Terra Incognita

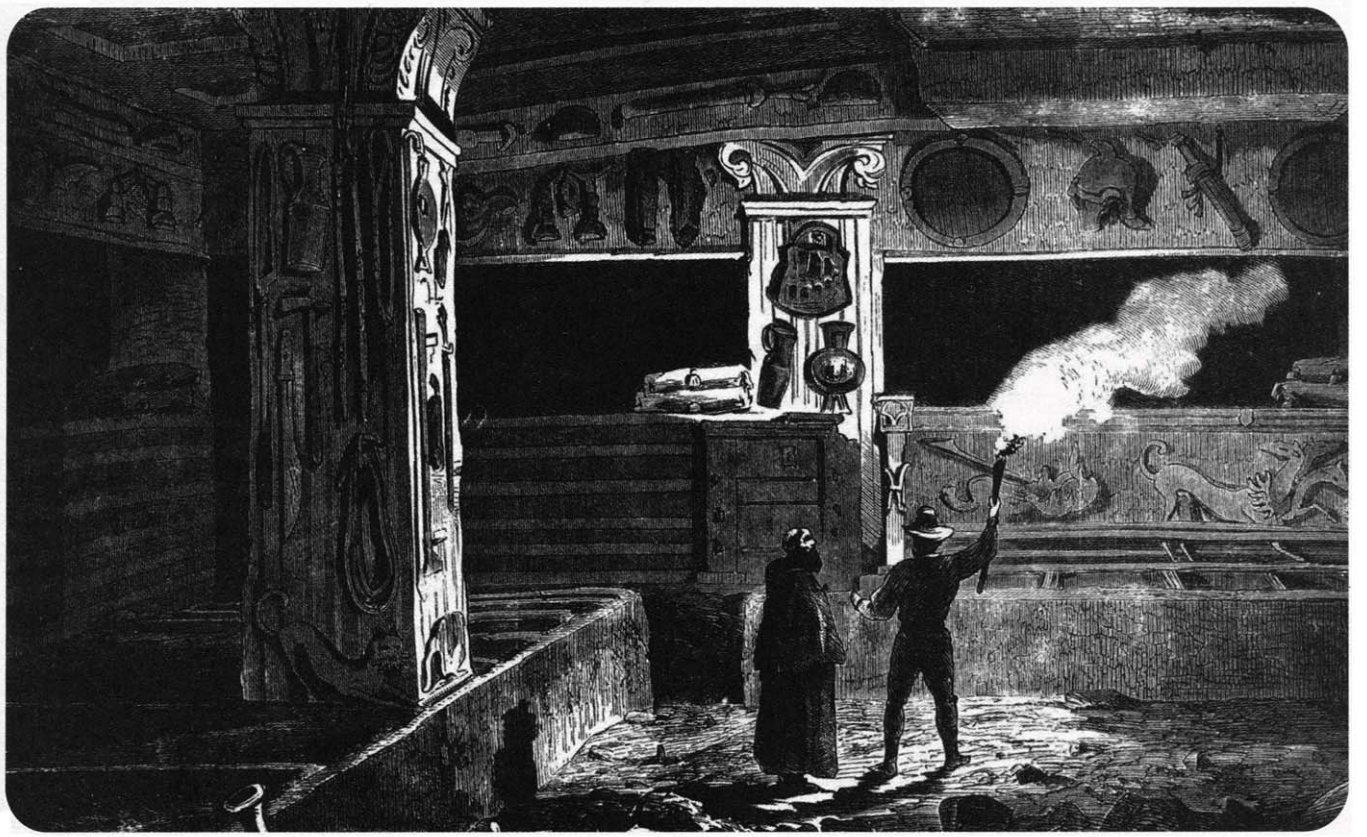
The NAGS Society Handbook

Exploits of the National Archæological, Geographic, and Submarine Society

An Adventure Roleplaying Game By Scott Larson

Terra Incognita:

The NAGS Society Handbook



An Adventure Roleplaying Game by Scott Larson

Edited by Janice Sellers

Featuring the **Fudge**™ Game System by Steffan O'Sullivan

Grey Ghost Press, Inc.

Fudge™ SYSTEM

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Our thanks to all the playtesters from fudgerpg.com *and* Pyramid Online (pyramid.sjgames.com)!

About Fudge

Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of ***Fudge*** are available free on the Internet at http://www.fudgerpg.com and other sites, and in book form from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from ***Fudge*** may specify certain attributes and skills, many more are possible with ***Fudge***. Every Game Master using ***Fudge*** is encouraged to add or ignore any character traits.

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Part I: Player Information

Terra Incognita: *The NAGS Society Handbook* celebrates a group of adventurer-scientists whose exploits could never be recounted in the annals of heroic explorers of the last two centuries. Nags (for that is what Society members are properly called) pledge allegiance to the National Archæological, Geographic, and Submarine Society, a private, nongovernmental organization ("National" was inserted to make it sound even less interesting) with campuses spread throughout the globe. The Society's absolute beginnings are shrouded in mystery. However, if one chooses to search with care, one could find hints of Society operations percolating through time and places.

The game master (GM) can run campaigns based entirely on the Society and its operations, or she could insert the Society into an ongoing campaign in another genre. The work of the NAGS Society and its members is as varied and diverse as the planet Earth itself, in all of its richness and mystery.

Welcome to a world you thought you knew: Terra Incognita!

What is the NAGS Society?

An organization entitled the National Archæological, Geographic, and Submarine Society was officially established with little fanfare and less interest in Oxford, England in 1851, with a shadowy Board of Trustees comprising three members. According to the masthead of the monthly *Journal,* the Society is "dedicated to exploring man and his milieu" ("humans and their habitat" in the more inclusive description adopted in 1920) "as recorded by the planet Earth."

The NAGS Society propounds the theory of Terra Incognita. Its members are devoted to the Earth Unknown, a planet steeped in mystery and wonder, as yet incompletely revealed to its inhabitants. The Society's purpose is to contribute to the store of human knowledge, to ensure that such knowledge is accurate, and to ensure that it is ultimately (although not necessarily immediately) accessible to all people.

Society practice comprises a variety of information-gathering techniques: verifying maps, clarifying thought, and uncovering mysteries. Through their work, Society members strive to investigate – and yet to preserve – the mysteries of Terra Incognita. Nags become initiated into the planet's secrets without revealing them. The Society knows that some knowledge might be forever lost if prematurely shared.

With a finger on the global pulse, the Society's membership is ubiquitous. Nags are present whenever Terra Incognita reveals its enigmas, initiating excursions into the unknown. Requests for Attention (RFA's) often reach the Society indirectly. In any national government or large and famous corporation there is usually one individual who has vaguely heard of the Society's work. For example, the CEO of a large corporation with a mysterious problem might instruct a senior vice president to resolve it discreetly. The VP, wanting to please his superior, consults the Pinkertons. The problem, however, persists and the normally efficacious detectives become desperate and contact a well known medium. One visit to the site convinces Madame Layla that she is out of her league – she calls in a favor from an associate who knows "someone who might be interested in cases such as this." The NAGS Society (which may, in fact, have been monitoring the situation from the start) is contacted and the situation is resolved. Madame Layla, the Pinkertons, the VP, and the CEO are all satisfied, and no one outside the Society knows exactly what transpired. Such is the work of a Nag.

Introduction and Background

What's the Big Secret?

