins of the world.

According to the Book of Genesis, God sent two men (angels in some translations) to Sodom to test the inhabitants, who were widely regarded as sinners of the highest order. On entering the town, the men were greeted by Lot, the nephew of Abraham and a man of much virtue and piety. During dinner a crowd of local men gathered outside Lot's house and demanded the two strangers be handed over to them for reasons of sexual pleasure. Lot refused, even offering his two virgin daughters in place of the men, but the crowd would not be swayed from their ungodly demands. The crowd grew angry and threatened to do unto Lot all manner of perversions, but before they could carry out their threats the two guests struck them blind. In the confusion, Lot and his family escaped into the wilderness, whereupon God, in his wrath, destroyed Sodom and Gomorrah with a rain of fire and brimstone.

Since that day Sodom and Gomorrah have become bywords for sinful places, though not all historical sources attribute the same sins. Josephus, for instance, claims their sins of the towns were impiety, arrogance, and jingoism rather than sexual perversions. Philo of Alexandria speaks of gluttony, forbidden forms of intercourse, and a general love of pleasure. Jewish texts point toward uncharitable behavior and selfishness, of citizens content to look after their own families at the expense of others. Whatever the nature of Sodom and Gomorrah's sins, their inhabitants paid the ultimate price.

According to the Bible, Sodom and Gomorrah were part of the Pentapolis, or Five Towns. The other towns in the group were Admah, Zeboim, and Zoar (sometimes known as Bela). Although Genesis only refers to the two cities being eradicated, it is widely held that all towns of the Pentapolis suffered the same fate. The Pentapolis stood on the plain of the River Jordan close to the Dead Sea, but no trace remains of their ruins today.

While many Victorians see their world as an enlightened one, it is, as has been the case throughout history, one of great sin. The countless poor die of hunger and disease while the wealthy elite dine in luxurious style, prostitution and drink blight the great cities of the world, and the advent of spiritualism and scientific understanding undermines the belief in God. In all of history, it is perhaps today the names of Sodom and Gomorrah are most invoked as a warning against the ills of society.

TOWER OF BABEL

According to the *Book of Genesis*, after the Flood there was but one language, known to all men of the world. Somewhere in the Middle East, the survivors erected the Tower of Babel. It is important to note at this stage that the word Babel has nothing to do with Babylon.

The great tower was constructed not to honor God, but for the glory of its builders. According to the Biblical

account, God took umbrage at this, destroyed the tower, and confused the languages of men for ever more.

The Bible gives no details of the Tower of Babel's height, and other sources give widely different, and quite fantastical, measurements. The *Book of Jubilees* lists its height as 1.5 miles, while Giovanni Villani, a medieval chronicler claimed it stood 3.7 miles above the ground. A more realistic height of 700 feet is given in the *Third Apocalypse of Baruch.*

Modern readers may be disappointed to know that attributing strange powers to the ancients is not a recent idea. During the 15th century Menachen Tsinoi, an Italian Torah commentator, claimed the Tower of Babel was a flying machine powered by magic or unknown technology.

TROY

Made famous in Homer's *Iliad* for the decade-long siege which took place outside its walls, the story of Troy is the story of Paris and Helen, the mariner Odysseus, and the might heroes Hector, Achilles, and Ajax.

A German businessman, Heinrich Schliemann, discovered the ruins of Troy in 1871 and has conducted several excavations. The discovery sparks widespread interest in the Trojan War, an interest further stimulated when Schliemann discovers the ruins of Mycenae in 1876.

URFA

Urfa, on the southern plains of Turkey, is the traditional birthplace of Abraham, the Biblical patriarch. Throughout its history the city has been conquered by virtually all the major regional powers, and now lies within Ottoman territory. During the Middle Ages, it was known as Edessa, and was capital of one of the Crusader states. Today it is a market town, specializing in cotton, leather, and jewelry.

According to local tradition, King Nimrod (builder of the Tower of Babel) had Abraham placed on a funeral pyre. God had other plans, and transformed the fire into water and the coals into fish. The pool still exists today, and teems with sacred fish.

Göbekli Tepe

Not far from Urfa lies Göbekli Tepe, the world's oldest temple. Located on a hilltop overlooking a dry, dusty valley, the temple comprises a series of tall monoliths in the shape of capital letter "T" joined together by low walls.

Adorning the pillars are bas relief carvings of lions, cattle, boars, asses, ducks, spiders, reptiles, insects, vultures, ducks, ants, and many other species. Very few of these animals exist in the valley today. Also present are a handful of anthropomorphic figures.

Nothing is visible of the temple today save for a mound of earth, for it was deliberately backfilled around 8000 BC. Many of the reliefs were deliberately damaged at the same time.

The first stones of Göbekli Tepe were actually raised around 12,000 years ago. Not only was the valley was lush and fertile back then, but it was also an outpost of lost Atlantis! Here a handful of Atlantean lords ruled over the native hunter-gatherers like living gods. It was these scions of Atlantis who constructed the temple. When Atlantis sank beneath the waves, the Atlanteans were cut off from their kin. Though they retained their grip on power for another millennium, their bloodlines grew weak and eventually they were overthrown and slaughtered by their slaves.

Free at last from the cruelty and tyranny of their technologically advanced masters, the natives of Göbekli Tepe buried the temple that symbolized their oppression.

Yet Atlantean rule had one benefit, not just for the hunter-gathers but for mankind at large—the Atlanteans introduced the idea of agriculture and settled communities, a practice which spread from Göbekli Tepe to the rest of the globe.

Adventure Seeds

* The globetrotters witness the massacre of an Armenian village. Now they must escape the Ottoman Empire, hounded all the way by the Sultan's agents.

* A Russian scholar publishes several ancient documents he discovered in a church in Georgia (part of the Russian Empire). These purport to have been written in the early days of Christianity, and mention Saint Andrew, one of the Apostles of Christ, preaching in the country. A casual comment by the writer mentions the saint staying in a subterranean city inhabited by Christians in Cappadocia during his journey to Georgia. Could this be Derinkuyu? If so, what religious tracts or relics might he have left there for the worshippers?

* The Royal Horticultural Society has bred a small number of exquisite roses named after Amytis of Media in honor of her role in founding the Hanging Gardens of Babylon. Whoever delivers a living rose to the Shah of Persia first will be rewarded by having a new breed of orchid named after them.

* One story holds that the Ark of the Covenant was hidden beneath the Temple Mount for safekeeping. In 1867 General (then Lieutenant) Sir Charles Warren, later Commissioner of the Metropolitan Police during the Jack the Ripper murders, uncovered a series of tunnels beneath the Mount. The Ottomans have forbidden any further exploration on the basis of religious grounds, but that is unlikely to stop a League or two taking up pickaxes again.

* A shepherd from the Dead Sea region is selling fragments of faded parchment. He claims to have discovered them in a cave near the Biblical site of Qumran.

* A devout clergyman hires the globetrotters to find the ruins of Sodom and Gomorrah. He believes that if

the blasted remains of the sinful cities are found, he can warn others of the very real dangers of incurring God's wrath. Alternately, the "cleric" may actually be a member of a hedonistic or perverted League, who seek writings from the ancient cities so they may engage in similar unholy acts.

* A scholar believes that the ruins of Babel will contain inscriptions written in the "one tongue" of man's distant ancestors. He claims that if an inscription can be found, it could be used to help decipher any language in the modern or ancient world.

* If the Tower of Babel was a flying machine, then its ruins may hold vital clues as to how the ancients built their machine. The globetrotters are hired to locate and sieve through the remains.

* An earthquake has caused a rock face in Petra to crumble, revealing previously unknown tombs. The race is on to explore and record (and loot) them first, with museums offering good rewards to globetrotters up for the challenge.

* Just before his death in Athens in December of 1890, Schliemann announces he has discovered the remains of the Trojan horse. Alas, he dies suddenly (maybe too suddenly for it to be natural) before revealing exactly where. The race is on to acquire his journals and excavate the legendary horse!

* The Epicurean Society issues a challenge. An important dinner is due in a few months and for the fish course the club has decided it wants to eat one of the sacred fish of Urfa! It seeks globetrotters to steal a fish, preserve it, and deliver it back to the club on the day of the dinner.

Persia

Under Nasser al-Din Shah Qajar, Persia is taking great leaps into the modern world. A dictatorial reformist, the Shah was begun to implement many Western advances in science, technology, and education. He has ordered the building of railways and banks, created a postal service, and founded several newspapers.

While British and Russia tend to consider Persia a backward cousin, both have their eyes firmly locked on the resource-rich country and its strategic placement between the Ottoman Empire and British India.

Globetrotters share one thing is common with the Shah—he is a man who loves to travel. After his three journeys to Europe in 1873, 1879, and 1889 he wrote and published a diary of his travels. He is fascinated by photography, and is considered a talented artist and poet.

Adventure Seeds

* The Shah desires a photographic journal of an upcoming state event be made. He invites a globetrotter (or a close friend, who in turn invites the characters) to take the photos. During the trip, the heroes are caught up in an assassination attempt, forcing them to flee across country with the Shah in their protection.

Qanats

For life to prosper it requires water. In arid lands, where surface water is negligible, humans have tapped into subterranean water by building qanats. A qanat system comprises a series of vertical shafts which cut down through the arid soil and rock into a gently sloping horizontal tunnel. The start of the tunnel is within the water table and, through gravity alone, the water remains flowing all-year round.

While many qanats are short, perhaps a mile or two in total, the largest ones extend for dozens of miles beneath the surface. On the surface the well head has a shape not dissimilar to a mole hill. The horizontal tunnel, which is usually no more than a foot deep in cold, fresh water, is large enough for a man to walk almost upright. Windblown sand accumulates in the tunnels and must be dredged regularly to prevent the tunnel from silting up.

The deserts of Persia, for example, were once fertile grounds, the irrigation channels fed by the qanat system. The Mongol invasion in the 13th century led to the destruction of many qanats, either through deliberate acts or simply by driving away the population who were then unable to maintain the system, turning the lush fields into arid desert within a few short years.

Adventure Seeds

* An eccentric professor believes the qanats are actually the tunnels of a species of giant mole. He seeks intrepid explorers to investigate the largely disused qanats of Persia and either photograph or return a specimen of *Talpa davidiana giganticus*, the Giant Persian Mole.

Russia

The Russian Empire extends across Europe and Asia, from the borders of Germany to the Pacific Ocean, and from the Arctic Circle to the borders of China, Afghanistan, Persia, and the Ottoman Empire. Since most of Russia lies in Asia, it has been included in this chapter.

So vast is the country that within its borders can be found polar desert, tundra, taiga, deciduous forests, temperate steppe, and dry steppe. About all Russia lacks is hot deserts and tropical forests, and if the Russians get their way, their Empire will expand to cover those regions of Asia as well.

The Ural Mountains, which run north-south from the Arctic Ocean to almost to the Persian border are widely regarded as the divide between Europe to the west and Asia to the east. In the south, between the Black Sea and the Caspian Sea, are the Caucasus Mountains, which

separate Russia from the Ottoman Empire. Much of its border with China is heavily mountains, though the Chinese claim these ranges.

Russia is ruled by Tsar Alexander II until 1894 and then his son, Nicholas II, from 1894 until the Russian Revolution in 1917. Both men possess a morbid fear of free speech and a loathing for democracy. The frequent crackdowns on those with other ideas is fomenting revolution, though for now it bubbles beneath the surface, slowly building momentum.

Russia is an expanding colonial power, though its sights are set of southerly expansion, through central Asia. This goal has brought it into competition with Great Britain in a political struggle known as the Great Game.

IRKUTSK

Irkutsk is a former trading city, founded in southern Siberia near the shores of Lake Baikal, the largest freshwater lake in the world.

It began life in 1652 as a small government outpost for collecting fur tax from the native Buryat peoples. A new road connecting the city with Moscow in 1760 allowed the city to prosper and grow.

During the early years of the 19th century it was a place of exile for artists, nobles, and military officers who took part in a revolt against Tsar Nicholas I. Due to this influx, the city became a thriving center of intellectualism and culture. A fire in 1879 destroyed many civic and public buildings. One of those buildings destroyed was the Russian Geographical Society's museum and archives.

Electricity is installed in 1896, the first theater constructed in 1897, and by 1898 it has a majestic train station, more akin to a palace than a train terminal, connecting it to much of eastern Russia.

KITEZH

Kitezh once stood majestic on the banks of the shores Lake Svetloyar. The Mongols invaded Russia in the 13th century, destroying city after city. On hearing of Kitezh's opulence and discovering it had no defensive walls, the Mongols wheeled their horde and set to attack.

On reaching the city the Mongols were astonished to see the stories were true. Not only that, but instead of preparing a defense, the citizens were praying for salvation. The Mongols spurred their horses and charged, only to be turned back by myriad water jets bursting up through the ground. Astonished, the retreating Mongols watched as the entire city sank beneath the still waters of the lake.

Today, Kitezh is remembered in legend as a holy city. According to many stories the peals of bells and sounds of praying and singing can be heard on the shores of the lake. However, only the most pious of souls, those pure of heart and intention, can catch a glimpse of the submerged city and its undying inhabitants who patiently wait until the Day of Judgment.



Adventure Seed

* Irkutsk may lie over 3,000 miles from Moscow, but events in Irkutsk still reach the ears of the Tsar. The globetrotters discover that a dissident sent here years ago has vital information relating to their current escapade. Unfortunately, they also learn that due to his revolutionary talk the dissident has been sentenced to death. The race is on to reach the man before his untimely demise.

The Silk Road

Trading may not be the oldest profession in the world, but it is among the earliest. For over three thousand

years, trade goods, knowledge, culture, inventions, and disease have travelled one of the greatest trading routes ever known: the Silk Road.

While the conquests of Alexander the Great in the west and the emerging Chinese Empire in the east helped boost trade by providing political stability, the Silk Road was already ancient long before their time. The earliest traders were not just merchants—they were pioneers and explorers, navigating and establishing a route for successive generations.

From China to the Middle East, and via branches into Africa, India, and Europe, traders bought and sold silk, slaves, perfumes, spices, jewels, and medicines. Few merchants would ever navigate the entire route. Instead, goods leapfrogged along the route from city, bought and sold many times as they made their way east and west to their final markets.

Although widely regarded as savage barbarians, the unity brought about by the Mongols' expansion across Asia and into the Middle East brought a resurgence in trade along the Silk Road. In the centuries before their rise, trade was subject to many political factors beyond the merchants' control—while one government would subsidize trade, its neighbor (or sometimes its replacement) would impose harsh duties. As a result, instead of remaining steady, trade ebbed and flowed like the tide, bringing prosperity and financial ruin in equal measure.

At the height of Mongol power, though, one could travel the entire length of the major route without ever leaving Mongol-dominated lands. Taxation levels were fixed, and with increased military patrols so caravans felt secure even in the remotest areas. As the Mongol empires fractured and collapsed, so trade again dwindled. Driven to seek out the source of the luxurious goods the Road carried, and keen to circumvent Muslim control of the western ends of the route, European explorers took to the sea, initiating the Age of Discovery.

By the 1600s, oceanic mercantile routes were favored over the longer and more dangerous land journey, the Chinese Ming Dynasty imposed an isolationist policy which killed off trade in the eastern reaches, and encroaching deserts swallowed whole settlements. What little trade now commutes the Silk Road is sporadic and carries far fewer luxuries than in its heyday. Yet still trade continues, a testimony to man's willingness to conquer the wilderness and fatten his purse.

The romantic image of lengthy camel trains laden with precious goods depicted in the growing number of history and travel books holds some truth, but for much of its existence the Silk Road was a dangerous route, beset by bandits and hazardous natural barriers. The same lure of wealth which drew men to cross vast tracts of desert and to scale the frigid foothills of the mighty Himalayas attracted those who found it easier to steal than to trade. Even today, bandits and warlords are a constant threat to travelers, and with no well-walked routes and few maps, becoming lost is a constant threat.

Neither should one imagine a great paved highway stretching halfway across the globe. While there were sections of paved road between the largest neighboring cities, the great majority of the route crossed only wilderness. Small settlements looking to profit from the Silk Road sprung up at oases, but these were few and far between. Only when one reached one of the great trading cities, such as Damascus, Baghdad, Tehran, Bukhara, Samarkand, Kabul, Mumbai, and Turpan, did one enter the realms of true civilization.

BUDDHAS OF BAMYAN

The town of Bamyan sits in the Bamyan Valley, high in the Hindu Kush mountain range dominating the center of the Emirate of Afghanistan. A stop off point along the Silk Road, Bamyan was a center of trade and Buddhist teaching. During the 6th century AD, Buddhist monks from nearby monasteries carved two colossal images of Buddha from the sandstone valley walls.

The two statues are of unequal size. The larger, known as *Salsal* by the locals and regarded as a male figure, stands 180 feet high, while the smaller statue, called *Shamasa* and regarded as female, rises 125 feet. Two ambulatories, one at ground level comprising 11 chapels, and another at head height, encircle the sides and rear of the larger Buddha. Striking paintings of religious nature adorn the walls of these niches and small caves. Carved into the same cliff are a thousand other caves, each a chapel devoted to Buddha.

Although the niches and caves have not revealed any gold or precious gems so oft sought by treasure hunters, many stories connected with the Buddhas point to as-yet undiscovered cultural and financial treasures. The citizens of Bamyan speak of other caves in the vast valley wall which, according to legend, hold writings from Lord Buddha's own hand and statues adorned with precious gems and metals. Unfortunately, these caves are known only in stories, their locations having been long misplaced.

One Chinese pilgrim, Xuanzang, writing shortly after the Buddhas were carved, tells of a sleeping Buddha statue measuring 300 yards. No trace of this gigantic edifice has ever been discovered. Yet another Chinese writer from the same period speaks of a cave "guarded by two Buddhas" inside which is a network of wooden catwalks flanked by colossal statues of fierce warrior-demons branding huge weapons. Across the catwalks, so the author claims, is a wooden chest, in which, he cryptically writes, was hidden "the most precious treasure of the heart."

Adventure Seeds

* The British Government seeks to reopen land trade between its northern Indian cities and several ancient but still populated cities along the Silk Road. Men of diplomatic and adventurous nature are sought to travel to the remote cities, make contact with the potentates,

and establish friendly diplomatic ties before the Russians do the same.

* The expanding interest in antiquities has spurred many great museums of the Western world into life. Numerous expeditions to explore the many ruined cities and ancient sites along the old Silk Road are being outfitted. National pride and great prestige are at stake to whoever records the ruins first.

* The Royal Geographic Society seeks a new voyage of discovery to rival that of Marco Polo. They seek men and women to travel the old Silk Road from Damascus to Chang'an in China, recording the geography and cultures encountered along the route in word and photographs. They are not the only ones who seek the prestige of achieving such a daring and monumental expedition, though.

Taklamakan Desert

North of the Tibetan Plateau lies the Tarim Basin, hemmed in on three sides by craggy mountains and open only to the east. Dominating the basin is the Taklamakan Desert. Covering an area 620 miles long and 250 miles wide, the Taklamakan is a cold, lifeless desert of endless sand dunes. At night the temperature regularly drops below freezing, while in winter temperatures can drop as low as 10 F during the day and –4 F at night. The name Taklamakan means "the place from where one never returns."

While the interior is devoid of water, the ancient Silk Road branches north and south along the desert's edge, for here stand small oases towns and cities that have been inhabited for millennia. Around the desert's flanks and deep within its interior stand many ruined cities, testament to its importance on the Silk Road. Here, Hellenistic, Indian, Buddhist, and Chinese cultures lie together, largely forgotten by the outside world.

Controlled by China, the cities of the Taklamakan are predominantly populated by Muslim Uyghur Turks.

Bezeklik Caves

Near to the ruins of Goachang, a former Silk Road city put to the torch in the 14th century, on the northern fringe of the desert, the cliffs are dotted with dozens of man-made caves. The walls and ceilings of each nook are decorated with murals depicting Buddha and Buddhist monks.

Tarim Mummies

The existence of naturally desiccated mummies in the hills surrounding the northern desert has been known to the locals for centuries. The mummies are tall, with red or blond hair, and clad in tartan clothing. So perfect is the mummification that many of the corpses appear as if they were interred only recently.

Adventure Seeds

* Laird Donald MacLellan, a Scottish nobleman and renowned eccentric, has caught wind of the tartan-clad mummies. Somehow convinced one is a distant ancestor based on a vague description of its clothing, he plans to return his ancestor to Scotland for a proper burial. Short of funds, he is looking for League support.

* Sven Hedin, a Swedish geographer, is planning an expedition to the Taklamakan to search for a legendary lost city founded by Alexander the Great. Skilled explorers are invited to attend, as are members of the press.

Tibet

Bordered by the towering, jagged peaks of the Himalayas in the south and west and the waterless, frozen wastes of the Taklamakan Desert in the north, the Tibetan Plateau is one of the most difficult countries in the world to reach. As well as the dangerous trek through the world's tallest peaks, the dangers of avalanche, arctic temperatures, and hostile tribesmen are a constant threat to explorers.

Tibet first rose to prominence in the 1st century AD, with the foundation of the Tibetan Empire. The power of Tibet slowly waned over the centuries, its authority eaten by the expanding Chinese to the east. By the 9th century, the empire existed only in name. In 1240 the isolated plateau fell to the Mongols, eventually becoming part of Kublai Khan's Yuan Dynasty. Mongol rule did not last long, and Tibet once again gained a degree of independence.

Tibet is ruled over by the Dalai Lama, the spiritual and political head of the country. Although the first Dalai Lama was appointed in 1391, true power was only gained in 1751, when the Chinese Emperor Qianlong installed the fifth Dalai Lama in his position of power. The current Dalai Lama, the 13th to hold the title, is Thubten Gyatso, who was enthroned in 1879.

Thubten Gyatso governs a Tibet isolated from the wider world not just by geography but also by politics. The first Europeans to reach Tibet were the Portuguese in 1624. Later contact included Jesuit missionaries and Scotsman George Bogle, who sought to negotiate a trade pact on behalf of the British East India Company. While Europeans visitors left some mark on Tibetan culture, there was no lasting impact and Tibet remained staunchly Buddhist.

Cautious of the intentions of the British Empire's expansion through India, the Emirate of Afghanistan to the west, and the Russian Empire's growth in the north, the Dalai Lama officially closed its borders to all outsiders

in 1850. Little explored and mapped beforehand, Tibet remains a land shrouded in mystery and hearsay.

To the inhabitants, Tibet is the center of the world. Nestled behind the highest mountains on Earth, source of the great Ganges, Mekong, Indus, Yangtze, and Yellow Rivers, and situated in the heartland of Central Asia, their claim holds some water. Dry for much of year, always cold in the west and south, prone to extreme heights and low of temperature in the north, and lacking expanses of arable land, Tibet is a hard land in which to make one's home. Yet life prospers here. Almost half the population is nomadic, driving their flocks of hardy sheep, goats, yaks, and camels across the grasslands as the seasons change, constantly erecting and dismantling their felt tents in ancestral grazing grounds.

LHASA

Lhasa, situated at the foot of Mount Gephel in a wide, flat river valley (yet still nearly 12,000 feet above sea level), has been Tibet's political, mercantile, and spiritual capital since 1648, though a settlement has stood on the site since a thousand years earlier. Among the many temples, palaces, and governmental buildings, each a work of architectural wonder, are three concentric paths. Pilgrims walk these routes in the hope of achieving spiritual purity.

Jokhang Temple

Located in Lhasa, this four-story, gold-bronze tile roofed monastery, marks the exact center of the world in Tibetan lore. Here, according to Tibetan lore, the great Indian sage Padmasambhava defeated the great earth demoness. To ensure the she-devil would never rise again to torment mankind, Padmasambhava laid the foundations for the Jokhang Temple over her heart.

MOUNT KAILASH

The symmetrical, diamond-like peak of Mount Kailash rises over 22,000 feet. Located in one of the most rugged and least explored parts of Tibet, the site is sacred to Buddhists, Hindus, and Jains. Just reaching the site is a major undertaking for the hardiest soul. Winding for 32 miles around the base of the mountain, which pilgrims never climb for fear of angering their gods, is a well-worn path—a pilgrim trail. No outsider has ever reached the site, yet alone tackled the pilgrimage.

Tackled as a straightforward hike, the march around the pilgrim trail takes around 15 hours for those capable of enduring the punishing terrain and thin air. Most walkers take two days to circumnavigate the mountain.

True pilgrims take a far more arduous journey lasting four days of punishing physical endeavor. The pilgrim bends down, kneels, and then lies prostrate. With arms outstretched, he makes a mark with his fingers. He then kneels again to pray, before crawling forward to the mark he made, whereupon the procedure is repeated. Two monasteries situated at the base provide respite for weary travelers, though in the main pilgrimage season space is rarely available, forcing travelers to brave the elements.

Once the sacred journey is complete, the pilgrim places his hand inside a sacred hollow. Stored in here are an equal number of white and black stone balls. Drawing a white ball means the pilgrimage was completed successful and the pilgrim's spiritual taint is lifted. A black ball indicates spiritual taint remains, thus forcing the pilgrim to repeat the process at some future time.

The Yeti

Tibetans believe that in the craggy, snow-capped peaks of the Himalayas lives the yeti, a creature whose name translates as "wild man." Said to be as tall as a man and covered in red-brown hair or fur, the yeti is a mysterious, reclusive creature that avoids mankind and shuns any form of technology, including clothing.

Various legends are attributed to the origin of yetis. Some claim they are the remnants of an earlier civilization that fell to barbarism or were cursed because of their evil ways. Others insist they were the gods' first attempt to create men but proved unintelligent. In certain texts they are described as men who mated with apes or bears, so cursing their offspring to become beastmen.

A few even claim yetis live inside the mountains, coming out only rarely to gather food they cannot grow in their cavernous homes or out of curiosity. The strangest legend states they are semi-intelligent beasts of burden, created by the inhabitants of Agartha (see page 214) to serve their will, and come to the surface world only at the behest of their equally mysterious and reclusive masters.

Whatever the truth, the yeti is an elusive beast. Few Tibetans know of any sightings since the time of their grandparents.

PLATEAU OF LENG

In musty libraries across the globe, yellowed tomes penned long ago tell of the Plateau of Leng. According to

these maddening manuscripts, Leng lies somewhere in central Asia, within the great mountains that dominate the region. Dwelling in what is described only as "an abominable place" are a nameless tribe of cannibals who worship dark, eldritch gods whose vile cults predate humanity. At least one scholar who has heard of Leng associates the cannibals with the Yeti, though this is all assumption for now.

SHANGRI-LA

Shangri-La, known as Shambhala in Tibetan, is a secret valley said to lie somewhere between the India border and the Tibetan Plateau. First brought to the attention of Europeans by the Portuguese in the early 17th century, Shangri-La has remained elusive and mysterious ever since—even the native Tibetans claim no accurate knowledge of its location. Countless expeditions have been thwarted by avalanches, heavy snowfall and flood, freezing temperatures, and a near-total lack of maps of the mountainous region.

According to the stories, Shangri-La is a paradise on earth, a Tibetan Garden of Eden. Said to lie at the end of a long valley guarded by a lamasery (a Buddhist monastery), Shangri-La boasts verdant orchards and fields, ample rainfall without ever flooding, and a pleasant temperature all year round. It is a land free of desire and evil thought, where only the righteous may enter. Here, ageless monks, members of the Great White Lodge, study ancient scriptures and work tirelessly for the spiritual improvement of mankind and banishment of all evils.

At the far end of the valley, flanked by two fearsome statues of Chinese dragons, stands a colossal gate, 24 feet tall and half as wide. Twin doors of solid gold, each inscribed in words written in no known language, bar entrance to even the inhabitants of Shangri-La. Beyond the doors, so the sacred Tibetan texts say, lies the route to Agartha, a sacred city located in the center of the Earth.

Adventure Seeds

* The British government is planning several trade delegations to Tibet. Before any such expedition can be launched, the government seeks detailed maps and cultural knowledge. With the borders closed, the government is looking to hire agents to secretly map the country.

* A club offers a reward to the first party to visit, circumnavigate, and detail Mount Kailash. At the risk of angering the pilgrims and create uproar in Tibet, the reward may actually require globetrotters to scale the sacred mountain and plant a flag on the summit.

* While the story of the earth demoness beneath the Jokhang Temple is widely regarded as a myth outside Tibet, a mystical society with an evil bent considers it truth. They plan to enter Tibet, explore the temple, release the demoness, and bind her to their will. With such a powerful entity at their command, they hope to expand their powerbase to global domination.

* A race is on! The Alpine Club, the Royal Geographic Society, and the Big Game Club are all offering rewards to the first man or woman to bring back a yeti—dead or alive.

* An explorer on his deathbed makes a startling claim to the world's press: he has visited Shangri-La. He even produces a golden amulet he claims was given him by a monk who lived in the magical valley. In a rush to prove the claim and secure the prestige for being the first to document the legendary site, Leagues across the world begin preparing expeditions to journey into the heart of the Himalayas.



XANADU

In 1275 Marco Polo visited Kublai

Khan's summer camp, a man-made wonder within an earth enclosure containing rivers, parks, and a gilded palace, in which dwelt the Great Khan, Emperor of China. Although Polo recorded the site as being Xanadu, he was incorrect.

Mongolian legend holds that the real Xanadu lies somewhere in a hidden valley in deepest Mongolia, its existence marked only by a stone fountain. The bubbling waters, known in Mongolian as the River Alph, a sacred watercourse, brim over the fountain and flow downhill through the valley, eventually descending into a cave.

Down through caverns measureless to man the water flows, until it enters a vast, sunless sea. Floating on the still water is a colossal golden dome, the inspiration for Kublai Khan's gilded palace. So vast is the dome that within its wall are massive caverns of ice.

Within this ice-filled golden dome dwells a woman gifted with a beautiful voice. An immortal, kept youthful through dining on honey-dew and drinking the milk of Paradise, she offers visitors the gift of immortality. As with many such gifts, there is a hefty price attached—the immortal can never leave the measureless caves!

Adventure Seeds

* The Hollow Earth Society holds that Xanadu is actually a city within the Hollow Earth, inhabited by an elder race of immortals. All they need to prove their theory is to find the sacred valley.

* An influential figure hires the heroes to guide him to Xanadu. He claims the legends of immortality are a fable, and that the true milk of Paradise is a cure for man's ills. His real plan is to become immortal, and he'll happily betray the heroes to achieve that goal.

Zerzura

Muslim scholars writing about Zerzura in the 13th century described it as "a white city" and called it "the oasis of little birds." Until 1481, the city was regarded as a myth. In that year, a traveler staggered out of the Arabian Desert and into Mecca. As is the Muslim way, an emir took the stranger into his house and offered the hospitality of his palace. While recovering from his ordeal in the desert, the man told the emir a fantastic story.

The man was, he said, a merchant, part of a great camel train which was crossing the Sahara when a terrible sandstorm struck. So ferocious was the storm that it swallowed the camel train, leaving him the only survivor. On realizing the sand had obscured the landmarks required to cross the trackless sand, the man set off in the direction he hoped led to home, but was overcome by thirst and heat.

Just as he thought death was about to claim him, he was saved by a party of tall men, with fair hair and blue eyes. They gave him water and carried him back to their city, which lay in a valley between two mountains.

On passing through a stone gate above which hovered a carving of an unknown bird, he entered a city of white houses, date palms burdened with plump fruits, cool ponds on which birds swam, and more of the strange blond-haired people. They spoke a form of Arabic, but one which the traveler had little luck in comprehending.

The rest of the tale bodes poorly for the traveler, for he was forced to escape after being accused of stealing a valuable ring. On searching his guest, the emir discovered the ring, a plain gold band inset with a flawless ruby. The poor traveler paid the price for theft according to Islamic ways: amputation of both his hands.

The emir searched in vain many times for the city of Zerzura. As with all such cities, the name quickly became a myth.

Depending on the later myth, the bird carved over the gate was either a double-headed eagle (possibly indicating a tie to Germanic Crusaders) or a raven (which hints at the inhabitants being Vikings).

Adventure Seeds

* A globetrotter receives an anonymous package containing a gold ring inset with a ruby. Shortly thereafter his house is burgled. And so begins the quest to find the lost city of Zerzura and its fair-haired inhabitants.

* While exploring the mountains of Norway, the globetrotters take refuge in a cave. Here they discover a frozen Viking corpse. Among his possessions are found a pile of Islamic coins dating from the 10th century and a faded map, which shows a city labeled as Zerzura in the middle of the Arabian Desert.

Europe

Europe stretches from the Arctic Circle down to the shores of the Mediterranean. Central and southern Europe is dominated by mountains, most notably the Alps and the Carpathians in the center and east, and the Pyrenees that divide France from Spain. Further north, hilly ground gives away to low-lying plains. Continuing further north, across the water to Norway, Sweden, and Finland, one finds mountains running the length of the Norway-Sweden border, with Finland further east being a land of countless lakes and flat plains.

In the late Victorian Age, the European powers of Great Britain, France, Germany, and Italy have colonies across the globe. Austria-Hungary dominates the center and east, having taken over from the Ottoman Empire as the Great Power in that region. Portugal and Spain, once Europe's superpowers, have suffered centuries of decay, and are mere shadows of their former glory.

While Europe is currently at peace, rebellion and anarchy are simmering beneath the apparently smooth waters. Tensions over overseas colonies and the desire to expand the homeland regions are stretching relationships. Many believe a major war is coming to Europe's

soil soon, though who will start it and what the catalyst might be is anyone's guess.

Austria-Hungary



Austria-Hungary was formed in 1867, when the Austrian Empire and Kingdom of Hungary merged. Its ruler, Emperor Franz Joseph I, is also King of Hungary.

The Empire comprises nearly two dozen states, each with its own language and culture. Several other states have asked to join, primarily to avoid falling under Russian or Ottoman spheres of influence, but Austria-Hungary has refused their requests. Unwilling to go to war against any major power, but fearful of both Russian and French expansion, the nation has recently signed a treaty with Germany.

Vienna

The capital of Austria-Hungary, Vienna's older districts are being demolished to make way for the Ringstrasse, a broad, circular road encompassing the central district. Located off this magnificent thoroughfare (which will be fully completed in 1900) are the magnificent structures of the Parliament building, the Academy of Fine Art, and the Palace Wurttemberg, amongst others.

Vienna is a leading cultural center, rivaling, and some say exceeding, Paris. Classical music and opera are the great showpieces of Vienna, but those seeking culture can enjoy the ballets, art galleries, and theaters that fill the city.

Crete

The island of Crete is inhabited mostly by Greeks, but, until 1897, falls under the dominion of the Ottoman Empire. In that year, following a major uprising, the Great Powers of Europe take the decision to rule the island with an interim government comprised of four admirals. Turkish forces are finally expelled in 1898, and Crete becomes an independent state, governed by Prince George of Greece.

In 1878, Minos Kalokairinos, a Cretan archaeologist, unearthed several old ruins before the Ottomans put a stop to his excavations. Arthur Evans (later Sir Arthur), an English archaeologist, has been deciphering the Cretan language since 1894 (but doesn't start digging until 1900). During the age of *Leagues of Adventure*, the term "Minoan" has yet to be coined.