This query is often heard from new recruits – If the NAGS Society is working for the good of humanity, why do they keep things secret? Don't you trust people? The answer, of course, is complex. History attests to a subtle balance that dictates when new ideas, sensibilities, or paradigms are ripe for adoption. Even simple technologies – zipper, television, facsimile machines – were invented long before they came into general use. Sometimes novelty is actively delayed by an established institution. Other times the reasons are unclear. Individual people can assimilate quite a bit of information about the world and continue with quotidian existence. For people collectively this is a more difficult task – change engenders disbelief, dissension, even war. The Society's biggest challenge is to find the right time to share its knowledge.

Who are the Nags?

On December 31, 1850, a mysterious incident occurred in the American West involving Rebekah Winslow, a young American schoolteacher, Captain Jack Efland, a bored English gentleman, and Grey Cloud, an inquisitive Zuñi boy. This improbable trio became embroiled in an adventure together at Pueblo Bonito in New Mexico. The mixed nature of the party necessitated discretion – they would have offended drawing-room morality merely through their association. As their impromptu investigation unfolded, they discovered that each person was an equal, contributing unique talents and perspective.

From such humble beginnings (which are legendary among Nags), the Society has expanded to include people from all classes and nations. The egalitarian nature of the Society requires continued discretion by all members. There is an old joke among Nags that, by comparison, Freemasons and Templars are exhibitionists!

Terra Incognita is a land of secret marvels and forbidden knowledge. You play the role of a member of the NAGS Society. Nags are a group of adventurer-scientists whose goal is the acquisition of understanding rather than riches or fame. They visit the Earth's exotic and mysterious corners in order to share in its secrets. Nags often explore sites that eventually become household names long before the scientific establishment "discovers" them.

The challenge for Nags is that they must abide by the dictates of society and the Society. Nags must face adversity, investigate anomalies, and resolve conflicts with poise and expediency. History has demonstrated that when even a hint of the underlying weave of reality shows through, the fabric of society begins to unravel. Without the Society's skilled stewardship, chaos would be the result.

Nags bear many similarities to the heroes of adventure fiction and cinema – the difference lies in their attitude. Nags go about their business with reserved dignity rather than flash, almost as though they were adventuring bureaucrats. This is not to say that Nags don't have fun; rather, they derive satisfaction from acting off-stage. Nags assume the onerous duty to abide by the prescriptions of society and the Society. They employ incredible technology and go to extreme lengths to maintain the dictates of decorum.



Introduction and Background

Several personal qualities shared by nearly all Nags distinguish them from other heroes and adventurers:

Dedication to the Field: Nags are recruited from all fields, including academic and practical science, the business world, the media, the clergy, academia, and, perhaps most importantly, the library. The Society most often waits until an individual has accomplished all that he can in the world of the mundane before proposing membership.

Discretion: Nags do not attract attention to themselves, their operations, or the organization.

Poise: Nags are required to stand firm in the presence of strange and irreconcilable realities. They face the facts that perhaps We Are Not Yet Ready to Know. A good Nag must be unflappable.

Survival Skills: The Society's insistence upon accurate information puts Nags on the cutting edge of change. Wherever there is change in the world, danger abides. Nags are experts at staying alive under impossible circumstances.

Nags generally appear in slightly old-fashioned clothing native to the place where they work. They do not stand out in any crowd. Nags are immediately forgotten by the general public, but there is often something odd or quirky about them. The feeling, but not the individual who inspired it, is all that remains in a bystander's mind.

Neither individual Nags nor the Society takes credit for their work. Their names are never printed in the newspaper. Governments never (officially) thank them. No Nag will retire rich and famous, at least not due to work for the Society. They are an unobtrusive part of the weave of society's fabric. Nags have small, discreet accounts in conservative banks and they pay income tax. Even the name of the Society is nondescript and stodgy-sounding to discourage public interest in its work.

Nags maintain a low profile in a world that is increasingly dominated by advertising and public relations. Much of the knowledge they acquire or clarify is attributed to nonmember scientists after the fact. Society work has paved the way for many dramatic discoveries. For example, several Society members conducted an infamous (among Nags) investigation in Machu Picchu in late 1873 – yet this mysterious Peruvian ruin was not officially "discovered" by the outside world until 1911. Society members stifled their snickers when the 1923 press trumpeted that no one had seen the inside of Tutankhamen's tomb for more than 3,000 years.

Nevertheless, the life of a Nag is anything but uninspiring. They traverse Terra Incognita to explore, uncover, and clarify – all in the name of an increasing store of accurate knowledge and a clear record of human possibility.

What is a Roleplaying Game?

Roleplaying games have been compared to childhood pursuits such as "cops and robbers", improvised drama, and radio theater. Each of these apt descriptions captures part of the experience. To me, playing a roleplaying game is like creating a living novel – a fully realized and self-contained world that you and the other players bring into existence through cooperative imagining. But this novel won't end until you choose, and you – through the agency of your character – play a large role in deciding the action. This novel probably won't be written down (unless you or the other players are particularly dedicated). Memory, of course, is the best amanuensis.

Within the world of a particular game – take ***Terra Incognita*** as an example – play can assume a variety of familiar genres – action, intrigue, romance, politics, humor, or a potpourri of them all. Create a pastiche of an inspiring favorite movie or book, or light out for completely original territory. Unlike typical novels penned by brooding geniuses, you will enjoy the support of the other players and the game master, who keeps everything on track.

You create a character who acts as your alter ego in the game world. You may want to play someone who shares your interests and values – someone who does what you wish you could do. Or, you might want to stretch a little and play your complete opposite – someone who does what you would never do! During a typical gaming session, you will find yourself solving puzzles, affecting expertise in obscure fields, feigning ignorance of the niceties of the modern day, pretending to be someone else.

Roleplaying games make this possible. As long as you are thinking and having fun, the game is a success.

What is **Fudge**?

Fudge is a roleplaying game by Steffan O'Sullivan that has been freely available on the Web since 1993. ***Fudge*** provides a simple and intuitive mechanic for resolving situations that arise during a game. Rather than numbers or percentiles (common to many roleplaying game systems), ***Fudge*** employs words to describe how well or poorly characters are skilled, how challenging or simple a proposed task is, and how beneficial or adverse are the results. ***Fudge*** also provides scads of information about how to customize the rules for your particular needs.

Fudge appealed to me as the system to use in a game in which stories and their telling are more important than precise quantification. To me, a result of Great or Terrible makes more sense than a 6 or a −3. Fudge can use numbers and I'll show you how to resolve situations in great detail later. But the only rule you'll need to know is that you should feel free to fudge it! The point of the game is to think and enjoy yourself.

You can find out more about ***Fudge*** at the Grey Ghost Press Web site (http://www.fudgerpg.com).

Introduction and Background

On Becoming a Nag

Prior to recruitment into the NAGS Society, one member may have spent countless hours embroiled with arcane tomes in an obscure library, another may have sought direct knowledge through explorations in the field, and a third may have stumbled upon enlightenment while eking out a humble existence. The paths to Society membership are as varied as the Society's members themselves.

Some players will undoubtedly delight in detailing their characters' histories from birth to recruitment. Other players might prefer to leave a character's past a bit murky, filling in the details as the campaign develops. What follows is a discussion of some of the common backgrounds of Nags. Next, we will describe the process through which one attains Society membership.

Preparation

Society work demands expertise beyond the norm. A prospective Nag must be an expert in his field. Neophytes would find most RFA's impossible to execute successfully. However, the Society is not composed merely of crusty academics and dashing explorers. As we shall discuss, the range of applicable experience is broad.