Evans, like Heinrich Schliemann, the discoverer of Troy, is a member of the New Argonauts Club, a League which has an interest in all things relating to the ancient Greek world. He firmly believes the ancient Greek tales are historical fact, and thus the fabled Labyrinth and Minotaur existed in reality and are waiting to be found.

Although Evans has yet to discover Knossos, his theories are correct. Daedalus did indeed construct a maze for King Minos, and it was inhabited by a bull-headed man. However, the creature was not flesh and blood. The most skilled artificer of his age, Daedalus crafted a clockwork bronze minotaur. Similarly, the Labyrinth was filled with deadly mechanical traps and walls which moved at random intervals.

Adventure Seeds

* The globetrotters are invited to dinner at the New Argonauts Club, where Evans is giving a lecture regarding his theories. Before he can reveal where he believes the Labyrinth to be located, the room is plunged into darkness. When the lights return, Evans has vanished!

* The Book of Daedalus is a quasi-mythical tome, said to contain the details of Daedalus' greatest inventions. Evans believes the book is somewhere in Istanbul, and wants the heroes to help him find it.

Duchy of Grand Fenwick

Nestled in the northern Alps, the Duchy of Grand Fenwick was founded in 1370 by Sir Roger Fenwick, an English knight gifted the land in perpetuity by the King of France. Although still technically located within France's borders the Duchy is independent of French authority. More unusually, its national language remains English. Ties to England remain very strong, and many of the country's leaders were educated in British schools and universities. The current ruler is the young Gloriana XII, a direct descendant of Sir Roger.

Grand Fenwick's small population primarily lives in the capital, the City of Fenwick, which flows around Fenwick Castle, the center of power in the small realm since Sir Roger's day. A pre-industrial realm, the Duchy earns its major income through wool from the sheep which graze on the rich highland pastures and wine from the pinot grapes that grow on the lower slopes.

Such is Grand Fenwick's technological limitation that the army is outfitted with medieval arms and chain mail, exactly as they were in Sir Roger's day. Both England and France have tried to modernize the country through arms sales, but to no avail—a recent alteration to the Duchy's constitution limited the soldiers to using nothing more advanced than a longbow.

Adventure Seeds

* Word reaches the outside world that the Queen's chief scientist, Professor Kokintz, has somehow managed to construct a working Moon rocket! The Duchy plans to

launch an expedition to the Moon in the near future. Several Leagues with their own aspirations of exploring the Moon want the Fenwick project sabotaged, while others wish to work with the Professor in a joint venture.

France

France is currently enjoying the *Belle Époque*, a golden age of political stability with its neighbors, scientific advancement, artistic transformation, cabaret, salon music, and literary growth. Combined with its many opera houses, theaters, museums, and art galleries, Paris, France's capital, is widely regarded as the "City of Lights" and a major cultural center. The city's many brothels and risqué cabarets have earned it a less savory title: the "sin capital of Europe."

Although Europe is at peace, France is wracked by political unrest, with various factions fighting for control of the government. Faced off against every political party are the anarchists, who express their political agenda by bombing government buildings.

Bibliothèque Nationale

Founded by Charles V in 1368, by 1896 the Bibliothèque Nationale is the largest library on the planet. Its vast halls full of books make it an ideal place for globetrotters to research material.

Eiffel Tower

Work on the Eiffel Tower was completed in 1889, and opened just in time for the Paris World's Fair in May of that year. At just over 1,000 feet, it is the tallest structure in the world. To most Parisians, the mass of girders is an eyesore, a blot on the skyline of Paris. M. Eiffel has a lease on the site for 20 years. What will happen in 1909 is anyone's guess, but if current opinions stand the tower will be torn down.

Situated at the top, and providing an imposing view of the City of Lights, is a high quality restaurant. While many French shun the restaurant, it is popular with wealthy tourists.

The Louvre

The Louvre began life as a fortification in the 12th century, becoming a residence after that during the 14th century. Following the French Revolution, the building was converted into a museum in 1793. Its collection of works, at that time mostly looted from the homes of the nobility, grew substantially under Emperor Napoleon I, who added hundreds of paintings and artworks taken as booty during his rampage across Europe.

Among its treasures are the Venus de Milo, famed for missing its arms, and the Mona Lisa, which is beginning to be recognized as a masterpiece. One wing contains treasures brought back from Egypt during the short-lived French occupation at the turn of the century.

Adventure Seeds

* *Sacre bleu*! Some cad has stolen several priceless paintings from the Louvre. Unable to keep the matter quiet, and very keen to see the works returned as quickly as possible, the French governments offers a reward to anyone who can crack the case.

* In 1841 two murders were committed on the Rue Morgue. An escaped orangutan was blamed, but no one really believed the creature was responsible. Now a copycat killer is at work in Paris, indiscriminately slitting victims' throats on the Rue Morgue.

* Workers in the Paris Opera House claim the place is haunted by a masked phantom. With the main opera season about to begin, the management are very keen to have the matter solved as quickly as possible.

* After viewing the Venus de Milo an eccentric English tourist posts an advertisement in the Times, proclaiming that the statue would be "a true angel if only she had her arms." He offers a reward for whoever locates the Venus de Milo's missing arms.

* The newspaper carries the story of a French shepherd from the region of Lascaux who claims to have followed a "brutish, hairy man" into a cave. There the shepherd discovered a cave full of ancient paintings of extinct animals. Hearing strange drumming, he fled in fright. He demands a large sum of money before he'll reveal the location of the cave, something which has angered the French government.

* A shepherd in the French Pyrennes recently entered a cave while looking for a lost lamb. In it he found several ancient manuscripts. Translation has proven difficult, for they are encoded using an unknown cipher, but what has been deciphered so far hints at the location of the fabled treasure of the Templars.

Germany

Germany finally united into one nation, the German Empire, in 1871, after the Franco-Prussian War. The Kingdom of Prussia, which comprises the largest part of the new country, dominates politically and militarily.

Kaiser Wilhelm I began Germany's imperialistic ambitions by successfully managing to isolate France through diplomatic means, forging alliances with new foreign powers, and sparing his country from economy-sapping wars. Unfortunately, this imperialism offended Germany's old allies, who severed ties with the nation. Kaiser Wilhelm II has continued these policies and as a result Germany is largely isolated in Europe.

Geographically, Germany is divided into thirds. To the north the ground is largely flat, though low-lying wetlands and marshes dot her northern coast. The center is predominantly hilly, rising to mountains in the south.

Three great rivers, the Rhine, Elbe, and Danube, cut through the country. As well as being a source of water, all three are major navigable channels ideally for moving bulk cargoes.

8 Berlin

Germany's capital city sits of the junction of the Spree and Havel Rivers in an area of marshy ground and dense forests. It boasts a population of 800,000 souls. Thanks to the increasing industrialization of the city this is set to increase dramatically in the coming decades. Construction of Berlin's subway begins in 1896 (and will be finished in 1902) and the Reichstag parliament building opens its doors in 1894.

Despite the rapid growth of industry and erection of numerous tenements to hold the growing number of workers, Berlin has many charms. One can stroll down Unter der Linden, the grandest street in Berlin, walk the Gendarmenmarkt and gaze at the French and German Cathedrals (so-named because of the language of their original congregations), or pay a visit to the Music Hall, which sits between the aforementioned churches. Further afield stand the Cathedral of St. Hedwig (Roman Catholic) and the Berlin Cathedral (Protestant), and the beautiful Charlotten Palace.

One of the city's great landmarks is the Brandenburg Gate, part of the old city defenses. Its wide central arch is adjoined to either side by two smaller arches. Visitors are cautioned that by law only the royal family, members of the Prussian Pfuel family, and diplomats entering the city for the first time to present their letters of introduction to the Emperor are allowed to pass through the central arch. Law breakers face swift arrest.

Adventure Seeds

* The British Secret Service believes the Germans are arming for war. Unwilling to risk the chance their agents will be captured, and so start a political battle, they seek out pawns who will be told they are committing industrial espionage for a British manufacturer. If the hapless spies are caught, the British government can plead innocence.

* Word has reached the British and French governments that Germany is constructing a super weapon capable of sinking even dreadnoughts with a single shot. Globetrotters are required to steal the plans and sabotage the construction process.

Great Britain

Great Britain is a small island nation, yet it is the most powerful country in the world. Monarch of England since 1837 and Empress of India as of 1876, Queen Victoria has not always been a popular monarch. But since the foiling of the Jubilee Plot in 1887, Victoria's popularity has risen to new heights.

All is not well in Great Britain, though. Anarchists plot the downfall of the Queen and her government, Irish nationalists are pressing for independence not through democratic means but through violence, and Britain's many overseas wars and political games are a constant drain on manpower and money.

Loch Ness

Twenty three miles long and over 750 feet deep in its deepest point, Loch Ness is Scotland's second largest loch. While an ideal spot for a gentleman to while away a week fishing, boating, hiking in the Scottish Highlands, it is not these leisure pursuits that draw the Leagues to the shores of Loch Ness—they come to find the Monster!

First spied by Saint Columba in the 6th century (when it apparently tried to eat the clergyman), sporadic sightings have occurred throughout the intervening centuries. Most eyewitnesses agree on just two points of fact. First, the beast is capable of coming ashore. Second, it has a very long neck. Beyond this, descriptions vary immensely.

London

London, heart of the British Empire, home to six million souls, and the headquarters of many of the Leagues of Adventure, is the largest city in the world.

Here one can stroll past the grandeur of the Houses of Parliament and Big Ben, Trafalgar Square, Tower Bridge (opened to traffic in 1894), and Buckingham Palace. One can watch opera, ballets, plays, and music hall performances, dine in the finest restaurants, and mix with the high society of the Empire.

Take a wrong turn, though, one enters a murky world of abject poverty, thievery, prostitution, opium dens, and murder; a world where human life is cheap, and citizens are packed into overcrowded slums like rats who cannot leave the sinking ship.

London is both the center of world finance and transportation. Every day, hundreds of ships arrive and depart, carrying goods not only across the Empire, but to the many lands with whom Great Britain has trading agreements. Oceangoing passenger ships and airships regularly shuttle passengers to the world's major cities, making it a vital hub for globetrotters of all nationalities.

Bank of England

Founded in 1694, the bank of England stands in Threadneedle Street, having moved there in 1734. As

well as storing large reserves of coins and bank notes (in denominations of £1 and £2) and private security boxes, the Bank of England keeps enough gold bullion to pay all its notes. The vault, in which the gold is stored, is connected to the Thames via a system of gates and locks. Should an attempt be made to rob the vaults, the locks can be opened, flooding the vault with the Thames' filthy water.

Black Museum

The Black Museum, more correctly called the Crime Museum, came about after the Prisoners Property Act of 1869, which gave the police the right to confiscate the property of those convicted of a crime. The Museum, which contains tools of the criminal trade, death masks of executed prisoners, weapons, and reams of evidence gathered in criminal cases is located in (New) Scotland Yard. Free access is granted to all members of the police. Members of the public may attend only after receiving special dispensation from the police inspector in charge of the collection.

British Museum

The British Museum was founded in 1753, when it housed a very small collection of artifacts. Since then the building has been extensively enlarged to accommodate the countless wonders unearthed across the globe. It now houses the most diverse and most valuable collection of antiquities every assembled by man. In addition to its grand galleries, stacked as they are with statues, decorated walls from ancient cities, and display cases cramped with pottery, weapons, coins, and other artifacts, the Museum is home to the British Library Reading Room and its grand collection of manuscripts.

With such a gathering of artifacts, tomes, and leading scholars in one place, the British Museum is an ideal resource for globetrotters about to embark on expeditions. Furthermore, the Museum actively sponsors expeditions.

Croydon Field

Located in London's southern borough of Croydon, Croydon Field is the capital's sole airship landing site. Three colossal hangars stand majestically on the eastern fringe, while to the north, beside the purpose-built train station which runs straight to the City of London, is a first-class lounge complete with a fine-dining restaurant and washroom facilities.

Diogenes Club

Sherlock Holmes, as recorded by Dr. Watson in The Greek Interpreter, describes the Diogenes Club thus: "There are many men in London, you know, who, some from shyness, some from misanthropy, have no wish for the company of their fellows. Yet they are not averse to comfortable chairs and the latest periodicals. It is for the convenience of these that the Diogenes Club was started, and it now contains the most unsociable and unclubable men in town. No member is permitted to take the least notice of any other one. Save in the Stranger's Room, no talking is, under any circumstances, allowed, and three offences, if brought to the notice of the committee, render the talker liable to expulsion. My brother was one of the founders, and I have myself found it a very soothing atmosphere."

While the clatter of hoofs and wheels on the cobbled streets and the cry of costermongers echo through London's streets, beyond the doors of the Diogenes Club is a realm of utter silence. A cough or, God forbid, a sneeze are enough to see a man's membership revoked for life and the rustle of a newspaper is enough to receive a polite but sternly worded letter cautioning against further disturbances. Members refrain from social interaction, and even a prolonged glance at a fellow member can result in expulsion. Members and guests may speak only





The Boat Race

The Boat Race takes place between rowing teams from Cambridge and Oxford universities each year. First held in 1829 when Charles Merivale (Cambridge) challenged his friend Charles Wordsworth to a rowing race, the competition was held every year or two from 1836 until 1856, when it became an annual event. The race takes place on the River Thames, beginning at Putney Bridge and ending four miles and 374 yards later at Mortlake.

Throughout the period of the *Leagues of Adventure* setting, Oxford wins every race from 1890-1898 inclusive. Cambridge finally claws back a win in 1899. On the eve of the 1890 race, Oxford had won 23 races and Cambridge 22 races. By tradition, the losing team challenges the winner to a repeat race the next year.

in the Stranger's Room, which lies on the top floor of the club.

It is widely claimed the club is a front for the British Secret Service, a covert group unknown to the public at large responsible for securing the welfare of Great Britain at home and abroad. Little evidence exists to support this hypothesis, and members are notoriously tightlipped on the matter.

Fleet Street

Fleet Street originally began life as the road linking the City (London's financial hub) to Westminster (the political hub). At the west end is Temple Bar, which marks the extent of the City of London, while its eastern end marks the point the River Fleet ran against London's medieval walls. Lying south of Fleet Street is the Temple, one of London's main legal districts. Formerly owned by the Knights Templar, the Temple today contains two of the Inns of Court (Inner Temple and Middle Temple) and barristers' lodgings and chambers. Fleet Street itself has been home to the British press since the early 16th century.

The River Fleet, a former Anglo-Saxon dock, now runs beneath London's streets, having been progressively covered over between 1737 and 1877.

Limehouse

Limehouse, located in London's crowded East End, on the north banks of the Thames. A bustling dock, the nearby Limehouse Basin is a vital link between the Thames and Britain's great canal system. Here oceangoing ships sit alongside shallow-draught river and canal barges. Wharves and warehouses line the waterfront, while behind lies a warren of dilapidated, overcrowded buildings.

Limehouse has a large immigrant population, with Han Chinese forming the majority. Doctor Tai Min's Xing-Wei organization wields a great deal of power in Limehouse, most notably being involved in the many opium dens concealed behind the buildings' drab exteriors.

Lloyd's of London

Named after the coffee house (in Tower Street) in which it began in 1688, Lloyd's was a favorite haunt for merchants, ship owners, and sailors. Over a cup of coffee they were privy to the latest shipping news. In 1774 it moved to the Royal Exchange and was reformed in to become The Society of Lloyd's. A fire destroyed the Exchange, and most of Lloyd's records, in 1838. Parliament passed the Lloyd's Act of 1871, giving gave the organization legal status as an insurance society.

Lloyd's is not an insurance company, but rather a syndicate of members forming an insurance marketplace. Within the Society of Lloyd's are two separate classes of people and businesses. The first are members. Known within the Society as Names, they provide back the insurance policies with their personal wealth. The second type are the professionals, agents and brokers tasked with underwriting risks, supporting the members, and representing customers outside of the Society.

Natural History Museum

Originally housed in the British Museum, the collection of the Natural History Museum moved into separate buildings in 1881. Despite occupying separate buildings, the museum is governed by the same Board of Trustees. Its full name is the British Museum (Natural History).

The collection covers all aspects of natural science—botany, geology, zoology and so on. It houses fossils excavated by students of the new science of paleontology. Concealed in the basement are a small library and a few specimens concerning alternate zoology and phantasmagorical anthropology—subjects modern man labels "cryptozoology."

The Rookeries

Rookeries are city slums, home to the poorest of the poor, criminals, and prostitutes. Overcrowded and lacking basic sanitation, they are wretched hives of scum and villainy, rife with disease and malnutrition. The honeycomb of shadowed alleys, narrow passages, and windowless buildings form a maze for those who enter without prior knowledge of the labyrinthine layout. Unseen eyes watch a stranger's every move, judging his wealth, likely armament, and the ease with which he could be mugged or killed, and relieved of his possessions. Only a fool enters a rookery unprepared.

Of the many rookeries in London, the two most infamous are St. Giles, at the western end of the City of London, and Jacob's Island, on the south bank of the Thames.

Royal Arsenal

The Royal Arsenal, Woolwich, is responsible for manufacturing armaments and ammunition and explosives research. It lies close to the Woolwich Dockyard (to the west), and the Royal Military and Royal Artillery headquarters (to the south). Established in 1671, the Royal Arsenal complex fills a 31-acre site situated behind a 15-foot high wall. Located around the Arsenal are a large number of buildings and offices, including the Royal Laboratory, the Royal Carriage Department, the Royal Brass Foundry, the Chemical Laboratory, and the Royal Gunpowder Factory.

Security is extremely tight, as on might expect, with entrance limited to government officials, workers, and military officers. Members of the public are allowed entrance only under rare or unusual circumstances.

Royal Botanic Gardens

Formerly the exotic garden at Kew Park, the gardens have been extensively sculptured and expanded over the last two centuries. The garden became a national botanical garden in the 1840s, and the rush began to procure new floral specimens. The site contains a herbarium, seedbank, library, and archives, as well as ornamental gardens and greenhouses lush with verdant vegetation from across the globe.

The Board of Trustees regularly funds expeditions with the intent of securing new specimens and seeds for its impressive collection.

Royal Observatory

Constructed in the 17th century, the Royal Observatory at Greenwich became the center of international timekeeping at an international conference in 1884, when the Prime Meridian was adopted, an imaginary line of longitude that runs through the Observatory upon which all clocks in the Western world are based.

Two highly accurate clocks hang in the Observatory's Octagon Room. Until recently, people would travel to Greenwich to set their watches. The constant interruptions by great throngs of citizens clamoring to know the correct time greatly annoyed the astronomers.

In 1836, John Henry Belville began setting his watch on a daily basis at Greenwich and then traveling around London, *selling* the right time to interested parties (and thus saving folk a lengthy trip). John Henry died in 1856, passing the profession onto his widow, Maria. In her eighties, she retires in 1892 and daughter Ruth takes over. Because the accuracy of watches has improved since her father's time, she sets her watch (which she calls "Arnold") each Monday.

Somerset House

Somerset House sits on the Strand in central London and houses many public records from across the Empire. Among its many offices are the Office of the Registrar of Births, Deaths, and Marriages, the Inland Revenue, the Audit Office, and the Common Wills Office. It is a handy resource for globetrotters looking to uncover public records.

Tower Subway

Located some 400 yards west of Tower Bridge (constructed between 1886 and 1894), in the East End of London, Tower Subway opened in 1870 as a railway tunnel. This venture ended less than three months later, and it was transformed into a pedestrian foot tunnel. It closed completely in 1898 after the toll-free Tower Bridge opened. The tunnel, which lies 50 feet beneath the levels of the streets, is reached via two stone kiosks (one at each end). In each is housed a steam-powered elevator.

Zoological Gardens

The London Zoological Gardens, better known simply as The Zoo, was established by Sir Stamford Raffles in 1826. It opened its gates to members of the London Zoological Society, which governs the zoo, in 1828. Only in 1847 was access granted to the public, a move established to secure funding for the keeping and collection of the specimens. Most of the tropical animals are kept indoors, for it is commonly believed they cannot survive outside in London's temperate climate. Among its many attractions are the Aquarium, the world's first aquarium, and the Reptile House.

Rosslyn Chapel

Rosslyn Chapel, more properly known as the Collegiate Chapel of St. Matthew, stands just south of Edinburgh, Scotland's capital city. Construction began in 1456, at the behest of William Sinclair, 1st Earl of Caithness, and while the parts visible today were finished within 40 years, the entire structure as planned was never truly finished. What can be seen today is the chapel—the foundations for the nave and transepts were laid, but never built upon.

Within, the Chapel is divided into four areas: the central nave, the north and south aisles, and the Lady Chapel to the east. The walks, dividing pillars, and ceilings are richly adorned with all manner of iconography—Biblical figures and scenes, plants, flowers, stars, Green Men, historical figures, saints, and representations of everyday professions.

Hidden among the icons are links to the Knights Templars (such as two riders on a single horse, the Templars'



Extinct Animals

The Epicurean Society, London Zoological Society, private collectors, and others all have an interest, for one reason or another, in collecting rare species. During the 1890s and early 1900s the following species become extinct:

Bulldog Rat (1903, Christmas Island)
Eastern Hare Wallaby (1890, Australia)
Guadalcanal Rat (1899, Solomon Islands)
Long-Tailed Hopping Mouse (1901, Australia)
Maclear's Rat (1903, Christmas Island)
Martinique Giant Rice Rat (1902), Martinique)
Martinique Muskrat (1903, Martinique)
Nelson's Rice Rat (1897, Islas Marias)
Panay Giant Fruit Bat (1892, Philippines)
Red Gazelle (1894, Algeria)
Sea Mink (1894, Northeastern North America)
Short-tailed Hopping Mouse (1896, Australia)
West Coast Spotted Kiwi (c. 1900, South Island, New Zealand)

seal) and the Masons (such as a blindfolded figure with a noose around its neck, an image reminiscent of Masonic initiation rites). One string of images shows what appears to be maize, a plant unknown in Europe at the time the Chapel was constructed.

Dividing the Lady Chapel from the rest of the structure are three pillars, known as the Master Pillar (north), Journeyman Pillar (centre), and Apprentice Pillar (south). Before the early 19th century these were known as the Earl's Pillar, the Shekinah, and the Prince's Pillar respectively. Of these, the Apprentice Pillar is the most ornately carved.

While a crypt can be reached from the Lady Chapel, rumors abound of a second, hidden crypt. The second Earl of Rosslyn, who died in 1837, had requested he buried in this crypt. Unfortunately, no trace of it could be found, and he was instead interred in the Lady Chapel alongside his departed wife. What might lie in the lost crypt remains subject to speculation.

Adventure Seeds

* The Natural History Museum has offered a reward for proof of the Loch Ness Monster's existence. While many Leagues are content to sit on the shores and watch the surface of the loch, those with the know-how figure the best way to find the timorous beastie is to explore beneath the surface.

* The papers report a curse on one of the British Museum's artifacts—a painted wooden sarcophagus containing the mummy of what is reported to be an Egyptian princess. According to the report, everyone who has had close contact with the object has either died or suffered terrible misfortune soon afterward. Watchmen on duty at night have reported strange hammering and sobbing emanating from the coffin, and claim nearby objects have been hurled across the room by an invisible force.

The final nail in the coffin, so to speak, was the death of a young photographer called in to photograph the sarcophagus. On developing the image, he saw not a painted representation of a young woman, as expected, but the twisted visage of an ugly hag. The photographer promptly went home, locked his door, and shot himself in the head.

* The globetrotters are contacted by the British Museum to investigate the gruesome murder of leading anthropologist Sir Bernard Blanchet-Smythe. During the investigation the heroes discover that the museum has received a weird Oriental artifact with seemingly strange powers. A sorcery-controlled beast linked to the artifact is systematically murdering British dignitaries one at a time. It is the globetrotter's job to solve the mystery and find the cure for the mystical curse!

* Ruth Belville, a notorious eccentric, and her famous watch have gone missing and London is in an uproar! Has she merely gone on an undeclared vacation, or has some dastardly villain done away with her?

* During the years 1870-1874, J. E. Gray, Keeper of Zoology at the Natural History Museum, complained bitterly about the high incidence of mental illness among the staff. Now, two decades later, similar occurrences of strange behavior are beginning again. What is behind the strange occurrences?

* In 1894 Martiol Bourdin, a French anarchist, tries to blow up the Royal Observatory. Exactly why he chose that location was never revealed, making it an ideal point of history a Gamemaster can work into an adventure.

* Levelheaded theorists point squarely to Rosslyn Chapel's lost crypt containing the earthly remains of members of the Sinclair line, while others prefer fanciful notions of Templar treasure, the Holy Grail, or even Jesus' mummified remains. Some even claim it conceals proof Europeans reached America before Columbus, conceals a Viking treasure horde (the Sinclair family is of Norman stock, and thus has Viking blood), or contains evidence of a secret holy bloodline. Perhaps by decoding the many icons one might find either the lost crypt or a clue to another, more distant (in terms of time and space) mystery.

Iceland

Iceland's unofficial title as the Land of Fire and Ice is well-earned, for here active volcanoes, hot springs, and blisteringly hot geysers clash with ancient, slow-moving glaciers and ice fields in a never-ending duel between the elements. A colony of Denmark, Iceland is lowly freeing

itself from its shackles, having established limited home rule in 1874.

Iceland is a land of contrasts not only in its geology. Although Christians, Icelanders retain many links to their Viking past—rural farmsteads are of a design a Viking trader would recognize from his homeland, the national parliament (recently reinstated after being dissolved by the Danish crown) is based on a tradition dating back to the first settlers, and the typical Icelander possess the blond hair of the Norsemen. Among rural communities, knowledge of the old faith, that of Odin, Thor, and Freyr, is kept alive in oral stories and pagan practices, performed away from the watchful eyes of the local clergy.

The small population is hardy, having weathered pirate raids, Danish trade restrictions, smallpox, a volcanic eruption, and widespread famine in the last two centuries. The majority of settlements are on the coast, and fish is a staple part of the diet.

MOUNT SNAEFELL

Known locally as Snaefellsjökull to avoid confusion with two other mountains carrying the name of Snaefell, the towering peak is an extinct, glacier-covered volcano. It was from here that Professor Lidenbrock began his journey to the center of the Earth, following a cryptic clue left behind by the medieval Icelandic alchemist Arne Saknussemm.

Adventure Seeds

* Although Lidenbrock is now in his nineties, his nephew Axel plans a second expedition, one better equipped and more aware of the dangers, to fully explore the many tunnels and caverns extending from Mount Snaefell. Persons of good character and brave disposition are being sought.

* The papers carry the sensational story of a French explorer, part of an expedition which entered Mount Snaefell over a year ago, who returned through the peak. Half-mad, the explorer spoke of his party deviating from Lidenbrock's route, whereupon they reached a mammoth cavern of giant fungus, inhabited by terrifying beasts and primitive species of man, and dotted with the remains of stone structures. He claims to be the only survivor.

Naturally, the story has fired the imagination of the Leagues, who wish to follow in his footsteps and document the new world. Leading the charge is the Hollow Earth Society.

Orient Express

The Orient Express (renamed from *Express d'Orient* in 1891) runs from Paris, through the cities of Strasbourg, Munich, Vienna, Budapest, and Bucharest, before terminating in Istanbul. From Bucharest, a second line runs to the Black Sea port of Varna. The entire journey takes a little under three days to complete.

Passengers aboard the Orient Express enjoy the luxury of a top-class European hotel, complete with fine dining and a selection of vintage wines worthy of the best French restaurants.

Such luxury comes at a price, though—a one-way ticket from Paris to Istanbul costs £30, putting it beyond the means of all but the wealthiest members of society. For many globetrotters, it is the only way to travel.

Rome

Covering the seven hills around the river Tiber, Rome was once the capital of the Roman Empire. It has been the capital of Italy only since 1871, when the Papal States



were absorbed by the new Kingdom of Italy. Parts of the Roman city still stand, though they are poorly maintained and the stone is subject to theft for use in other building projects.

Compared to London, Paris, and Berlin, which all boast a population numbering in the millions, Rome is just a large town, housing only around half a million citizens. This makes it smaller than the city of Liverpool in England.

CATACOMBS OF ROME

Beneath Rome lies many miles of dark, twisting catacombs. A total of 40 separate catacombs have been discovered, some spanning multiple floors. Here, in the pitch black, lie the bones of the city's Jews and early Christians, as well as some earlier pagan burials.

Much of the remaining valuables buried with the dead were removed to surface buildings in the 10th century to safeguard them. All that remains now are bones and the beautiful murals painted in honor of the dead.

THE VATICAN

The Vatican, the Holy See, sits on a site originally occupied by a Roman circus. After the great fire of Rome in 64 AD, Christians were put to death in the circus. Among their number was St. Peter, who was famously crucified upside down. In 326 a basilica was erected over the site of St. Peter's tomb.

The Vatican currently occupied a precarious position. Technically it is simply another part of Rome, though many nations recognize it as a sovereign state. Under the Law of Guarantees set down in 1870, the Pope retains the same privileges as the King of Italy, including the right to send and receive ambassadors. Since Popes Pius IX, the last ruler of the former Papal States, and Leo XIII, the current pontiff, both referred to themselves prisoners in the Vatican.

One of the great treasures of the Vatican is its impressive Library, which was formally established in 1475. Contained within its closely guarded walls are tens of thousands of manuscripts on art covering a broad spectrum of subjects. Many are works from the Middle Ages and Renaissance, but large portions date back to far earlier days. In 1881 Pope Leo XIII opened the Vatican Secret Archives, a misleading name, as the records are simply the Popes' private records.

Access to either library requires the permission of a senior Vatican cleric and applicant must apply in person. Rumors abound of a collection of works housed simply as the "Z Collection." According to the various tales, the Vatican stores proscribed texts, many of them concerned with heretical science, alchemy, or deviltry, in this most secret of libraries.

Adventure Seeds

* The Ghost Club is looking for some outside help to investigate rumors of ghosts in the catacombs of Rome. The "hauntings" are actually the work of grave robbers, who recently located a previously unknown catacomb and are busy removing the treasure.

* A scholar receives permission to visit the Vatican Library. Unfortunately he's rather tied up, so he asks a globetrotter friend to go in his place (in disguise, since permission is not transferable) and copy out sections of text he needs for his studies. At the same time the globetrotters are there, someone steals a tome on dark magic from the secret Z Collection.

* Trouble is brewing in Italy. Only a united country for a generation, there are many who desire a return to the old ways by any means.

RURITANIA

Located on the border between Germany's southeast frontier and Austria-Hungary, Ruritania is a staunchly Catholic independent monarchy. The capital, Strelsau, lies on the line of the Orient Express between Munich and Prague, though few travelers bother to disembark here. Divisions between rich and poor are deeper here than anywhere else in Europe, and dissension is carefully monitored by the ever-vigilant, ever-present secret police. Those who anger the autocratic king, Rudolph V, are taken from their houses at night or snatched off the street and whisked away to the deepest dungeons of the king's palace.

Fearful of assassination, King Rudolph V, a playboy gambler and hardened drinker, makes use of a look-alike. His chosen double is the Hon. Rudolf Rassendyll, a distant cousin of the monarch and younger brother of the Earl of Burlesdon.

The king's only real political rival is Duke Michael of Strelsau, Rudolph's younger half-brother, though even the duke must be careful of his words and actions. Michael's mother, the old king's second wife, was not of royal blood and thus Michael, known as Black Michael because of his hair, cannot inherit the throne. Rudolph V recently married Princess Flavia, his cousin and a legitimate heir to the throne, much to the consternation of Rassendyll, who has deep feelings for her, and Black Michael, who sees marriage to Flavia as the only way to claim the throne.

Adventure Seeds

* Black Michael intends to poison Rudolph V at a state banquet and quickly marry Queen Flavia (against her will, naturally). The globetrotters happen to be in attendance at the banquet and are thrust into the plot when Rassendyll has to impersonate the king and fend off Michael's assassins.

Thule

The island of Thule is first mentioned by the Greek explorer Pytheas in the 4th century BC. Strabo, a Greek geographer writing some three centuries later described Thule as lying six days of Britain, near the frozen sea. He added that the year was divided equally between six months of day and six months of night. Thule is sometimes said to be concealed by fog, making spotting it a difficult endeavor.

According to several later accounts, Arne Saknessumm, the noted alchemist and geographer who later died trying to reach the Hollow Earth, wrote a record of an expedition to Thule.

Saknessumm claimed to have discovered ruins built "by the race of giants, when Odin ruled the heavens." These were, he said, reduced to rubble, poetically adding that they looked as if they had been "smashed asunder by Mjollnir, hammer of mighty Thor." What became of this volume is unknown, for it disappeared in the early 1800s and no duplicate was ever made.

Taking into account poetic license from the ancient Greek writers, the description clearly indicates an island in the North Atlantic, close to or just inside the Arctic Circle. Some geographers have pointed to Orkney, Shetland, or the Faeroes as a likely candidate for Thule, but these are generally regarded as being too far from the Arctic. Spitsbergen and Iceland are both good candidates, as is Greenland. Greenland, while it is an island, is partially covered by the Arctic ice sheets, meaning no early explorers could possible have discovered this. However, it did have an indigenous people at the time the ancients wrote of Thule—the Eskimos. Unfortunately, the Eskimos don't build in stone, and the exploration of Greenland has so far revealed no cyclopean ruins.

Adventure Seeds

* A Norwegian explorer invites the globetrotters to attend a presentation at the Scandinavian Club in London. He believes that Thule does exist, but it now lies within the Arctic Circle and is buried beneath the ice. He proposes an expedition to discover the lost island.

Transylvania

Nestled in the crook of the Carpathian Alps is the remote and wild land of Transylvania. A land of crisp, clear rivers, virgin forests, narrow passes, crumbling castles, quaint rural villages, and craggy mountains, Transylvania is part of the Kingdom of Hungary, an autonomous state within the Austro-Hungarian Empire.

Raided, conquered, and colonized by many peoples over the ages, Transylvania remains a hodgepodge of different cultures. In the south those of German Saxon stock mix with Wallachs, descendants of the Dacians who occupied the land at the height of the Roman Empire. In the west dwell Magyars of Hungarian stock, while the east and north belongs to the Szekelys, through whose veins flows the blood of Attila and his Huns. Attempts by the citizenry to halt Magyarization, the implementation of Hungarian culture above all else, during the 1890s are brutally crushed by the Hungarian authorities.

Despite being part of a technologically advanced European empire, most of the population lives a rural lifestyle unchanged in centuries. In this age of enlightened thinking, Transylvania remains a hotbed of superstition, especially with regard to vampires and werewolves.

Scarisoara Cave

Located in the Apuseni Mountains, part of the Carpathian Mountains, in northern Transylvania at a height of nearly 4,000 feet, Scarisoara Cave is an impressive geological wonder. Descending a steep-sided gorge through use of ropes, one enters the gaping cave mouth and steps onto the tongue of a vast, subterranean glacier, which cuts across the entrance before continuing its underground journey. From here the cave sprawls 2,000 feet back into the mountain, its roof a dizzying 300 feet above the top of the glacier.