Academics who increasingly withdraw into their studies of arcane and obscure realities frequently reach a point when their expertise attracts the Society's attention. Scientists, linguists, cartographers, and other academic specialists all find places within the Society.

The devoted **amateur** is also a likely recruit. Antiquarians, geneaologists, and even wealthy dilettantes often achieve expertise equal to that of professionals, with the added benefit that their "disappearance" occasions less attention.

Although no one keeps such records, it is most likely accurate to assert that the Society recruits more **clerks** from research libraries than adventurers from the field. Their excitement is palpable when they are approached by mysterious strangers and asked to put their knowledge and expertise to use in exotic locales for the good of the planet.

Many Nags are recruited from the ranks of the **clergy**. It seems that a contemplative, ascetic life often leads to striking insights about earthly matters. The worlds of the spiritual and the mundane are not as dissociated as one might think – often, the clergy are the best preservers of the mysteries they interpret as manifestations of the infinite. That is not to say that prospective Nags need to be frequent witnesses to miracles – rather, they have the ability to recognize the miraculous in the quotidian.

Another possible point of entry is through the field of **journalism**. The Society publishes a periodical containing photographs and light stories concerning the latest archæological, geographical, and submarine curiosities. How does such a publication uphold the Society's policy of secrecy? The public is unaware of a peculiarity in the *Journal*'s dates of publication – each issue is put to bed ten years or more before it sees print. For example, the issue dated December 1921 detailed the Society's work in the final month of 1911. Because of this practice, the *Journal* is commonly regarded as slightly passé, which suits the Nags' reputation perfectly. The Society, therefore, seeks writers and photographers who are willing to go to great extremes to get a story, but must then wait ten years for their work to see print!

The Society also welcomes the expertise of various **professionals**. Businessmen, law enforcement officers, authors, correspondents, private investigators, lawyers, doctors, nurses, social workers, teachers, mechanics, inventors, and others can bring their skills to Society operations.

The requisite of expertise does not, however, restrict the Society to the ranks of stodgy academic types – Society work necessitates a wide range of skills. For example, a young **urchin** who possesses detailed information about a particular site of importance (perhaps because he has used it as a hide-out) would be as valuable as any academic. Some of these young operatives are employed for only one particular RFA, and they then go their own ways. Others become fascinated by the work of the Society and go on to become full-fledged (-shod?) Nags. Grey Cloud, one of the Original Three, was the archetypal urchin. The Baker Street Irregulars of Society consultant Sherlock Holmes are also exemplary.

The upheavals of war engender societal and technological transformations. Many **veterans**, after valiantly serving their country in time of need, find themselves displaced and marginalized when they try to reenter the mainstream. Their experiences afford them insight into the machinations of human desire and its interaction with the world. Many excellent members come to the Society after a career in the armed forces of one of the world's nations or following a cataclysmic conflict.

Finally, we should note that as long as a player can make a case for why his character would make a good Nag, any type of background could be possible. The Society thrives upon variety.

Nags of Note

Throughout this Handbook we will make note of a variety of Society members and associates. Most will be unfamiliar to non-Nags. Others, however, may surprise the reader. The Society makes good use of a member's previous notoriety to conduct effective investigations.

Famous Nags of Note include ace reporter Nellie Bly; former military officer, police board head, and President Teddy Roosevelt; and author/adventurer Jack London. One finds that when interesting people die early or under mysterious circumstances, they may have a long and rewarding "afterlife" in the National Archæological, Geological, and Submarine Society.

Obviously, any time ***Terra Incognita*** refers to an historical person in this manner, we're referring to a *fictional* version of that person. In many cases the adventures of this fictional version will coincide with what we know of historical events – but not always, and certainly not after their recorded deaths.

Introduction and Background

Recruitment

Recruitment into the NAGS Society is often a straightforward procedure. The Society discreetly approaches individuals from all walks of life, all fields of study, and proposes membership. The Society's only requirement is that one possess a needed skill. Many souls have delved deeply enough into arcane studies that they have already encountered the Society. For many academics and adventurers, membership in the Society is the next logical step in their quest for understanding. The relative obscurity of the lives of most academics (and even many adventurers) ensures a quick and easy transition from civilian to Society existence. The Society has resources for tying up loose ends.

Not every recruitment proceeds with clockwork ease. The Society particularly enjoys its most outré method of recruiting prospective members: **societal extraction**. Although the Society's recruiters keep a close watch on all legitimate explorers and academics, occasionally someone will surprise them with a significant original discovery. If the Society deems such an explorer or site important enough to warrant an RFA, it intervenes.

Nags discreetly approach the prospective recruit (for example, in the guise of local laborers hired for the excavation) and propose membership in the Society. As incentive, they will often bring some artifact or information that is crucial to the recruit's work, but about which he was unaware. If the recruit rebuffs such overtures, the Nags are subsequently "exposed" as charlatans, and they fade away. If, on the other hand, the recruit is willing, the Society performs an extraction.

Societal extraction is perhaps the most flamboyant process NAGS Society condones. To the world, the recruit dies under accidental or mysterious conditions. In Egypt, for example, the Pharaoh's Curse is often blamed. After a short period of time during which the furor dies away, the new recruit reemerges as a Nag. Fortunately, the faces of explorers are not well enough known to risk recognition on subsequent Nag Ops – they usually wore hats.

As a campaign opener, the game master might want to have the players role-play their characters' recruitment into the Society. The GM and players could run such mini adventures individually as part of the character creation process, especially if a player intends to harbor secrets about his character's past. Alternatively, the opening gaming sessions of a campaign could be devoted to each character's recruitment. In this way, the entire group can share one another's initiation into the Society.

Smith and Jones

Smith arrested his reach midway to the shelf cluttered with bric-a-brac with a brief cry. "I say, isn't this a canopic jar from the tomb of Tutankhamen?"

"What?" Jones replied abstractly, consulting his chronometer. "That? A replica, of course. Although with Nags of that vintage one can never be absolutely certain." He chuckled to himself. "Oh, certainly. Tut's canopic jars. Tutankhamania literally swept the campus in the early Teens. That was the true mummy's curse, if you ask me!" He chortled gleefully at this witticism.

Smith's visage grew increasingly nonplussed until he ventured, "The Teens? But surely you're mistaken. Carter entered the tomb in '22. In fact, I read an article in your very own Journal *– a bit late, I thought, as the number was from June of '23, as I recall."*

"Blast!" thundered Jones. Smith halted, fearing he had committed a faux pas. *But no, Jones was still transfixed by the timepiece. "It's jumped again!"*

Sighing, he continued his explication. "Smith – you've been recruited for – let's see – 27 minutes. Have you absorbed nothing yet?" He applied one further exasperated tap to the crystal and then pocketed the watch. "The Journal *adheres to strict deadlines, of course. You'll learn to avoid Hacks near deadline. But when each number is put to bed, it sleeps!" He smiled at Smith's confusion. "That's right, sir. It sleeps – for ten years!" Smith halted again, confusion forestalling inertia. "The number to which you refer – June '23 – details the Society's operations in 1913!" With a flourish he again consulted his chronometer. This time a fine spray of oil sprinkled his muttonchops. Spluttering, he snapped, "Q will hear about this!" His footsteps marked time as he proceeded down the corridor.*

Areas of Specialty

Upon recruitment, most Nags select an Area of Specialty (AOS) reflecting the individuals' backgrounds and experience: Bookworm, Gadgeteer, Hack, Hero, Preservationist, or Snoop. While possessing an AOS does not restrict a Nag's actions (a Preservationist could write an article for the *Journal*, for example), the designations provide the Society with guidelines for assigning Requests for Attention. Background professions can be translated into several different AOS's. A recruit trained as an archæologist, for example, could take a variety of paths in the Society – Preservationist, Bookworm, or Snoop. Generally, a Nag should consider temperament and interests when selecting an AOS, as it will influence the types of Nag Ops to which he is assigned.

Many of the AOS's bear humorous, ironic, or irreverent names which arose through the years as part of Nag Speak, the private argot of Society members. All Nags attest that each AOS is highly valued within the Society for its contributions. Refer to the section on Area of Specialty Templates (pages 27-33) for a more detailed description of each Area of Specialty.

Character Creation

Creating a Character for **Terra Incognita**

In most respects, in those things that matter, anyway, young Cecil St. John-Smythe was like other boys who came of age during the glorious reign of Victoria Regina. *He was born in the spring of 1860 to a respected Peer of the land. He was placed in the care of a stern governess succeeded by a sterner tutor who instructed him what it meant to be the youngest son of an English baronet.*

It is true that young Cecil indulged an outré hobbyhorse or two, despite his parents' evident disapprobation. He pored over scraps of parchment and gewgaws brought back by his grandfather, who had been grievously wounded during the Mutiny in '57. Cecil convinced friends to don cavalry sabres and to dig into hillsides for artifacts of the ancient Romans or Saxons.

Cecil went up to Oxford to read Classics at Wadham College. He labored just hard enough to placate his don. The balance of his time he spent gadding about, perched atop a newfangled pennyfarthing. During the long summer break in '80, Cecil traveled to India to visit his brother Thomas. He returned dreadfully sunburned with new-found predilection to haunt the Bodleian until all hours.

He was graduated, Cecil St. John-Smythe, D.D., in 1883. Ahead of him was a life of a country vicar in the solid parish of St. Cædmon's. Cecil's parents were pleased.

The following year, Cecil was dead.



Character Creation

Overview

A canny Preservationist in deep cover with the Lost Tribe of the Motocs, hoping to glimpse their sacred amulet ... a member of an elite Nag strike force mopping up an operation gone wrong ... an inspired inventor on the verge of a foolproof Nag Tech gadget .... A Nag can be cut from heroic cloth or just a normal Joe doing his job, discreetly but extremely well.

Terra Incognita tells of the exploits of the members of the NAGS Society. I was inspired to create a game of adventure by a variety of stories – accounts of explorers, science fiction novels and their precursors, dramatic movies, pulp novels and comics, other roleplaying games – all of which concern the exploits of daring and dangerous men and women and the challenges they face. When you play ***Terra Incognita***, you will want your character to embark upon similar adventures. You, the player, engage the game world through your alter ego – your character.

This chapter will guide you through the character creation process, from background story to selecting traits to recording it all on a Character Record. If you would like to begin play immediately, use one of the Area of Specialty Template Characters (see pages 27 to 33). Or you can easily develop your own Nag from scratch (see the *Character Creation Summary,* page 12, for a quick introduction to the character creation process). However you envision the perfect Nag, ***Terra Incognita*** can accommodate you.

Introduction to Fudge Character Creation Systems

Roleplaying games present character creation "systems" (a set of rules) to help guide players through creating a character, and to ensure that characters are created on equal footing and in a manner appropriate to the game setting.

Fudge offers several ways to create characters.

The "Subjective" system is in many ways the easiest and most flexible character creation system any roleplaying game can have. Players simply describe their characters in ***Fudge*** terms (presented later in this chapter) and add any detailed descriptions or clarifications necessary. The game master may limit characters to a certain number of traits rated at Superb, another number at Great, and so on. This helps prevent "character escalation" with everyone designing superheroes with nothing but Legendary traits. The Subjective system works best when the players develop detailed character concepts, and cooperate with each other and the game master to create a group of characters who fit well together and within the game setting.

The "Objective" system takes a more methodical approach to character creation. Character traits start out at a default level, and players can use a number of free "levels" to raise or lower trait ratings. These free "levels" can be traded between attributes, gifts, faults, and skills to create any number of characters of roughly the same effectiveness in game terms.

Terra Incognita presents the *"Five Point Fudge"* system as the recommended way to create characters. *Five Point Fudge* was designed for players who are new to ***Fudge***, and who may be unused to game systems that allow complete flexibility in creating characters. *Five Point Fudge* is similar to the Objective system, in that you get a certain number of "points" with which to purchase skills for your character. It's a more structured approach, though, with skills grouped in categories of similar skills (Athletic, Technical, etc.) and skill levels predetermined based on the points you have to spend. This helps reduce the number of decisions involved in character creation.

Once you're comfortable with the ***Fudge*** game system as presented in ***Terra Incognita***, you may wish to try the Subjective or Objective character creation systems. You can download the full ***Fudge*** game system, with all its options and alternative methods for character creation and action resolution, at the Grey Ghost Press website (http://www.fudgerpg.com).

Character Creation Terms

Area of Specialty (AOS) Templates will help you to create a Nag quickly.

Attributes are traits that every character in the game world possesses to some degree. On a scale of Terrible ... Fair ... Superb, the average person's attributes are Fair.

Faults are innate traits that limit your character's actions or earn him a negative reaction from others. Some Faults are "positive", such as a code of honor.

Gifts are innate traits that benefit your character but cannot be quantified by the Terrible ... Fair ... Superb scale. Gifts supplement or enhance your character's attributes and skills.

Level has several senses. Attributes and skills are measured in levels from Terrible to Superb. In addition, you get two free attribute levels to use during the character creation process. In this case, one level is required to raise your attribute to the next better adjective.

Points are used for selecting skills. The ***Terra Incognita*** norm is 5-point characters. The GM may allow the players more or fewer points as she sees fit.

Skills are traits acquired through experience and improved through practice. Skills are quantified on a scale of Terrible to Superb. The default level for an unlisted skill is usually Poor, although this varies according to the skill's difficulty.

Skill Groups are collections of skills grouped according to a general heading. ***Terra Incognita*** uses eight skill groups: Athletic, Combat; Investigation, Knowledge, Outré, Social, Technical, and Vocation. Each point you spend in a skill group affords your character a specific number of skills at certain levels.

Traits are terms used to describe a character's physical, mental, educational, and professional aspects. They include skills, attributes, Gifts, and Faults. Traits serve as a guide for roleplaying and have an important function in the mechanics of game play. Remember that your imagination is a Nag's most important trait – one that cannot be quantified by any game system.

Character Creation Summary

Follow These Steps to Create a Character

1. Consult with your game master – she will let you know any important background information regarding the ***Terra Incognita*** campaign.

2. Create a Background Story for your Nag (page 13). You should discuss your ideas with the game master and you may want to share them with the other players.

3. Choose an Area of Specialty (page 9). For quick and easy character creation, use the Character Creation Template provided for your AOS (pages 27-33).

4. Assign your Nag's traits (skills, attributes, Gifts, and Faults). Do the following in any order:

» Spend points to purchase skills (page 14). The more points you spend in a group, the more skills you may choose and at higher levels. When you spend one or two points in a group, you may choose a broad focus (more skills) or a narrow focus (fewer skills, but at higher levels of competence). You may also use one of your points for General Skills (page 14). This allows you three skills (taken from any skill group) at Fair.