Adventure Seeds

* In 1897 Queen Victoria celebrates her diamond jubilee. Her Prime Minister wishes to present her with a special gift. Acting with the approval of the government, he invites the Leagues to visit Scarisoara Cave and return with a chunk of ice from the glacier, which will be sculpted into a copy of the Koh-i-Noor diamond.

* Transylvania's superstitions are not without foundation. Count Vladimir Alucard, a scion of the House of Dracula and an accomplished scientist, recently uncovered several old works written in the age of his infamous ancestor. These include recipes for immortality serums using human blood. Alucard's experiments have been a disaster, leaving the region littered with bloodless corpses and victims who must feed on human blood or suffer advanced aging. Believing the local peasants to be ill-suited to his needs, Alucard intends to continue his experiments in a more vibrant country—England.

Antarctica

Since the 2nd century BC mankind has drawn maps with land at the South Pole. Labeled Terra Australia Incognito (Unknown Southern Land), ancient cartographers placed the continent there to balance the landmasses of Europe and Asia, for such was their belief that the Earth

needed symmetry. Even after the European voyages of discovery around the Cape of Good Hope and Cape Horn proved the unknown southern continent was joined to neither Africa or South America, Antarctica continued to fill the space in the southern hemisphere of maps.

As the centuries passed, expeditions explored further and further south, yet it was not until 1820 Antarctica was discovered and the continent's existence verified. Although much of the coastline has been mapped by several expeditions, the interior remains completely unexplored. Antarctica is an explorer's paradise and nightmare. That the interior is a mystery means there is ample opportunity for discovery and prestige. Unfortunately, that same interior is a total wasteland, a land of endless ice and snow fields, hidden crevasses, impenetrable mountains, and snaking glaciers. Combined with temperatures cold enough to freeze a man's eyeballs in their sockets, howling winds, and blinding blizzards, Antarctica is Hell's direct opposite.

MOUNTS EREBUS AND TERROR

Located on Ross Island, Mounts Erebus and Terror are both volcanoes. Erebus, an active peak, rises to a height of 12,448 feet, while 19 miles east the inactive Mount Terror reaches a height of 10,597 feet. Neither has ever been climbed. Both mountains take their names from ships in the voyage of Sir James Clark Ross, the first recorded human to lay eyes on them.

THOMPSON ISLAND

First sighted in 1825 as being between South Africa and Antarctica. The last recorded sighting is in 1893 (when means the globetrotters could be part of the expedition). a German expedition in 1898 reports the island as having vanished.

Adventure Seeds

• The most grueling race known to man is on—to reach the South Pole! Facing any expedition brave enough to attempt such a challenge is a journey of nearly 2,000 miles across inhospitable, unmapped land. As well as various League funding, explorers have the backing of their government, for great national pride is at stake.

• Both the Alpine Club and the Royal Geographic Society wish the honor of being sponsors to the first expedition to climb both Mounts Erebus and Terror.

• A startling discovery captures the globetrotters' attention—a message in a bottle washed up on the south coast of England contains a handwritten journal.

The author, Bowen J. Tyler, an American, claims to have been shipwrecked on an Antarctic island known as Caprona. Reputedly first sighted by the Italian explorer Caproni in 1721, the island has eluded rediscovery. Tyler claims to have climbed the forbidding peaks encircling the island and discovered a tropical paradise beyond inhabited by prehistoric beasts and men. Is the message a forgery? Could a tropical paradise really lie inside the Antarctic Circle? Could this island account for the tales of the Emerald, Nimrod, and Thompson Islands ?

• A French journal dating from the mid-1800s reports seeing giant albino penguins. Several leagues are keen to bring back a specimen, dead or alive.

• A cartographer which supposedly shows Antarctica. The map dates back to the time of the Greeks, making it an exciting discovery. More excitingly, it reveals a massive mountain range far in land. The forbidding peaks are labeled βουνα της τραλας, which translates as "Mountains of Madness."



Chapter the Ninth: Stalwart Friends & Fiendish Adversaries

9

"He is the organizer of half that is evil and nearly all that is undetected in this great city. He is a genius, a philosopher, an abstract thinker. He has a brain of the first order. He sits motionless, like a spider in the centre of its web, but that web has a thousand radiations, and he knows every quiver of each of them." ~ Sherlock Holmes on Professor Moriarty — Arthur Conan Doyle, *The Adventures of Sherlock Holmes*

During their travels the globetrotters will undoubtedly encounter many people, beasts, and natural dangers. This chapter contains many ready-made examples for the Gamemaster.

People of the World

The sample characters presented in this chapter are exactly that—a stock of typical Gamemaster characters that might serve as allies or enemies during adventures.

Amazons

Amazon tribes comprise fierce warrior-women led by an elected queen. While she is in power, the queen's authority is absolute and cannot be directly questioned. However, Amazons pride strength in their leaders, and any sign of weakness is enough to invoke a leadership challenge. To avoid continuing disputes, the loser of such a challenge is ousted from the tribe.

Within this society all men, whether the sons of Amazons or captives snatched on a raid, are considered slaves, useful only for breeding purposes (not always as pleasant as it might sound, expecially to prudish Victorians) and performing menial chores.

Amazon Warrior

Ally 1
Archetype: *Soldier;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Athletics 4, Archery 4, Melee 4, Stealth 4, Survival 4
Talents: Parry (Perform Parry as reflexive action)
Resources: None
Flaw: Intolerant: Men (+1 Style point when her intolerance causes trouble, or she convinces someone else to detest the same thing she does)
Weapons: Punch 0N, Bow 6L, Spear 7L

Amazon Queen

Patron 2
Archetype: *Aristocrat;* **Motivation:** *Power;* **Style:** 2
Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 4, Intelligence 4, Willpower 2
Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 5, Stun 3, Health 5
Skills: Athletics 6, Archery 5, Brawl 5, Diplomacy 6, Empathy 5, Intimidation 6, Melee 6, Stealth 5, Survival 5
Talents: Attractive (+1 Charisma when dealing with people), Parry (Perform Parry as reflexive action)
Resources: Status 1 (Amazon queen; +2 Social bonus)
Flaw: Intolerant: Men (+1 Style point when her intolerance causes trouble, or she convinces someone else to detest the same thing she does)
Weapons: Punch 5N, Bow 7L, Spear 9L

Antiquarian

An antiquarian studies the past through objects and ruins of long-vanished cultures. Some are true schol-

ars, intent on studying and recording ancient ruins for posterity and ensuring any cultural artifacts are brought to the attention of museums. Others are glorified tomb robbers, concerned only with procuring valuable objects to sell to private collectors or on behalf of patrons. Either type can serve as an ally or enemy, for even renowned scholars are competing to secure lucrative professorships, lecture tours, and funds for future expedition.

Scholarly Antiquarian

Ally 1
Archetype: *Academic;* **Motivation:** *Wisdom;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Academics: History 4, Anthropology 4, Expeditions 4, Investigation 4, Linguistics 4
Talents: None
Resources: Status 1 (Respected scholar; +2 Social bonus)
Flaw: Condescending (+1 Style point when he proves someone else wrong or establishes his own superiority)
Weapons: Punch 0N

Tomb Robber

Ally 1
Archetype: *Adventurer;* **Motivation:** *Greed;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Athletics 4, Larceny 4, Linguistics 4, Stealth 4, Streetwise 4
Talents: None
Resources: Patron 1 (Private collector; +2 Social bonus)
Flaw: Impulsive (+1 Style point when his impulsiveness gets him or his companions into serious trouble)
Weapons: Punch 0N

Brutish Thug

While the expert swordsman (see page 229) is a master with a blade, the brutish thug pounds his opponents with his hammerlike hands. As strong as an ox, built like a bull, yet sorely lacking in brains, brutish thugs may be the leaders of equally brutal gangs, using intimidation and their bare hands to maintain authority, or the enforcers of criminal masterminds.



Ally 2
Archetype: *Thug;* **Motivation:** *Duty;* **Style:** 1
Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 2, Intelligence 1, Willpower 2
Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 4, Stun 2, Health 4
Skills: Athletics 4, Brawl 8 (*Punching 9*), Intimidation 4 (*Threats 5*)
Talents: Lethal Blow (Do lethal damage with Brawl attacks)
Resources: None
Flaw: Overconfident (+1 Style point when he is forced to ask for help or when his bravado gets him in over his head)
Weapons: Punch 9N

Cultist

Members of cults may be fanatical believers willing to throw away their own lives in the name of the great cause, brainwashed dupes, or misguided individuals who honestly believe the cult has their interests at heart. Cultists can come from any step of the social ladder—don't let that smart suit and well-groomed manner fool you!

Follower 0
Archetype: *Guardian;* **Motivation:** *Power;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1
Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3
Skills: Intimidation 3, Melee 4, Stealth 4
Talents/Resources: None
Flaw: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)
Weapons: Punch 0N, Dagger 5L

For the Master: *Whenever a cultist's master is attacked, a cultist within 5 feet sacrifices himself by taking the blow. While the attack is made against the cultist's leader, any damage is delivered to the fanatical cultist instead.*

EUNUCH GUARD

Eunuchs are castrated men, typically serving as harem guards, servants to female nobles, and so on. Like many servants, they are often ignored by their masters, allowing them to overhear conversations not intended for others' ears.
Ally 1
Archetype: *Guardian;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Athletics 4, Diplomacy 5, Empathy 4, Intimidation 5, Melee 5, Streetwise 5
Talents: Strong (+1 Strength rating)
Resources: None
Flaw: Aloof (+1 Style point when his business-like attitude causes him trouble)
Weapons: Punch 0N, Scimitar 3L
Immune to the Opposite Sex: *When resisting seduction or other feminine cons, a eunuch treats his Willpower as being 4.*

EXPERT SWORDSMAN

Whether he's an assassin for hire, a Prussian fencing master, a foreign prince's loyal bodyguard, or just a well-trained native warrior, the expert swordsman is a master with the blade. He's the sort of thug crowds part for in the marketplace. This example is a prince's bodyguard.
Ally 1
Archetype: *Adventurer;* **Motivation:** *Glory;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Athletics 4, Intimidation 4, Melee 8
Talents: Guardian (May grant a +2 Defense bonus to all allies within 10 feet of him)
Resources: None
Flaw: Overconfident (+1 Style point when he is forced to ask for help or when his bravado gets him in over his head)
Weapons: Punch 0N, Arming sword 11L

FEMME FATALE

Although generally a product of the pulp era, the femme fatale still works well in the Victorian Age. With curves sleeker than a zeppelin and looks that could kill at ten paces, the femme fatale is ideally equipped to pry secrets from weak-willed men. As such, those that aren't criminal masterminds in their own right are often in the employ of such dastardly fiends.
Ally 2
Archetype: *Spy;* **Motivation:** *Duty;* **Style:** 1
Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 4, Intelligence 3, Willpower 2
Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4
Skills: Con 7 (*Seduction 8*), Empathy 6, Firearms 4, Larceny 4, Linguistics 4, Spying 5, Stealth 4, Streetwise 6 (*Rumors* 7)
Talents: Charismatic (+1 Charisma rating)
Resources: None
Flaw: Secret: Spy (+1 Style point if she is confronted with the truth or goes out of her way to protect the secret)
Weapons: Punch 0N, Derringer 6L

HELPLESS DAMSEL

Unlike plucky heroines, the helpless damsel is the sort of girl who gets kidnapped by villains or harassed by wild beasts, or who leans on the lever that activates the deadly trap. She might be a colonel's daughter, a maharaja's niece, or a comely native maiden who takes a shine to the globetrotters. Regardless, she is clumsy, naive, and prone to swooning, though extremely beautiful and somehow able to avoid serious injury. She also attracts danger like honey attracts bees.
Ally 1
Archetype: *Everyman;* **Motivation:** *Hope;* **Style:** 0
Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 4, Intelligence 2, Willpower 1
Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 3, Defense 6, Stun 2, Health 3
Skills: Art: Music 4, Diplomacy 5, Empathy 4, Medicine 4, Performance 6, Stealth 2
Talents: Bold Defense (Uses Charisma for Defense rating)

Resources: None
Flaw: Danger Magnet (+1 Style point when she ends up in danger through no fault of her own)
Weapons: Punch 0N

OFFICIOUS BUREAUCRAT

The officious bureaucrat is a globetrotter's worst nightmare. He's the chap who wants to scrutinize every document to the last letter, no matter the bearer's predicament. And if the paperwork isn't correct, he'll gladly help you fill in the right forms—in triplicate, of course. His role covers everyone from a stationmaster, customs inspector, and shipping company clerk to the official in charge of granting audiences with a foreign potentate.
Ally 1
Archetype: *Government Official;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 3, Willpower 4*
Secondary Attributes: Size 0, Move 3, Perception 7, Initiative 5, Defense 3, Stun 1, Health 5
Skills: Bureaucracy 5 (*Pick a specialty 6*), Diplomacy 4, Empathy 5, Investigation 4 (*Interview 5*), Linguistics 4
Talents: Iron Will (+1 Willpower rating)
Resources: None
Flaw: Callous (+1 Style point when he does something particularly selfish or refuses to help someone in dire need)
Weapons: Punch 0N, Rubber stamp 0N

NATIVE BEARER

No self-respecting Victorian gentlemen or lady carries their own baggage while exploring. When your trusty servant is indisposed, or already loaded down with all the clothes and equipment one needs to make life at least bearable, one must turn to the native bearer.
Follower 0
Archetype: *Everyman;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 2, Dexterity 1, Strength 3, Charisma 1, Intelligence 1, Willpower 1
Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 2, Defense 3, Stun 2, Health 3
Skills: Athletics 5, Survival 4
Talents/Resources: None
Flaw: Coward (+1 Style point if he gives up without a fight or abandons his friends to save his own skin)
Weapons: Punch 0N

NATIVE WARRIOR

A catchall category, native warrior covers everything from American Indians to African tribesmen. While some natives do make use of firearms, most are equipped with bows and arrows, blowguns, and spears. Many African tribes carry shields made of wood and hide.
Ally 1
Archetype: *Warrior;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Athletics 4, Archery 4, Melee 4, Stealth 4, Survival 4
Talents: None
Resources: Rank 1 (Tribal warrior; +2 Social bonus)
Flaw: Primitive (+1 Style point when his primitive nature hampers him or causes trouble)
Weapons: Punch 0N, Bow 2L, Spear 3L

PIRATE

The days of swashbuckling seadogs haunting the Spanish Main may be long over, but piracy continues abated around the globe. Whereas historical pirates are often viewed with a touch of romance, pirates of the current age are seen as bloodthirsty and treacherous, quick to kill those who stand behind the crew and their booty, and with no regard for honor.
Ally 1
Archetype: *Pirate;* **Motivation:** *Greed;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 2, Intelligence 1, Willpower 2
Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 3, Defense 4, Stun 2, Health 4
Skills: Brawl 4, Firearms 4, Gunnery 4, Intimidation 4, Melee 4, Streetwise 3
Talents: Alertness (+2 Perception rating)
Resources: None
Flaw: Sadism (+1 Style point if he is needlessly cruel to his friends or enemies)
Weapons: Punch 4N, Revolver 7L, Cutlass 6L, Dagger 5L

PRIMITIVE MAN

While some Europeans may consider many tribes of Africa and the Amazon primitive, truly primitive men, little more advanced than our cavemen ancestors, inhabit only in the remotest parts of the world. Cut off from evolution, they are barbaric, superstitious, tribal, illiterate, and often extremely cruel. Many follow a primitive faith, which requires regular human sacrifice to appease the gods.
Ally 1
Archetype: *Primitive;* **Motivation:** *Survival;* **Style:** 0
Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5 (6)*, Stun 3, Health 5
Skills: Athletics 4, Brawl 4, Intimidation 4, Melee 5, Survival 6
Talents: Skill Aptitude (+2 Survival rating)
Resources: None
Flaw: Primitive (+1 Style point when his primitive nature hampers him or causes trouble)
Weapons: Punch 0N, Stone axe 7L

** Primitive men wear hides and skins that provide a +1 Defense bonus*

SOLDIER

For law-abiding globetrotters in a friendly nation, soldiers are a symbol of strong government, there to help citizens in need and keep the restless natives suppressed. When being chased by a tribe of angry natives there's else capable of warming the heart than seeing a company of allied soldiers charging over the hill. In a hostile land, soldiers become something to avoid, especially if the globetrotters are spies or criminals.

These examples cover typical well-trained soldiers from technologically advanced nations, such as the U.S.A, Japan, and those of Europe and the Ottoman Empire.

Officer

Ally 1
Archetype: *Military Officer*; **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Bureaucracy 4, Diplomacy 4, Expeditions 4, Firearms 4, Melee 4
Talents: None
Resources: Rank 1 (Lieutenant; +2 Social bonus)
Flaw: Aloof (+1 Style point when his business-like attitude causes him trouble)
Weapons: Punch 0N, Heavy revolver 7L, Saber 7L

Infantryman

Ally 1
Archetype: *Soldier;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Athletics 4, Brawl 4, Firearms 4, Melee 4, Survival 4
Talents: Long Shot (Double weapon ranges)
Resources: None
Flaw: Loyal (+1 Style point when his unswerving loyalty causes trouble for himself or his companions)
Weapons: Punch 4N, Bolt action rifle 7L, Bayonet 6L

Cavalryman

Ally 1
Archetype: *Soldier;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Animal Handling 4, Brawl 4, Firearms 4, Melee 4, Ride 4
Talents: Ride-by Attack (Can attack without stopping his mount's movement)
Resources: None
Flaw: Loyal (+1 Style point when his unswerving loyalty causes trouble for himself or his companions)
Weapons: Punch 4N, Saber 7L, Lance 7L

French Foreign Legion

Ally 1
Archetype: *Soldier;* **Motivation:** *Duty;* **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Brawl 4, Firearms 5, Melee 4, Survival 5
Talents: Acclimated (Exposure to extreme temperatures does nonlethal damage every two hours)
Resources: None
Flaw: Loyal (+1 Style point when his unswerving loyalty causes trouble for himself or his companions)
Weapons: Punch 4N, Bolt action rifle 8L, Bayonet 7L

Dastardly Villains

These are the criminal masterminds of *Leagues of Adventure*, not common thugs—they should remain mysterious and unreachable kingpins, making appearances in name only until such time as the globetrotters feel ready to take on a living legend.