» Assign Attributes (page 22). All attributes begin at Fair. You may use two free levels to increase one attribute by two levels (from Fair to Great) or two attributes by one level each (from Fair to Good).

» Choose two Gifts (pages 22-23).

» Choose two Faults (page 24-25).

5. Perfect your Nag by trading traits. You may do any or all of the following, as many times as you'd like, provided your game master approves:

» Trade one skill for two of a lesser value from the same skill group (trade a Good skill for two Fair, a Great for two Good, &c.). You may trade a Fair skill purchased with a General Skills Point for two Mediocre skills from different skill groups.

» Decrease an attribute one level in order to raise another by one level, or trade it for one Gift.

» Take another Fault in order to raise an attribute by one level or gain another Gift.

6. Select a suitable complement of equipment for your Nag (pages 34-40). Ask your game master what equipment (including Nag Tech items) your character may have.

Subjective Character Creation Limits

If you wish to use the Subjective character creation system (where players simply describe their characters in ***Fudge*** terms, rather than spending points on skill packages), here are the limits we suggest game masters impose on starting characters:

Attributes: two "free levels" (raise 2 one level or 1 two levels) (Default: Fair)
Skills: one Superb, two Great, three Goods, six Fairs, and a Mediocre (Default: Poor)
Gifts and Faults: two required (each)

Character Creation

Campaign Background

The first step to creating a ***Terra Incognita*** character is to consult with your game master. A Victorian-flavored game set in 1880's London requires different characters than a foil-the-Nazis pulp epic. The GM will provide you with background information regarding the campaign. She should let you know the starting date, which campus (if any) will serve as home base, the types of investigations she favors, &c. The GM will also inform you of any changes she has made to the character creation process. You will want to confer with the other players as well – it might be challenging for a GM to develop adventures that incorporate your dashing occult Egyptologist and your friend's humble antiquarian in search of King Arthur. This is not to assert that ***Terra Incognita*** campaigns won't involve diverse characters – only that you should make your intentions known.

Remember that it is the game master's job to arbitrate rules – always check with her before you assume you can do anything not mentioned in ***Terra Incognita:*** *The NAGS Society Handbook.*

Character Background

Who was your Nag before recruitment – a swashbuckling archæologist/adventurer hand-picked for your expertise, or an expert everyman who stumbled upon something big? A famous consulting detective who disappeared on a case at the height of his career, or an obscure librarian in a sleepy college town who "perished" in a fire?

Describing your Nag's background can help you establish a relationship with your character. A background story can be as simple or elaborate as you prefer. The purpose is to help you start to get a feel for your character and to guide you in some of the choices you will soon make. Think about your Nag's former profession, strengths, shortcomings, secrets, interesting facts, and any other things of interest. If you have already thought about the circumstances of your Nag's recruitment, you could include that information as well.

A background story also gives your game master some direction while she develops the campaign. For example, if all of the Nags are academic types, she might want to emphasize research and exploration in the adventures she creates, rather than continually dropping you into pits of vipers (although unexpected challenges can keep things fresh). Do you have anything significant in your background that might recur? Enemies? Contacts? Mysteries?

If you don't have any ideas right now, you can always come back to your story later. Go through the process of selecting skills, attributes, Gifts and Faults in order to get a sense of your character and then devise a background story to tie them all together. You are always free to change your story later – perhaps a new revelation comes to light that changes everything.

As an example, I will create a ***Terra Incognita*** player character from scratch – Cecil St. John-Smythe, whom we met briefly at the beginning of this chapter.

Cecil St. John-Smythe

Cecil St. John-Smythe was born in 1860 and came of age on a country estate in England's beautiful Cotswold region. Cecil's elder bother, Harry, of course succeeded to the baronetcy upon the death of their father, Sir Harry. His other brother, Thomas, chose a popular career path for younger sons – military service. Cecil's was another story.

As a young boy, Cecil had two loves – the velocipede and cartography. He spent all of his pocket money on the latest bone-shakers and pennyfarthings, upon which he roamed the countryside sketching maps of ancient land contours. He went up university at Oxford to pursue clerical studies, owing more to interest in the world of antiquity than spiritual devotion.

Cecil interrupted his studies to visit his brother Thomas, who was part of the Army in India. He provisioned his velocipede for an extended journey and set out alone. His adventures left him lost for nearly a week in the jungle but in possession of detailed Indian occult secrets. He reluctantly returned to Oxford, his appetite for Terra Incognita *whetted.*

Upon graduation, Cecil took clerical vows and settled into a comfortable yet constricting vicarage. As a final note, I decide that Cecil's recruitment will be through societal extraction – a welcome change from Cecil's sleepy fate. The Society will stage an unfortunate demise for the young vicar, freeing him for a new career in the National Archæological, Geographic, and Submarine Society.

Levels

Terra Incognita: *The NAGS Society Handbook* employs commonly used adjectives to describe your Nag's proficiencies, the difficulty of the challenges faced, and outcomes of endeavors. Use the following seven-step scale:

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

On occasion, one encounters singular individuals who transcend such description. ***Terra Incognita*** employs a level beyond Superb: Legendary. Confer with your game master to see if she will allow a player's Nag to become Legendary.

Skills

Skills represent both the talents your character possessed at recruitment and subsequent training provided by the Society. You will be called upon to test your Nag's skills while exploring Terra Incognita. The choices you make now will go a long way toward determining the type of character you will play. Your Nag will be able to improve upon skills and to cultivate new ones through time and experience.

Character Creation

Spending Points

You may spend 5 points on skills, selecting from among eight Skill Groups. The number of points you spend determines the number of skills and their levels. You may spend up to 4 points in a single group; you must choose skills from at least two groups. If you spend 1 or 2 points in a skill group, you may elect a broad or narrow focus. The table below illustrates how many skills you may choose and their levels according to the number of points you spend.

The number of points you decide to spend in a skill group helps to determine the type of Nag you will create. If you want to create a focused specialist, spend 3 or 4 points in the relevant skill group. This affords your Nag familiarity with a number of related skills and impressive expertise in some of them. If you prefer your Nag to begin with a broad range of skills at respectable levels of competence, spread your points among several different skill groups. Refer to Area of Specialty Template Characters (pages 27-33) to see the variety of Nags you can create.

General Skills Point

You may spend a maximum of 1 point for General Skills. Spend 1 point and take three skills at Fair, from two or three different Skill Groups. Spending a General Skills point allows you to "shop" for a skill or two from different skill groups.

Trading Skills

During character creation you may trade one skill for two of lesser value. For example, you could trade a Good skill for two Fair, one Great skill for two Good, &c. Skills involved in these trades must all be from the same group. The only exception involves the General Skills point, in which case you can trade a Fair for two Mediocre skills from two different groups. Thus, a Nag could gain six Mediocre skills from six different groups by spending a General Skill point.

No other trading of skill levels is allowed unless the GM is using the expanded trading option discussed in "Adjusting Campaign Power Levels" (page 75). You should check with your game master if you have any questions about trading skills.

The Skill Groups

Terra Incognita skills are divided into eight groups: Athletic, Combat, Investigation, Knowledge, Outré, Social, Technical, and Vocation. Some skills appear in two or more groups to afford you variety while spending points. Each is the same regardless of the group from which you choose it.

Skills are described with the Terrible ... Fair ... Superb scale. Most default to Poor – tasks are challenging for an untrained Nag. At the GM's option, a particular skill may default to Mediocre or better if your character has a related skill or attribute.

For skills followed by a term in parentheses, you should name a specialty before the campaign commences. For example, if you select Driving (specific), you should then select the type of vehicle your Nag can operate: Driving (Automobile), for example. Your Nag will most likely be able to apply such skill in a general fashion on occasion, if the GM approves. Your Nag might try operating another vehicle – a tank perhaps – using his Driving (Automobile) skill. The GM will probably lower the skill by one or two levels for such use.

The exact nature of some skills depends upon the era in which the ***Terra Incognita*** campaign is set. For example, Driving (Automobile) will not be available in 1850. The player should work with the game master during character creation to ensure that the skills he selects are appropriate to the time period and campaign flavor.

Each skill description includes examples of tasks that are Terribly easy, Fairly difficult, and Superbly challenging. The GM will extrapolate the gradations of task difficulty.

All Nags are assumed to have learned to speak the Society's *lingua franca* – English – competently (at Fair if this is not the character's native language). The GM may select a different language if she wishes. Nags speak their native tongue at the Great level at no cost.

The following list is not necessarily exhaustive. You may have a skill not on the list with the GM's approval.

Points Spent in a Group *(maximum 4 pts)*	**Skills in that Group, at which Levels**		**General Skills Point: Skills at Level**
	Broad Focus	***Narrow Focus***	
1	3 at Fair 1 at Mediocre	1 at Good 1 at Mediocre	3 at Fair, from any two or three groups
2	2 at Good 4 at Fair	1 at Great 1 at Good 1 at Fair	***Trading Allowed:*** 1 skill for 2 skills at one level lower Attribute levels (lower one to raise another) 1 Attribute level for 1 Gift (or vice versa) 1 Extra Fault = 1 Gift or 1 Attribute Level
3	1 at Great 3 at Good 4 at Fair		
4	1 at Superb 2 at Great 3 at Good 3 at Fair		

Character Creation

Athletic Skills

Acrobatics
Boating
Camouflage
Climbing
Diving
Jumping
Riding (specific)
Running
Survival (specific)
Swimming
Throwing
Tracking

Combat Skills

Acrobatics
Archery
Blowgun
Dodge
Firearm (specific)
Heavy Weapon (specific)
Mêlée Weapon (specific)
Quick Draw
Tactics
Thrown Weapon
Traps
Unarmed Combat

Investigation Skills

Camouflage
Discern
Disguise
Forgery
Legerdemain
Lock Picking
Photography
Stealth
Surveillance
Tracking
Traps
Ventriloquism

Knowledge Skills

Academic (specific)
Area Knowledge (specific)
Cartography
Computing
Familiarity (specific)
History (specific)
Language (specific)
Medicine
(Modern or Traditional)
Profession (specific)
Religion (specific)
Research
Science (specific)

Outré Skills

Computing
Cryptography
Cryptohistory
Cryptozoology
Gadgeteer
Hypnotism
Lock Picking
Meditation
Occult
Research
Thanatology
Toxicology

Social Skills

Bargain
Diplomacy
Discern
Dissemble
Etiquette
Flirt
Interrogate
Oratory
Persuade
Savoir-Faire
Surveillance
Wit

Technical Skills

Communications
Computing
Demolitions
Driving (specific)
Gadgeteer
Mechanic
Navigation
Parachute/Paraglider
Photography
Pilot (specific)

*Vocation Skills

Animal Handling
Animal Training
Art (specific)
Craft (specific)
Gambling
Games (specific)
Legerdemain
Mechanic
Photography
Profession (specific)
Stage Magic
Trade (specific)

**Note: If a player spends 2 or more points in the Vocational Skills, he may take skills from any skill group as part of his vocation skills, provided he can make a case for their inclusion in his vocation and the GM accepts this. Not all skills will qualify! An Indian Mahout (Elephant Handler) may spend 2 points in Vocation Skills, purchasing Animal Handling and Animal Training at Good, and adding Riding (Elephant), Survival (Jungle), Tracking, and Traps (especially elephant traps), all at Fair. Skills such as Lock Picking, Computing, Demolitions, and Research aren't common aspects of elephant handling, though, so these skills would need to be purchased separately if the player wishes his Mahout to possess skills not normally taught to simple village folk in the jungles of India.*

Skill Descriptions

Academic (specific). Knowledge of an academic subject, acquired through either instruction or autodidacticism. Specific subjects include economics, literature, mathematics, political theory, psychology, philosophy, &c. Note that science is a separate skill. *Terrible:* 3x = 6. Solve for x. *Fair:* Intelligently debate aspects of fractal geometry. *Superb:* Take a stab at Fermat's Last Theorem.

Acrobatics. The ability to perform acrobatic maneuvers, both with and without equipment. *Terrible:* Do a cartwheel. *Fair:* Walk across a tightrope. *Superb:* Make a triple forward roll off a skyscraper, stabilizing the fall by twirling around a flagpole, land safely on awning, and then slide onto the street at a run.

Animal Handling. Allows a character to manage and care for animals. The GM might ask the player to select a particular animal or type of animals (horses, dogs, &c.), or simply allow the Nag to be good with all animals. *Terrible:* Give a dog a biscuit. *Fair:* Calm a spooked stallion without waking the guards. *Superb:* Stop a stampede single-handedly.

Animal Training. Allows a character to train an animal for a specific task or purpose. The GM will determine the details of the desired trick or skill to be imparted. *Terrible:* Train a dog to sit in two weeks. *Fair:* Train a cat to scout ahead for an ambush in 48 hours. *Superb:* Train a chipmunk to crawl into a tiny crevice and retrieve an ancient brooch in an afternoon.



Archery. The ability to use and maintain (and construct, with appropriate time and materials) a bow or crossbow and arrows. *Terrible:* Nock an arrow with the point in the right direction. *Fair:* Hit some point of a standard target at 30 paces. *Superb:* Split your previous arrow in half – while it is still in flight.

Area Knowledge (specific). The character is familiar with a particular geographic location. He knows important locales, significant events, the names or contacts, &c. *Terrible:* Know the sights in one's home town. *Fair:* Recall a great little restaurant in Karachi. *Superb:* Correctly identify the exact spot where Jeanne d'Arc received her divine call.

Art (specific). Talent in some form of artistic expression. The player should choose a specific artistic talent for his Nag: acting, dancing, drawing, music, painting, potting, verse, &c. *Terrible:* Remember all of the words to "Happy Birthday to You." *Fair:* Belt out a tune from *The Pirates of Penzance* without embarrassing oneself. *Superb:* Fill in for Enrico Caruso.

Bargain. Ability to negotiate financial or social transactions. Also known as fast talk or haggle. *Terrible:* Convince a baby to give you candy. *Fair:* Get the best price for a spark plug in Istanbul. *Superb:* Swap your left cufflink for a look into the Forbidden Codex of Lal.

Blowgun. Ability to use a blowgun to propel tranquilizing darts. *Terrible:* Hit an elephant at point-blank range. *Fair:* Hit a medium-sized target at midrange. *Superb:* Bring down the Lost Beast of the Motocs with a porcupine quill shot through a drinking straw.

Boating. Use and maintain small craft such as rowboats, canoes, and small sailing vessels. The character could attempt to construct a boat at one skill level below his boating skill. *Terrible:* Pilot one of the swan boats in Boston Common. *Fair:* Negotiate a run-of-the-mill treacherous rapids in a good vessel. *Superb:* Take boat and passengers safely over a waterfall.