COLONEL SEBASTIAN MORAN

Described by Sherlock Holmes as the second most dangerous man in London, Moran received a fine education at Eton and Oxford University before embarking on a career in the military. He served in the Second Anglo-Afghan War with distinction, being mentioned in dispatches for his bravery.

Moran left the army soon after the campaign ended under a cloud of suspicion. No charges were ever filed, but scuttlebutt around military circles hinted at a nefarious deed. Moran is a skilled explorer, having spent sever-

al months in the Himalayas and India during his military service. He also developed a reputation as a keen sportsman and excellent marksman, especially with rifles.

After leaving India Moran drifted back to London, living a comfortable life and joining several Leagues. But whatever villainy ran in his veins quickly surfaced again. Within a few months he was in the employ of Professor Moriarty, becoming the criminal mastermind's top assassin.

Somehow Moran escaped prosecution when Sherlock Holmes broke up Moriarty's crime ring. Whatever leverage the colonel had with the authorities remains unknown.

Now out of work and without Moriarty's considerable stipend to provide financial security, Moran took to gambling at his clubs to pay his way, proving very successful at all many of card games. His "good fortune," however, was as a result of cheating, and when a club member threatened to expose Moran for the cad he was, Moran murdered the man.

The colonel was arrested for the heinous crime and sentenced to die at the hangman's noose. As the heavens raged on the night before his execution, Moran disappeared—quite literally—from jail. According to the prison guards, Moran was visited by a priest shortly before midnight. The priest left an hour later, but when the guards came to check on the prisoner he had gone. Strangely, the priest also seems to have vanished. When questioned, the diocese could find no record of a priest matching the man's description.

Moran will undoubtedly surface in the near future, for men like him cannot settle down into a law-abiding life for long.

Patron 2

Archetype: *Soldier;* **Motivation:** *Greed;* **Style:** 0

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

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

Skills: Athletics 6, Brawl 5, Con 4, Firearms 7 (*Rifles 8*), Gambling 4 (*Cheating 5*), Intimidation 4, Sports 6, Stealth 5, Survival 5

Talents: Long Shot (Double weapon ranges), Ricochet Shot (May ignore up to a –2 penalty due to cover)

Resources: Contacts 1 (Criminals; +2 bonus)

Flaw: Criminal (+1 Style point when his unsavory reputation causes him problems)

Weapons: Punch 6N, Heavy revolver 11L

DOKTOR CARNAGE

Doktor Carnage, his real name unknown, is a firm believer in natural selection, but especially so when it comes to nations. Those that grow decadent or weak, that lose the drive to push forward into new territories and strive to become something greater must be culled, lest they drag back humanity as a whole. In Carnage's eyes, the recent peace in Europe has been disastrous for humanity's evolution.

Born to an aristocratic Prussian family whose lineage descends from Frederick Barbarossa, Carnage's greatest achievement to date was the Franco-Prussian War of 1870-71, a conflict he helped engineer. By the end of the conflict, Germany had been united under strong Prussian rule and the Second French Empire—an empty title for a weak nation governed by a tyrannical leader—had been overthrown. The War marked the first use of anti-aircraft artillery (it was used to shoot down spotter balloons), one of Carnage's deadly and ingenious inventions. But the War didn't go as far as Carnage had hoped. His plans to drag Britain, Russia, and even Austro-Hungary into the conflict failed abysmally.

Now Carnage strives nothing short of a full European war, a war in which technology will prove decisive, not the number of men one can field. If one possesses a bomb capable of leveling a small town, what does it matter that the enemy has a million men at their disposal?

Carnage plans to construct a mighty array of war machines. Operating them under false flags, his goal is to attack rival nations, convincing them the other side is behind the incursions and raids. Then, once war is imminent, he will sell his inventions to whomever he feels is most deserving.

Patron 2

Archetype: *Inventor;* **Motivation:** *Glory* **Style:** 2

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

Secondary Attributes: Size 0, Move 7, Perception 7, Initiative 8, Defense 6, Stun 2, Health 5

Skills: Bureaucracy 5, Craft: Mechanics 8, Demolitions 6, Firearms 5, Gunnery 7, Pilot: Automotive 5, Science: Ballistics 8, Science: Engineering 8

Talents: Weird Science: Ballistics (Can manufacture weird science artifacts)

Resources: Status 1 (Aristocratic family; +2 Social bonus)

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

Weapons: Punch 0N, Submachine gun 7L, variety of handguns modified with weird science

DOCTOR MOREAU

Twelve years ago the name Doctor Moreau became synonymous with all that was wrong with science. A journalist delving into rumors of strange experiments published *The Moreau Horror*, an exposé of the doctor's vile experiments in vivisection. Shunned by his colleagues and reviled by the populace, Moreau fled England, his whereabouts unknown.

Little is known of Moreau's background. His name has a French ring, yet former comrades said he spoke fluent English with little trace of an accent. Even if Moreau

had revealed his ancestry, a question would remain as to whether or not it was a truthful statement, for he used several first names during his career.

In 1889 a drunken sailor in one of London's more colorful drinking houses was overheard telling of how his ship came across a small boat bobbing in the South Atlantic. The lone passenger, one Edward Prendick, told a tale of beast-men and mentioned the name of Doctor Moreau. According to Prendick, the doctor had died at the hands of his own experiments.

During his exile Moreau had founded a research clinic on an uncharted island off the Brazilian coast. There he continued his vivisection work, transforming beasts into mockeries of men. While the physical transformation was largely successful, if an affront to God, Moreau failed to completely remove the animals' instincts.

Moreau's lofty goal was not to fully transform a wild beast into a human, however, but to isolate the animal nature inherent in mankind. Lust, anger, and the constant need to prove oneself superior through force were, in the eyes of Moreau, bestial leftovers from mankind's evolution. If he could eliminate these instincts from animals, he could, in theory, remove them from humanity.

Whether Prendick's story of the doctor's demise is true or not none can say. Sailors are prone to tall stories, and records indicate Edward Prendick disappeared several years ago, believed lost at sea. If Moreau still lives, he is no doubt continuing his sickening work.

Patron 2
Archetype: *Scientist;* **Motivation:** *Corrupted Wisdom;* **Style:** 2
Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 4
Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 6, Defense 5, Stun 3, Health 7
Skills: Animal Handling 6, Diplomacy 4, Intimidation 6 (*Orders* 7), Investigation 6, Linguistics 5, Medicine 9 (*Surgery 10*), Science: Biology 8
Talents: Well-Connected (Can improve Contacts Resource as per Talents)
Resources: Refuge 1 (Size; Secret laboratory), Refuge 1 (Equipment; +2 Medicine bonus)
Flaw: Inscrutable (+1 Style point when he is misunderstood or his mysterious motives cause trouble)
Weapons: Punch 0N

DOCTOR TAI MIN, FIEND OF THE ORIENT

Few have ever seen the face of Doctor Tai Min and lived, but all who operate in the murky shadows of the criminal underworld know and fear his name. The only description states he is tall, lean, feline, and with a face like Satan. That he is a Chinaman is not doubted.

Though now the head of a criminal organization the equal of that of Professor Moriarty, the Xing-Wei, Tai Min began as a lowly assassin. In a short space of time he had risen to the head of the organization to which he belonged (rumors are he killed the old leader, but these have never been proven), and set about consolidating the criminal gangs of his homeland.

Doctor Min forbids his minions to use guns or bombs to carry out their work. Rumored to be a master of the arcane arts, the Chinese mastermind employs knife-wielding assassins from organizations thought long eradicated, venomous spiders and snakes, and chemical warfare. His early goal of ridding China of Europeans has been replaced by a more extravagant aim—to rule the world!

Doctor Min is said to be at least a century old, though he appears many decades younger. It is widely held (though unproven) that he regular partakes of an elixir that grants him long life. The Immortals Club (see page 166) is currently investigating these rumors.

Patron 3
Archetype: *Criminal Mastermind;* **Motivation:** *Power;* **Style:** 3
Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 4, Intelligence 4, Willpower 4
Secondary Attributes: Size 0, Move 6, Perception 8, Initiative 7, Defense 6, Stun 3, Health 7
Skills: Animal Handling 5, Brawl 7, Craft: Pharmacology 8, Diplomacy 5, Empathy 7, Intimidation 7, Linguistics 5, Science: Chemistry 8, Stealth 5, Streetwise 6
Talents: Weird Science: Chemistry (Can build weird science artifacts)
Resources: Contacts 2* (Criminal network; +2 bonus), Status 2 (Feared criminal mastermind; +2 Social bonus)
Flaw: Megalomania (+2 Style points when he takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims)
Weapons: Punch 7N

** One point of his Contacts Resource is a bonus Resource from his Status Resource.*

LO-PENG

Unlike Doctor Wu, Lo-Peng's name is not feared. Indeed, he is known only as a legendary figure to a handful of scholars, though that may soon change.

Shi Huang Di, First Emperor of China, brought many advances to his people, but it is also said he was an autocratic tyrant and extremely paranoid. And not without good reason, for the Emperor had many enemies, not the least of which was a powerful and evil dragon known in legend as Lo-Peng.

After countless years and a search that spanned much of the world, Shi Huang Di's magicians finally found a solution—a scroll, written long before the pyramids of Egypt were raised, contained an incantation that would turn Lo-Peng into a human being. Through trickery, the dragon was lured to the Imperial palace and the incantation recited.

Lo-Peng was transformed into a man, but he gained the power of immortality and still retained many of his fearsome powers. Enraged, the Emperor ordered Lo-Peng's heart removed. No beating muscle lay in his chest, though, for Lo-Peng's heart was a lump of pure jade. Alive but crippled, devoid of his most potent abilities, Lo-Peng was thrown into jail.

Shi Huang Di, like all men, died. He was buried in a great tomb, concealed beneath a hill and protected by an army of terracotta statues. He took with him to the grave two items of note—a scroll and a lump of jade. At least, that was his dying belief.

Alas, Lo-Peng still had allies, and the jade heart was stolen before the Emperor was entombed. The dragon's minions had hoped to return their lord to full strength so he could enact his revenge, but their cult was discovered and its members put to death. The jade was broken into three segments through powerful spells, but no magic could reduce it to dust. Instead, it was ordered they be kept under lock and key and heavily guarded.

Centuries passed and still Lo-Peng languished in jail, all-but forgotten. Under a general amnesty in the 7th century AD, all prisoners were released, among them Lo-Peng, whom the current administration mistook for a beggar. Without his heart, Lo-Peng was but a shadow of his former self, and it would be over a millennium before he gathered enough strength to begin the search for his heart. Without his heart he remains gravely weakened.

Of course, this is all a legend, isn't it?

Patron 1*
Archetype: *Ancient Mystic;* **Motivation:** *Revenge;* **Style:** 1
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3
Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5
Skills: Academics: Occult 6, Brawl 5, Con 4, Diplomacy 4, Empathy 4, Intimidation 6, Investigation 5, Linguistics 4
Talents: Fearsome (May make an Intimidation roll against all opponents within 10 feet)
Resources: Rank 1 (Cult leader; +2 Social bonus)
Flaw: Condescending (+1 Style point when he proves someone else wrong or establishes his own superiority)
Weapons: Punch 5N

** Lo-Peng's jade heart has been broken into four pieces. For each piece he recovers, he increases his Patron rank by one level. Should he find all four pieces, he becomes Patron 5 and reverts to his draconic form.*

THE MAD MONK



Born with a powerful will and domineering personality, Grigori Yefimovich Rasputin was sired by Siberian peasants. Forced to serve penance in a monastery for an act of petty theft, Rasputin suffered a seizure, during which time he allegedly received messages from a race he called the Invisible Masters. Believing the shadowy figures had been secretly guiding humanity's progress through mental powers, Rasputin left the monastery and headed abroad to hunt down the secretive puppet masters.

Rasputin craves arcane knowledge. The desire courses through his veins like fire, driving him across continents and oceans. Through the knowledge he gains Rasputin hopes to achieve the power to overthrow the Invisible Masters, after which he will shape the future in his image.

Those who have encountered the wild-eyed, long-haired monk report him to be distant and possessed of indomitable will. Everywhere he travels he learns a little more of the forbidden arts, and his mental powers grow ever stronger.

The Mad Monk has been seen in Greece and Egypt in recent years, though his current whereabouts are unknown. Whether through charisma or mental dominance, Rasputin has become the center of a cult he refers to as The Dis-

ciples of Imaginos, after the supposed leader of the Invisible Masters.
Patron 2
Archetype: *Clergyman;* **Motivation:** *Power;* **Style:** 2
Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 4, Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 4, Defense 5, Stun 3, Health 8
Skills: Academics: Religion 4, Anthropology 4, Athletics 4, Diplomacy 6 (*Persuasion* 7), Intimidation 9 (*Stare 10*), Medicine 5, Streetwise 5, Survival 4
Talents: Captivate* (Make a single Willpower roll against all opponents within 10 feet), High Pain Tolerance (Ignores wound penalties until reaching –3 Health)
Resources: Rank 1 (Cult leader; +2 Social bonus)
Flaw: Megalomania (+2 Style points when he takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims)
Weapons: Punch 0N

** This represents the Mad Monk's indomitable will being projected onto others. As such, he uses Willpower rather than Performance.*

Professor James Moriarty

Described by Sherlock Holmes as being a man of good birth and excellent education, Moriarty is a mathematical genius without peer. In his mid-twenties he was awarded the mathematical chair at Durham University and looked set to enjoy a glittering academic career. However, he also possessed diabolical tendencies, and within a few years he had resigned his post (amid a hushed-up scandal) and fled to London.

Holmes' attribution that Moriarty is the "Napoleon of Crime" does not do the professor justice. Such is his influence that, on receiving obedience and a cut of any larcenous profits, he can offer protection to criminals not only across England, as Holmes believes, but across the entire world. Like the spider at the center of a web, Moriarty runs a vast criminal empire.

Moriarty has two weapons of choice. The first is an air gun, a specially designed weapon that fires revolver bullets in near total silence. His second weapon is the arrangement of "unfortunate accidents," which the mastermind has used successfully to rid himself of many a curious globetrotter.

As far as the world is concerned, Moriarty dies in 1891, falling to his death at the Reichenbach Falls along with Sherlock Holmes, his arch-nemesis. But as the world learns in 1893, Holmes survived the plunge and began operating undercover, picking away the strands of Moriarty's web of crime one by one.

Despite Holmes' testimony, rumors abound that Moriarty is alive and well, and living somewhere in London. Holmes may have dealt Moriarty's organization a serious blow, but like the spider, it wouldn't take long for the Napoleon of Crime to spin a new web.
Patron 4
Archetype: *Criminal Mastermind;* **Motivation:** *Greed;* **Style:** 4
Primary Attributes: Body 3, Dexterity 4, Strength 3, Charisma 4, Intelligence 5, Willpower 5
Secondary Attributes: Size 0, Move 7, Perception 10, Initiative 9, Defense 7, Stun 3, Health 8
Skills: Bureaucracy 6, Craft: Mechanics 7, Con 5, Empathy 5, Firearms 6, Intimidation 8, Investigation 7, Linguistics 6, Science: Astronomy 9, Science: Mathematics 12, Spying 9, Streetwise 8
Talents: Natural Leader (May recruit a temporary Ally), Skill Aptitude (+2 Science: Math rating), Well-Connected (Can improve Contacts Resource as per Talents)
Resources: Contacts 1* (Criminals; +2 Social bonus), Status 2 (The Napoleon of Crime; +2 Social bonus)
Flaw: blah (+1 Style point when his)
Weapons: Punch 0N, Air rifle 8L**

** Bonus Resource level granted by Status Resource.*

*** A 2L damage single shot rifle which produces minimal report.*

Unnatural Beasts

The creatures in this section are considered unnatural. This might be because they are supposedly extinct, like dinosaurs, massive specimens currently unknown to conventional science, such as the gill man.

Giant Ape

An ancient scroll, written in Egyptian hieroglyphs but said to date back to the age of Atlantis tells of a mist-shrouded island in the middle of the Peaceful Sea. According to the author, the Atlanteans erected a colony on the island, for it was rich in precious stones. What fate befell the outpost is not recorded, for all merchants found one dark and stormy day were deserted buildings, a drawing of a monstrous ape, and a single word—Kong.

Whether this tale is true or not, giant apes do inhabit some of the remote jungles of Africa. They stand 25 feet tall and weigh more than 10 tons. They are omnivorous and while they do not actively hunt meat, preferring to scavenge, they are fiercely territorial.
Archetype: *Animal;* **Motivation:** *Survival*
Primary Attributes: Body 8, Dexterity 4, Strength 8, Charisma 0, Intelligence 1, Willpower 3
Secondary Attributes: Size 4, Move 12 (24)*, Perception 6, Initiative 5, Defense 8, Stun 8, Health 15
Skills: Brawl 12, Empathy 2, Stealth 2**, Survival 6
Talents: Alertness (+2 Perception rating), Climb (Double Move rating when climbing), Skill Aptitude (+2 Survival rating)

Resources: None
Flaw: Bestial (Character cannot communicate or use tools)
Weapons: Bite 14L, Punch 14N, Stomp 14N

** Giant ape doubles its Move rating when climbing.*

*** Giant apes suffers a –4 Size penalty on Stealth rolls.*

GILL MAN

In isolated lagoons in the Amazon and lakes in the jungles of central Africa there dwell Gill Men, remnants of a species dating back to the distant Devonian era. Humanoid in appearance yet with a head more akin to that of a fish, the Gill Man is an abomination from a bygone age, capable of breathing underwater and in air, and extremely vicious.