Camouflage. Character can hide an object from view. Availability (or absence) of materials such as paint or make-up will affect difficulty of tasks. *Terrible:* Ensconce a matchbox in an overstuffed Victorian drawing room. *Fair:* Hide a jetpack in a hansom cab. *Superb:* Conceal a biplane in Hyde Park.

Cartography. Knowledge of maps and their making. The Nag can identify the origin of a particular map, find errors, or detect forgeries. He could also make new maps through observation of geological terrain. *Terrible:* Give accurate directions to the corner store. *Fair:* Spot a forgery or hidden detail on a map. *Superb:* Reconstruct the Lost Map of the Motocs from oblique references in an ancient text.

Climbing. Ability to surmount obstacles or scale steep surfaces. Using proper equipment might increase the chance of success. *Terrible:* Get over an iron fence. *Fair:* Ascend a sheer face with basic climbing equipment. *Superb:* Tackle Everest in a sport coat in the winter.

Communications. Ability to use and possibly construct or repair communications equipment appropriate to the time period (telegraph, radio, &c.) Also covers the use of sensor technology aboard Society craft. *Terrible:* Send a message across town on a quality set. *Fair:* Raise a colleague halfway across the globe on outdated equipment. *Superb:* Build a functional crystal set with components scavenged in a cave.

Computing. Ability to use standard computational devices appropriate to the time period. Players should consult with the game master to determine what technology is available – difference engines, personal computers, &c. *Terrible:* Use a typical built-in program. *Fair:* Program a machine to locate all of the red-headed graduates of Eton who have spent time in Burma. *Superb:* Hack into the private network of your archnemesis.

Craft (specific). Plan and construct items from wood, stone, metal, or other materials. Level of success rolled indicates quality of a particular piece constructed. *Terrible:* Whittle a whistle. *Fair:* Fashion a quality piece of furniture with appropriate tools. *Superb:* Fashion a convincing replica of the Sacred Totem of the Motocs at night with a rusty belt buckle.

Cryptography. Ability to encrypt or decrypt messages, mentally or by using technology appropriate to the time period. *Terrible:* A = 1, B = 2 .... *Fair:* Break a standard code. *Superb:* Puzzle out a page of the Voynich manuscript.

Cryptohistory. An understanding of the invisible threads that weave together seemingly disconnected historical events – a devotee of conspiracy theory. Because the nature of Nag Ops is to understand connections between disparate events without considering them to be conspiratorial, this skill could be considered the "dark side of the Force." *Terrible:* Recall that the Templars are a secret organization. *Fair:* Prove that a group of Templars went into hiding in America. *Superb:* Link the U.S. President directly to the current Grand Master of the Templars.

Cryptozoology. An understanding of current theories and research regarding outré animals such as the Loch Ness Monster, Bigfoot, the Yeti, &c. *Terrible:* Know that a rakshasa is not something to eat. *Fair:* Recall facts regarding a rakshasa seen in fourteenth-century India. *Superb:* Discern where to find a living rakshasa.

Demolitions. Ability to use explosives on a small and large scale, from opening a door or safe to demolishing a building. Includes the ability to locate and deactivate bombs. The GM will divide larger jobs into a number of individual tasks that must each be rolled successfully for the entire job to be successful. *Terrible:* Light a stick of dynamite. *Fair:* Blow something up carefully. *Superb:* Obliterate an immense structure without a perceptible "boom."

Diplomacy. Ability to reconcile individuals who have disparate or opposing viewpoints, or to represent one's own position effectively. *Terrible:* Get friends to agree on something to eat. *Fair:* Facilitate a compromise between an eager photographer and a suspicious indigenous leader. *Superb:* Diffuse large-scale conflict between sworn enemies.

Discern. Ability to recognize dissembling, determine a person's true motive, &c. Essentially, this is a trained Perception attribute. *Terrible:* "This isn't the actual deed for that new bridge in Brooklyn, I'll warrant." *Fair:* Unravel a carefully constructed prevarication. *Superb:* Recognize a surgically altered villain by his grammatical idiosyncrasies.

Disguise. Ability to conceal one's identity through artifice. The GM will adjust the difficulty of the roll according to the amount of time and accessories available to the character. *Terrible:* Fool a stranger after spending an hour in a make-up trailer. *Fair:* Fool a friend or a typical henchman after ten minutes with a pocket compact. *Superb:* Fool your mother or a diabolical supergenius with five minutes and a banana.

Dissemble. Ability to represent one state of affairs as another; i.e., to lie. *Terrible:* "I'm a Pinkerton, Ma'am. I'm afraid this area is restricted." *Fair:* "I'm Allan Pinkerton, Ma'am. This area is restricted because that man is the President of the United States." *Superb:* "Good morning, Ma'am. I am the President of the United States."

Diving. The Nag is skilled with breathing equipment appropriate to the time period and knows how to handle himself underwater. *Terrible:* Explore a sunken wreck in 10 meters. *Fair:* But then the light goes out and a shark appears. *Superb:* And then the wreck slides off its undersea shelf, sinking into unplumbed depths.

Dodge. Ability to avoid being hit during combat situations. *Terrible:* Elude a henchman who is swinging a church pew. *Fair:* Jump back in a knife fight. *Superb:* Anticipate the paths of bullets.

Driving (specific). Conduct a land vehicle in a safe or deliberately unsafe manner. The player should choose a vehicle of specialty: automobile, bicycle, locomotive, motorcycle, train, trolley, truck, &c. *Terrible:* Go the speed limit. *Fair:* Engage in a high-speed chase. *Superb:* Jump your bike from rooftop to rooftop, twenty stories up.

Etiquette. Know the rules and customs of society. The character can blend comfortably into formal social situations. *Terrible:* Remember to cover mouth when sneezing. *Fair:* Mingle effortlessly in an elegant New York cocktail party *Superb:* Recover brilliantly from a faux pas committed during a Motoc marriage contest.

Familiarity (specific). Deep knowledge of a particular nonacademic subject (fine china, cigars, &c.). Does not include fields of study detailed separately as skills. Familiarity (Antique Weapons), for example, does not confer ability to use them in combat. *Terrible:* Reliably distinguish sherry from cognac. *Fair:* Distinguish an obscure brand of quality sherry. *Superb:* Distinguish the vintage of the grapes from which the sherry was made.

Firearm (specific). The player should select a specific category of firearm, such as pistol, rifle, automatic weapon, &c. *Terrible:* Hit the side of a barn. *Fair:* Hit a midsized target at midrange. *Superb:* Blind the One-Eyed Jack at 100 paces.

Flirt. Ability to influence another character by means of pheromonic manipulation. Possessing the gift of charisma will positively impact flirting, while certain faults might make it more difficult (it is a skill, however, so shortcomings can be overcome). *Terrible:* Entice someone who was already interested. *Fair:* Convince a random stranger to unlock an office door. *Superb:* Make a diabolical archfiend blush.

Forgery. Ability to create documents, mimic handwriting, and (in the proper time setting) counterfeit electronic or printed text. *Terrible:* Fool a layman. *Fair:* Create an ID card that will fool a typical henchman. *Superb:* Create a Magna Carta that will fool the Queen or a diabolical supergenius.

Gadgeteer. Ability to plan, construct, and repair devices that do not yet exist. This skill is required to devise and construct Nag Technology. *Terrible:* Fabricate a writing implement that alternately retracts and extends with the click of a button. *Fair:* Create a decent quality lapel pin camera in the lab. *Superb:* Convert a Model T Ford to full amphibious mode using chewing gum, chicken wire, and a bowler hat.