Archetype: *Beast;* **Motivation:** *Survival*
Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 0, Intelligence 2, Willpower 3
Secondary Attributes: Size 0, Move 6 (12)*, Perception 5 (9)**, Initiative 5, Defense 6 (7)***, Stun 3, Health 6
Skills: Athletics 5, Intimidation 4, Melee 6, Stealth 6, Survival 5
Talents: **Keen Sense (+4 to sight-based Perception rolls), Swim (Double Move rating when swimming)
Resources: None
Flaw: Bestial (Character cannot communicate or use tools)
Weapons: Claws 6L

*** Gill Men have a tough hide that provides a +1 Defense bonus.*

**** Giant ape doubles its Move rating when climbing.*

KRAKEN

Once thought to be creatures of Scandinavian legend, krakens are colossal-sized squids, capable of sinking ships and submersibles. At over 100 feet long and weighing ap-



proximately 40 tons, they are one of the most dangerous creatures in the deep oceans. Krakens have also been known to capsize and devour ships full of people.

Their favored hunting method is to grapple a creature and drag it down into the depths of the sea, where lack of oxygen or intense pressure kill it, leaving the giant squid free to consume its prize at its leisure.

Archetype: *Animal;* **Motivation:** *Survival*
Primary Attributes: Body 10, Dexterity 4, Strength 12, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 8, Move 32 (0)*, Perception 4 (8)**, Initiative 4, Defense 6 (8)***, Stun 10, Health 22
Skills: Brawl 16, Stealth 0****, Survival 6
Talents: Dual Wield 1 (Ignore off-hand penalty), ** Keen Sense (+4 bonus on sight-based Perception rolls), Skill Aptitude (+2 Brawl rating), Skill Aptitude (+2 Survival rating)
Resources: None
Flaw: Bestial (Character cannot communicate or use tools)
Weapons: Bite 16L, Tentacle 16N, Grapple 15*****

** Krakens double their Move rating when swimming but cannot move outside of the water.*

**** Krakens have a thick hide that provides a +2 Defense bonus.*

***** Krakens suffer a –8 Size penalty on Stealth rolls and automatically fail unless underwater or camouflaged.*

****** See Grapple on page 110.*

PLESIOSAUR

Plesiosaurs are large carnivorous aquatic reptiles with long, flexible necks, broad bodies, and a short tail. They are 40 feet long (half of which is just their neck) and weigh in at 40 tons. They have four flippers that power them through the water and give them surprising maneuverability for their size. In addition, they can use their powerful flippers to drag themselves onto dry land for short distances.

Unlike other sea creatures, plesiosaurs breathe air. They can dive beneath the surface for long periods of time, but generally prefer to cruise just beneath the waves, with only their long necks visible above the water. When hunting, plesiosaurs use their long necks to snap up unwary prey (such as fish and smaller sea creatures) and have been known to snatch humans out of canoes or off ship decks. They have incredibly powerful jaws, capable of cracking through the shells of most sea creatures. Sea monsters of yore are believed to have been plesiosaurs. The notorious Loch Ness Monster is the most famous plesiosaur, but how such a large creature manages to go undetected remains a mystery.

Archetype: *Dinosaur;* **Motivation:** *Survival*
Primary Attributes: Body 8, Dexterity 4, Strength 8, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 4, Move 12 (6)*, Perception 6, Initiative 4, Defense 8, Stun 8, Health 16
Skills: Brawl 12, Stealth 4**, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Brawl rating), Skill Aptitude (+2 Survival rating)
Resources: None
Flaw: Bestial (Character cannot communicate or use tools)
Weapons: Bite 14L, Flipper 12N

** Plesiosaurs use their full Move rating for swimming, and half their Move rating when on land.*

*** Plesiosaurs suffer a –4 Size penalty on Stealth rolls.*

PTEROSAUR

The first vertebrates to evolve flight were the pterosaurs. Today, enormous specimens of this breed exist in only the remotest parts of the globe, far from the gaze of man. Their leathery wings stretch across massive wingspans up to 30 feet, while their long beaks sport toothy jaws ideal for snatching up prey and swallowing it before it has a chance to struggle.

Pterosaurs are carnivores, and usually prey on creatures up to the size of a human being, which they can carry aloft to a secluded spot to tear apart in peace. They have no aversion to attacking humans, and may do so with great malice if their nests have been recently molested by natives. Pterosaurs do not hunt in flocks, but they do lay their eggs communally, and defend them as a group. Some clever natives make a living at infiltrating such nesting colonies in search of eggs.

When aloft, a pterosaur can spot even tiny movements on the ground below, and is extremely accurate when diving on its prey, whether it be a scurrying mammal or a wriggling fish near the surface of a lake.

A pterosaur can fly at speeds up to 20 miles per hour for short periods, even while carrying prey, and are amazingly silent. Those unfortunate characters who don't look up may fail to notice the creature until it is upon them.

Archetype: *Dinosaur;* **Motivation:** *Survival*
Primary Attributes: Body 6, Dexterity 4, Strength 6, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 2, Move 10 (5)*, Perception 4 (8)**, Initiative 4, Defense 8, Stun 6, Health 12
Skills: Brawl 10, Stealth 4**, Survival 6
Talents: ** Keen Sense (+4 bonus on sight-based Perception rolls), Skill Aptitude (+2 Survival rating)
Resources: None
Flaw: Bestial (Character cannot communicate or use tools)
Weapons: Bite 10L, Claw 12L

** Pterosaurs use their full Move rating for flying, and half their Move rating when on the ground.*

*** Pterosaurs suffer a –2 Size penalty on Stealth rolls*

Triceratops

Among the most distinctive of dinosaurs, the triceratops has one long horn growing vertically from its snout and two others projecting from above the eyes on each side of the skull. In spite of its fearsome appearance, the triceratops is a grazing animal whose diet consists of plains grasses. The creatures live in mid-size to large herds, much like bison in the American plains. Its jaw is almost beak-like, a characteristic which allows it to tear apart tough vegetation and furrow in the ground for shrubs and roots.

The creature normally has little aggressive instinct, but the beast becomes as dangerous as any carnivore when protecting its young. Its horns are designed for charging durable predators like the tyrannosaur, which makes them more than capable of goring a human to death in a quick stroke. Triceratops are over 30 feet long and weigh approximately 6 tons.

Archetype: *Dinosaur;* **Motivation:** *Survival*
Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 2, Move 8 (16)*, Perception 6, Initiative 2, Defense 6 (10)**, Stun 6, Health 12
Skills: Brawl 10, Stealth 2***, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Resources: None
Flaw: Bestial (Character cannot communicate or use tools)
Weapons: Bite 10N, Horns 12L

** Creatures with four or more legs double their Move rating when running.*

*** Triceratops has a head plate that provides a +4 Passive Defense bonus to attacks from the front.*

**** Triceratops suffers a –2 Size penalty on Stealth rolls.*

Tyrannosaurus Rex

By far the most recognizable of all dinosaurs, the Tyrannosaurus Rex—king of the tyrant lizards—is arguably the most feared predator to ever have walked the Earth. Swift and agile, the huge size of this ferocious killer belies its effectiveness as the top predator in the lost world. Filled with six-inch long dagger-like teeth, the Tyrannosaurus Rex's mouth is capable of tearing hundreds of pounds of meat from its prey in one bite.

The Tyrannosaurus Rex weighs over 10 tons and towers nearly 25 feet in height; it has changed little in the past 65 million years. Generally a solitary creature that defends its territory fiercely, Tyrannosaurus Rex hunts the herbivores of the lost plateaus, even taking down smaller specimens of Brachiosaurus. T. Rex's guard their kills jealously, and will fight off other predators with great determination.

Archetype: *Dinosaur;* **Motivation:** *Survival*
Primary Attributes: Body 8, Dexterity 4, Strength 8, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 4, Move 12, Perception 6, Initiative 4, Defense 8, Stun 8, Health 16
Skills: Brawl 14, Stealth 2*, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Brawl rating), Skill Aptitude (+2 Survival rating)
Resources: None
Flaw: Bestial (Character cannot communicate or use tools)
Weapons: Bite 16L, Claw 12L, Stomp 14N

** Tyrannosaurs suffer a –4 Size penalty on Stealth rolls.*

Woolly Mammoth

Giant and shaggy describes the woolly mammoth, which reaches a height of 13 feet at the shoulders and a weight of 8 tons. The elephantine mammoth's body is covered with thick, shaggy hair up to 20 inches long which, along with a layer of subcutaneous fat 3 inches thick, keeps the mammoth warm in the coldest of extremes. Their extremely long tusks, some up to 16 feet in length, are used mainly to shovel snow out of the way of the vegetation underneath. The tusks can also be used as a devastating weapon against predators, allowing the mammoth to smash or throw an attacker.

The natives of Siberia have known of mammoths for centuries, for every now and then one is discovered in the frozen ground. Westerners only glimpsed their first mammoth carcass in the early 19th century. Many scientists believe the carcasses are relatively fresh, indicating there could be herds of the beasts living somewhere on the vast Siberian tundra.

Archetype: *Animal;* **Motivation:** *Survival*
Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 2, Move 8 (16)*, Perception 6, Initiative 2, Defense 6, Stun 6, Health 12
Skills: Brawl 10, Stealth 2**, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Resources: None
Flaw: Bestial (Cannot communicate or use tools)
Weapons: Tusks 12L, Trample 10N

** Creatures with four or more legs double their Move rating when running.*

*** Woolly Mammoths suffer a –2 Size penalty on Stealth rolls.*

Wild Animals

As with the human characters, all the animals presented below are standard members of their species. In the

real world many animals, even lions and bears, are more likely to flee than maul a human to death. Of course, this is a game, and if you're running an action-oriented adventure animals are likely to be more aggressive.

All entries in this section possess the following traits:
Archetype: *Animal*
Motivation: *Survival*
Style: 0
Flaw: Bestial (Cannot communicate or use tools)

Bear (Follower 2)

Brown and black bears are omnivores. While they readily forage berries and catch fish, larger prey is often scavenged rather than hunted. These ursines are common in the northern U.S. and Canada, as well as parts of Europe and Russia.

The largest member of the bear family, polar bears are pure carnivores, dining on seals, walruses, and the occasional small whale. Ideally suited for life in the arctic wastes, they are skilled and cunning hunters. They are also the only animal known to actively hunt humans who enter their territory.
Primary Attributes: Body 5, Dexterity 2, Strength 4, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 1, Move 6 (Run 12), Perception 6, Initiative 2, Defense 6, Stun 5, Health 10
Skills: Athletics 6, Brawl 8, Stealth 6, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Weapons: Bite 8L, Claw 8L

Boar (Follower 1)

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size -1, Move 5 (Run 10), Perception 6, Initiative 2, Defense 6, Stun 3, Health 6
Skills: Brawl 6, Stealth 6, Survival 6
Talents: Skill Aptitude (+2 Survival rating)
Weapons: Tusks 8L

Bull (Follower 1)

Primary Attributes: Body 5, Dexterity 2, Strength 3, Charisma 0, Intelligence 0, Willpower 2
Secondary Attributes: Size 1, Move 5 (Run 10), Perception 4, Initiative 2, Defense 6, Stun 5, Health 8
Skills: Brawl 8, Stealth 2, Survival 6
Talents: Alertness (+2 Perception rating)
Weapons: Horns 10L, Kick 8N

Camel (Follower 1)

Camels come in two main varieties—the dromedary, or Arabian camel, which has one hump, and the Bactrian, which has two humps. Both varieties use the same stats.

The ship of the desert has evolved to survive in arid conditions, and camels can be found in many parts of Saharan and eastern Africa, the Arabian peninsula, Persia, northern India, the Gobi desert (in Mongolia), eastern China, and Australia. Camels serve as beasts of burden and mounts.
Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 1, Move 7 (Run 14), Perception 4, Initiative 2, Defense 4, Stun 3, Health 8
Skills: Brawl 6, Stealth 4, Survival 6
Talents: Skill Aptitude (+2 Survival rating)
Weapons: Kick 6N

Cat, Large (Follower 0)

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 0, Intelligence 1, Willpower 3
Secondary Attributes: Size -2, Move 4 (Run 8), Perception 4, Initiative 4, Defense 6, Stun 1, Health 2
Skills: Brawl 2, Stealth 6, Survival 4
Talents: None
Weapons: Bite 2L, Claw 2L

Adventure Seeds

* A rare white elephant has been spotted in Africa, prompting a rush of big game hunters to the continent. A zoological-oriented League is offering money for the beast's capture rather than its death. Will the globetrotters be tempted to kill the beast, or bring it back to captivity?
* Railway workers in Africa are being mauled by a pair of man-eating lions. All attempts to stop the beasts have failed and the railway company is looking for outside help.
* A character is dared to spend the night in a haunted house. Apparent ghostly disturbances are quickly revealed to the challenger trying to scare the globetrotters. But after he caught strange things occur. Can the house really be haunted?
* A noted entomologist has learned of a new species of Amazonian beetle and he craves one for his collection. What he neglected to learn was that the beetle is not only venomous, it is highly aggressive.
* A renowned circus owner has heard the rumors of living dinosaurs, and he's willing to offer good money to anyone who can bring one back alive!
* A member of the RGS has acquired a map charting a lost island located somewhere far to the west of Sumatra. Hopeful the island may contain unique species, he is outfitting an expedition to investigate at once.

Chimpanzee (Follower 1)

Native to western and central Africa, chimpanzee are the closest living relatives to humans (not that any good Victorian would dare suggest such a thing!).
Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 1, Intelligence 1, Willpower 3
Secondary Attributes: Size -1, Move 5 (Climb 10), Perception 4, Initiative 4, Defense 6, Stun 2, Health 4
Skills: Brawl 4, Empathy 2, Stealth 6, Survival 6
Talents: Climb (Double Move rating)
Flaw: Near-human (Cannot communicate but may use tools)
Weapons: Bite 4L, Punch 4N

Constrictor (Follower 2)

Constrictors are large snakes capable of swallowing a man whole. These stats cover boas, pythons, and anacondas.
Primary Attributes: Body 3, Dexterity 4, Strength 4, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 1, Move 8, Perception 6, Initiative 4, Defense 6, Stun 3, Health 8
Skills: Athletics 8, Brawl 8, Stealth 6, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Weapons: Bite 8L, Grapple 8 + Crush 5N



Crocodile (Follower 2)

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 1, Move 4 (Swim 9), Perception 6, Initiative 4, Defense 8, Stun 5, Health 10
Skills: Brawl 8, Stealth 6, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Weapons: Bite 10L, Tail 8N

Deer (Follower 1)

Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 0, Move 6 (Run 12), Perception 4, Initiative 4, Defense 6, Stun 2, Health 6
Skills: Athletics 4, Brawl 4, Stealth 6, Survival 4
Talents: Alertness (+2 Perception rating)
Weapons: Antlers 6L

Dolphin (Follower 1)

Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 0, Intelligence 1, Willpower 3
Secondary Attributes: Size 0, Move 0 (Swim 12), Perception 4 (Hear 8), Initiative 5, Defense 6, Stun 2, Health 5
Skills: Brawl 4, Empathy 2, Stealth 6, Survival 6
Talents: Keen Sense (+4 hearing-based Perception rating)
Weapons: Bite 4L, Tail 6N

Donkey/Mule (Follower 1)

Primary Attributes: Body 4, Dexterity 2, Strength 2, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 0, Move 4 (Run 8), Perception 4, Initiative 2, Defense 6, Stun 4, Health 8
Skills: Brawl 6, Stealth 4, Survival 6
Talents: Skill Aptitude (+2 Survival rating)
Weapons: Kick 8N

Eagle (Follower 1)

Primary Attributes: Body 2, Dexterity 5, Strength 1, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size -1, Move 3 (Fly 6), Perception 4 (Sight 8), Initiative 5, Defense 8, Stun 2, Health 5
Skills: Athletics 2, Brawl 4, Stealth 8, Survival 4

Talents: Keen Sense (+4 sight-based Perception rating)
Weapons: Bite 4L, Talons 4L

ELEPHANT (FOLLOWER 2)

There are three species of elephant—the African bush elephant, the African forest elephant, and the slightly smaller Indian elephant. While the use of elephants in warfare has died out, in the Indian subcontinent they are still retained as beasts of burden and mounts.

Elephants are prone to sudden rages, making them unpredictable and dangerous, even to rhinos. Hard to kill and carrying around two precious ivory tusks, they are a favorite target for big game hunters.

Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 2, Move 8 (Run 16), Perception 6, Initiative 2, Defense 8, Stun 6, Health 12
Skills: Brawl 10, Stealth 2, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Weapons: Tusks 12L, Stomp 10N

GORILLA (FOLLOWER 2)

Carthaginian explorers travelling to the sub-Saharan regions of Africa in the 5th century BC reported seeing "a savage people, the greater part of whom were women, whose bodies were hairy, and who our interpreters called Gorillae." From here comes the word gorilla.

While these stats can be used for regular gorillas, they also serve as a stock template for white apes, said to inhabit Tibet and remote African mountains, and more intelligent species, perhaps distant ancestors of mankind, of Africa's hidden valleys. African tribes have many legends concerning "savage hairy men" that are capable of constructing and wielding primitive tools.

Primary Attributes: Body 5, Dexterity 3, Strength 5, Charisma 1, Intelligence 1, Willpower 3
Secondary Attributes: Size 0, Move 8 (Climb 16), Perception 4, Initiative 4, Defense 8, Stun 5, Health 8
Skills: Brawl 8, Empathy 2, Stealth 6, Survival 6
Talents: Climb (Double Move rating), Skill Aptitude (+2 Survival rating)
Flaw: Near-human (Cannot communicate but may use tools)
Weapons: Bite 8L, Punch 8N

HIPPOPOTAMUS (FOLLOWER 2)

Hippos may look harmless and slightly comical, but the males are fiercely territorial. Notoriously shortsighted, males regularly mistake small river boats for rival males, attacking without warning from beneath the water.

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 1, Move 9 (Run 18), Perception 6, Initiative 4, Defense 8, Stun 5, Health 12
Skills: Brawl 10, Stealth 4, Survival 6

SWARMS

Small creatures, such as piranhas and rats, can swarm larger opponents, inflicting more damage as a group than they can individually. Instead of treating each creature as an individual attacker, swarms are treated as a single Size 0 creature, gaining an attack rating based on the individual creature's original Size.

Additionally, swarms suffer a Defense penalty, but gain a bonus to their collective Health rating. Only attacks with an Area of Effect inflict full damage on a swarm. All other weapons inflict a maximum of one point of damage per hit.

Original Size	Attack	Defense	Health	Example
-2	+2	-2	+4	Monkey
-4	+4	-4	+8	Rat
-8	+8	-8	+16	Insect

PIRANHA SWARM

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 0, Move 0 (Swim 10), Perception 4, Initiative 5, Defense 5, Stun 0, Health 8
Skills: Brawl 2, Stealth 6, Survival 2
Talents: None
Natural Equipment: Bite (+2 damage rating)
Weapons: Bite 8L

Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Weapons: Bite 10L

HORSE (FOLLOWER 1)

The horse has been a beast of burden and mount for millennia and can be found in much (but not all) of the world. These stats are typical for a riding horse across the globe, regardless of differences in size.

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: Brawl 8, Stealth 4, Survival 4
Talents: Alertness (+2 Perception rating)
Weapons: Kick 8N

Monkey (Follower 0)

This cute little monkey is a mischievous scamp, always sticking his paws where they shouldn't be and making an adorable nuisance of himself. Given time and a little further education, he could be a handy henchman, especially if one's line of work just happens to involve theft.

Of course, that monkey a globetrotter just purchased or adopted may already be a trained thief, planted by the party's nemeses. The monkey is quite capable of stealing small items or leading his true master to the globetrotters' camp.

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 0, Intelligence 1, Willpower 3
Secondary Attributes: Size -2, Move 4, Perception 4, Initiative 4, Defense 6, Stun 1, Health 2
Skills: Brawl 2, Stealth 6, Survival 4
Talents: None
Flaw: Near-human (Cannot communicate but may use tools)
Weapons: Bite 2L

Piranha (Follower 0)

Deadly schools of vicious, ever-hungry piranha haunt the rivers of South America. Capable of stripping a man to the bone in minutes, they are much-feared by explorers and natives.

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size -4, Move 0 (Swim 10), Perception 4, Initiative 5, Defense 9, Stun 0, Health 0
Skills: Brawl 2, Stealth 10, Survival 2
Talents: None
Weapons: Bite 4L

Rat (Follower 0)

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size -4, Move 5 (Run 10), Perception 4, Initiative 5, Defense 9, Stun 0, Health 0
Skills: Brawl 2, Stealth 10, Survival 2
Talents: None
Weapons: Bite 2L, Claws 2L

Rhinoceros (Follower 2)

Rhinos can be found in Java, Sumatra, Indian, and Africa. Like the elephant, they are unpredictable creatures and a prize for big game hunters.

Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 2, Move 8 (Run 16), Perception 6, Initiative 2, Defense 6, Stun 6, Health 12
Skills: Brawl 10, Stealth 2, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Weapons: Horn 12L, Stomp 10N

Seal (Follower 1)

Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 0, Move 3 (Walk 6), Perception 4, Initiative 4, Defense 6, Stun 2, Health 6
Skills: Athletics 4, Brawl 4, Stealth 6, Survival 6
Talents: Skill Aptitude (+2 Survival rating)
Weapons: Bite 4L

Shark (Follower 2)

Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 2, Move 0 (Swim 16), Perception 4 (Smell 8), Initiative 2, Defense 6, Stun 6, Health 12
Skills: Brawl 8, Stealth 4, Survival 6
Talents: Keen Sense (+2 smell-based Perception rating), Skill Aptitude (+2 Survival rating)
Weapons: Bite 10L

Tiger (Follower 2)

Primary Attributes: Body 3, Dexterity 5, Strength 3, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 0, Move 8 (Run 16), Perception 6, Initiative 5, Defense 8, Stun 3, Health 7
Skills: Athletics 8, Brawl 8, Stealth 6, Survival 6
Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Survival rating)
Weapons: Bite 8L, Claw 8L

Viper (Follower 0)

Viper covers any small venomous snake, such as adders, rattlesnakes, asps (very dangerous!), and cobras. While they're a natural hazard in the wilds, some villains and cults make use of vipers.

Primary Attributes: Body 1, Dexterity 4, Strength 2, Charisma 0, Intelligence 0, Willpower 2
Secondary Attributes: Size –1, Move 4, Perception 2, Initiative 2, Defense 6, Stun 1, Health 2
Skills: Brawl 4, Stealth 6, Survival 2
Talents: None
Weapons: Bite 4L + Venom 3L

Whale (Follower 3)

Primary Attributes: Body 10, Dexterity 2, Strength 8, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 4, Move 0 (Swim 20), Perception 4 (Hear 8), Initiative 2, Defense 8, Stun 10, Health 20
Skills: Brawl 10, Stealth 4, Survival 6
Talents: Keen Sense (+4 hearing-based Perception rating), Skill Aptitude (+2 Stealth rating), Skill Aptitude (+2 Survival rating)
Weapons: Bite 10L, Tail 10N

Wolf (Follower 1)

Species of wolves can be found in the northern U.S., Canada, Central and Eastern Europe, Russia, Persia, and throughout the Himalayas. An adaptable species, they can be found in tundra, forests, deserts, mountains, grasslands, and taiga.

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 0, Intelligence 1, Willpower 3
Secondary Attributes: Size –1, Move 6 (Run 12), Perception 4 (Smell 8), Initiative 4, Defense 6, Stun 2, Health 4
Skills: Brawl 6, Stealth 6, Survival 6
Talents: Keen Sense (+4 smell-based Perception rating)
Weapons: Bite 8L

Zebra (Follower 1)

Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 0, Move 8 (Run 16), Perception 4, Initiative 4, Defense 6, Stun 2, Health 6
Skills: Brawl 6, Stealth 6, Survival 6
Talents: Skill Aptitude (+2 Survival rating)
Weapons: Kick 6N

Recommended Reference Material

Gamemasters and players should consider the following novels, graphic novels, short stories, and movies as inspirational source material for *Leagues of Adventure*. This list is not exhaustive and much of the material is set beyond the Victorian Age, but the listed works deal with topics common to this setting—dangerous journeys, exotic locales, lost cities, nefarious plots, action-adventure, and, in some instances, weird science.

20,000 Leagues Under the Sea (Jules Verne; Film: 1954)
Around the World in Eighty Days (Jules Verne; Film: 1956, 2004)
At the Mountains of Madness (H. P. Lovecraft)
Chitty Chitty Bang Bang (Ian Fleming; Film: 1968)
Creature from the Black Lagoon (Film: 1954)
Flashman books (George MacDonald Fraser)
High Road to China (Film: 1983)
Indiana Jones movie quartet (Film: 1981, 1984, 1989, 2008)
Journey to the Center of the Earth (Jules Verne; Film: 1959)
King Kong (Film: 1933, 2005)
King Solomon's Mines (Sir H. Rider Haggard; Film: 1950, 1985, 2004)
Robur the Conqueror / Master of the World (Jules Verne; Filmed as *Master of the World, 1961*)
Scott of the Antarctic (Film: 1948)
Shanghai Knights (Film: 2002)
She (Sir H. Rider Haggard; Film: 1965)
Sherlock Holmes (Sir Arthur Conan Doyle; Film: any, but especially 2009. The low-budget 2010 film of the same name features weird science)
Solomon Kane stories (Robert E. Howard)
The Adventures of Tintin (Hergé)
The Assassination Bureau Ltd. (Jack London; Film: 1969)
The Battle of Dorking (George Tomkyns Chesney)
The Encyclopedia of Fantastic Victoriana (Jess Nevins)
The Extraordinary Adventures of Adèle Blanc-Sec (Jacques Tardi; Film: 2010)
The First Men in the Moon (H. G. Wells; Film: 1964; TV: 2010)
The Four Feathers (A. E. W. Mason; Film: 1939, 1977, 2002)
The Great Train Robbery (Michael Crichton; Film: 1979)
The Hunt for Atlantis, The Tomb of Hercules, The Secret of Excalibur, The Covenant of Genesis, The Cult of Osiris, The Sacred Vault, Empire of Gold, Temple of the Gods, The Emperor's Curse (Andy McDermott)
The Invisible Man (H. G. Wells; Film: 1933)
The Lost Ones (Ian Cameron; Filmed as *The Island at the Top of the World, 1974*)
The Land That Time Forgot (Edgar Rice Burroughs; Film: 1975)
The League of Extraordinary Gentlemen (Alan Moore and Kevin O'Neill; Film: 2003)
The Lost World (Sir Arthur Conan Doyle; Film: 1960, 1992, 1998, 2001)
The Man Who Would Be King (Rudyard Kipling; Film: 1975)
The Man-eaters of Tsavo (John Henry Patterson; Filmed as *The Ghost and the Darkness*, 1996)
The Mouse on the Moon (Leonard Wibberley; Film: 1963)
The Mouse That Roared (Leonard Wibberley; Film: 1959)
The Mummy films (Film: 1999, 2001, 2008)
The Mysterious Island (Jules Verne; Film: 1961, 2005)
The People That Time Forgot (Edgar Rice Burroughs; Film: 1977)
The Prisoner of Zenda (Anthony Hope); Films: 1952, 1979
The Riddle of the Sands (Erskine Childers; Film: 1979)
The Thirty-Nine Steps (John Buchan; Films: 1935, 1959, 1978; TV: 2008)
The Time Machine (H. G. Wells; Film: 1960, 2002)
The War of the Worlds (H. G. Wells; Film: 1953)
The Wild, Wild West (Television series 1965-69; Film: 1999)
Those Magnificent Men in Their Flying Machines (Film: 1965)
Those Daring Young Men in Their Jaunty Jalopies (Film: 1969)
Tomb Raider films (Film: 2001, 2003)
Valley of the Gwangi (Film: 1969)
Warlords of Atlantis (Film: 1978)
Young Sherlock Holmes (Film: 1985)
Zulu (Film: 1964)

LEAGUES OF ADVENTURE

VICTORIAN GLOBETROTTING ADVENTURE ROLEPLAYING

NAME: _____
PLAYER: _____
ARCHETYPE: _____
MOTIVATION: _____
LEAGUE: _____

PRIMARY ATTRIBUTES

BODY		INTELLIGENCE	
CHARISMA		STRENGTH	
DEXTERITY		WILLPOWER	

HEALTH | STYLE POINTS | X.P.

LETHAL
□□□□□□□□□□□□
NON-LETHAL
□□□□□□□□□□□□

SECONDARY ATTRIBUTES

INITIATIVE		SIZE	
PERCEPTION		DEFENSE	
MOVE		STUN	

TALENTS

RESOURCES

SKILLS

	BASE	+ LEV.	= RAT.	(AV.)
		+	=	( )
		+	=	( )
		+	=	( )
		+	=	( )
		+	=	( )
		+	=	( )
		+	=	( )
		+	=	( )
		+	=	( )
		+	=	( )
		+	=	( )

FLAWS

POUNDS: £

NOTES:

WEAPON

TYPE:
RATING: AV: DMG:
STR: RNG:
RATE: MOD:
AMMO: CAP: WT:

RELOADS
□□□□□
□□□□□
□□□□□
□□□□□
□□□□□

WEAPON

TYPE:
RATING: AV: DMG:
STR: RNG:
RATE: MOD:
AMMO: CAP: WT:

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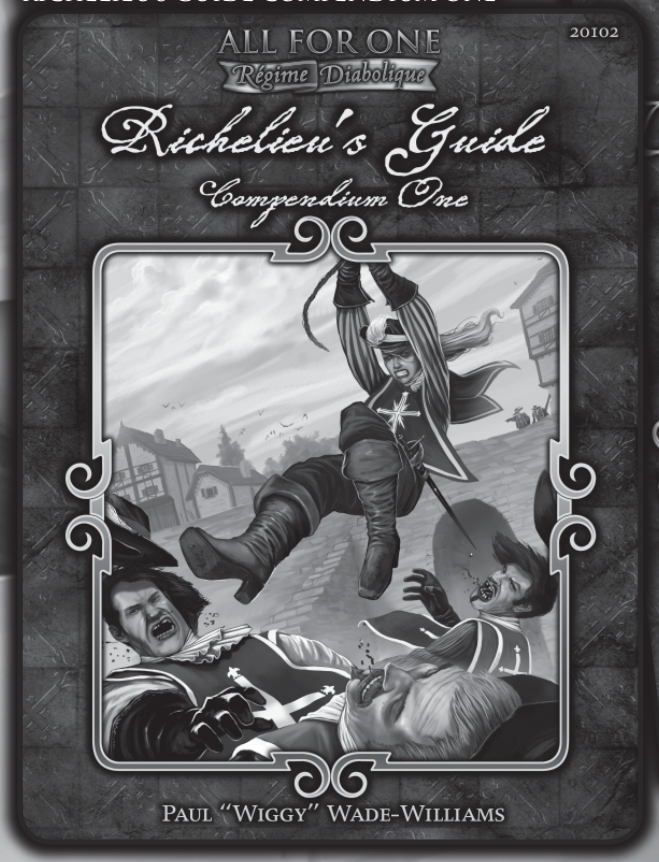
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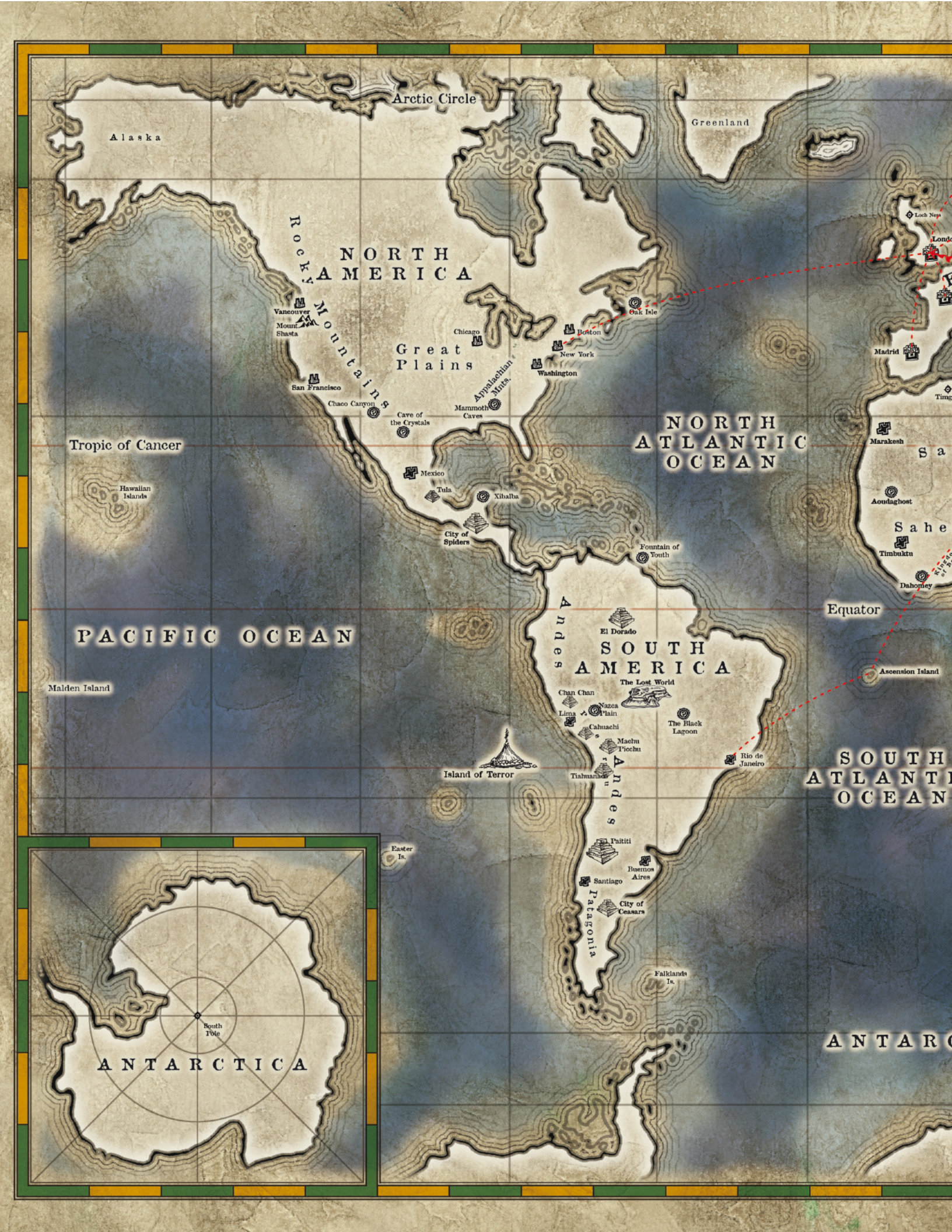
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