Gambling. Ability to play a variety of games of chance. The GM might require the character to specialize in a game, or allow him familiarity with a variety. *Terrible:* "Now, two pair beats a full house, right?" *Fair:* Win a few hands. *Superb:* Beat an archvillain at baccarat in front of his significant other and minions.

Games. The Nag is adept at games of chance, skill, or strategy such as chess, mancala, &c. The GM might require the player to select a certain game of choice, or allow the character a familiarity with all games. *Terrible:* Consistently recollect the moves of all of the chess pieces. *Fair:* Realize that the ingenious trap is based upon a common chess endgame. *Superb:* Recognize and exploit similarities between Nine Man Morris and the Sacred Contest of the Motocs.

Heavy Weaponry. The Nag has been trained to load, aim, and discharge heavy weaponry such as a bazooka, cannon, howitzer, missile launcher, mounted machine gun or harpoon, or the like. *Terrible:* Hit the broad side of a barn. *Fair:* Hit a parked automobile at midrange. *Superb:* Shoot through the windows of a parked automobile to hit a briefcase on the sidewalk.

History (specific). Knowledge of a culture's history. Player should choose a specific time period or culture of focus, but the Nag will have general historical knowledge at one level lower. *Terrible:* Recall the basic facts of Egyptian history. *Fair:* Intelligently discuss the generally accepted connections between Akhenaten and Moses. *Superb:* Know the real connection between Akhenaten and Moses.

Hypnotism. Ability to induce a trance state in others. Such trances can then be used to elicit information or influence later behavior. *Terrible:* Hypnotize a willing subject in the comfort of his own home. *Fair:* Hypnotize an adversary with quiet voice and pocket watch. *Superb:* Induce a trance in a maniacal supergenius using the distant ticking of Big Ben.

Interrogate. Ability to extract information from another character. Might involve psychological or physical intimidation. *Terrible:* Get the facts from a typical Joe. *Fair:* Convince a typical uncooperative minion to squeal. *Superb:* Break the will of a nefarious villain.

Jumping. Ability to propel one's body through space, across a crevasse, &c. *Terrible.* Jump the creek without getting one's feet wet. *Fair:* Leap over the onrushing vehicle of the pursuing minion. *Superb:* Jump over a waterfall.

Language (specific). Ability to speak and read a language, ancient or modern. Includes knowledge of great works of literature in the tongue. Nag has familiarity with related languages at one level lower than this skill. *Terrible:* Remember what *carpe diem* means. *Fair:* Maintain an intelligent conversation with a native speaker. *Superb:* Hold a philosophical discussion in dialect while trying to catch a train.

Legerdemain. The ability to execute feats of prestidigitation – card tricks, picking pockets, pulling a quarter from an ear, &c. Does not confer the ability to perform an entire magical act (which requires Stage Magic). *Terrible:* Pull a quarter from someone's ear. *Fair:* Palm the Ajanee Emerald before a typical underling. *Superb:* Snatch a mastermind's wallet while in a deathtrap.

Lock Picking. Ability to open locks without key or combination. Also applies to safes, vaults, and other secured receptacles. The job is made significantly easier by using appropriate tools. *Terrible:* Open the bathroom door with a straightened paperclip. *Fair:* Gain access to a typical locked dwelling or business with tools. *Superb:* Crack a fiendishly difficult safe with dental floss and a knitting needle.

Mechanic. Ability to repair and maintain mechanical devices. If the skill is Great or better, the character might be able to repair (but not create) Nag Tech gadgets. *Terrible:* "I think the handle in front starts the Model T." *Fair:* "Give me an hour and I'll have this jalopy up and running!" *Superb:* "Give me an hour and the Sopwith Camel you crashed will fly again!"

Medicine (Modern). Ability to diagnose and heal ill or injured people using modern training and equipment. Low level indicates basic first aid training, CPR, &c. High levels would indicate extensive training in surgery, medical research, &c. *Terrible:* "That's nothing a little iodine wouldn't fix!" *Fair:* Treat and heal a wound with a portable medicine kit. *Superb:* Trepan a colleague while suspended upside down above hot lava.

Medicine (Traditional). The possessor of this skill has been trained in the art of traditional medicine, outside Western society's medical establishment. The GM can determine how effective such treatment will be and what special qualities this healing might possess. *Terrible:* "That's nothing a little bat guano wouldn't fix!" *Fair:* Treat and heal a wound with previously harvested herbs. *Superb:* Revive a colleague from a coma with materials collected from the back yard.

Meditation. The character can enter and maintain a trance state, the nature of which should be determined at character creation. Possible trances might include healing, insight, and, in some campaigns, astral projection (skill taken at Great or better level, if allowed). *Terrible:* Erase the cares of a trying day. *Fair:* Receive a flash of insight regarding the current Nag Op. *Superb:* Receive guidance from the Ineluctable Elder of the Motocs.

Mêlée Weapon (specific). Character can fight with a particular hand-to-hand weapon such as a sword, lance, axe, &c. He will be able to use similar weapons at one level lower. *Terrible:* Hit a slow-moving opponent. *Fair:* Hit a run-of-the-mill minion. *Superb:* Hit a fully armored combat-hardened samurai.

Navigation. Plot a course for a land, sea, or air vehicle using maps and charts, navigational equipment, or dead reckoning. Consult the GM to see if she requires a navigational specialization. *Terrible:* Plot the quickest course to the corner tobacconist. *Fair:* Plot a safe course through the Graveyard of the Atlantic. *Superb:* Plot a safe course for a raft of reeds from Indonesia to Peru.

Occult. Knowledge of occult religions and practices. In some campaigns, such knowledge might include the ability to cast spells (skill taken at Great or better level, if allowed). *Terrible:* Participate in a ritual conducted by someone else. *Fair:* Recall an obscure fact about the bizarre practices of an obscure South American people. *Superb:* Invoke the supernatural.

Oratory. The ability to speak impressively before an audience. Any supervillain worth his salt possesses this skill, if only for the climactic revelation of his nefarious schemes as the Nags are hurtled toward certain doom on an insidious deathtrap. *Terrible:* Hold someone's attention for a moment – perhaps by shouting "Hey, you!" *Fair:* Hold the attention of a group of milling bystanders for five minutes. *Superb:* Hold an audience enraptured indefinitely.

Parachuting/Paragliding. Ability to operate a parachute or paraglider. *Terrible:* Successfully bail out and remember to pull the cord. *Fair:* Maneuver a safe touchdown atop the White Cliffs of Dover. *Superb:* Jury-rig a glider from canvas and bits of burning fuselage as your biplane plummets toward the Everglades.

Persuade. Ability to convince another person of the validity of a point of view or to induce him to perform a specific task. *Terrible:* Convince your mother to lend you the Bentley. *Fair:* Convince a bobby that perhaps he did not just see a full-grown man climb out of a suitcase. *Superb:* Get HRH Queen Victoria to lend you the crown jewels, no questions asked, for one week.

Photography. Ability to use a variety of cameras and other photographic equipment, including knowledge of film developing. This skill includes creating special photographic effects and detecting altered photos. *Terrible:* Snap someone holding a pose. *Fair:* Get a blurry shot of the running Lost Beast of the Motocs. *Superb:* Fashion a camera from found objects and then get a clear shot of the Lost Beast of the Motocs.

Pilot (specific). Conduct an air or sea vehicle in a safe or deliberately unsafe manner. Examples of vehicles include airplane (prop or jet), balloon, dirigible, boat (sail or motor), diving bell, hovercraft, ship (sail or motor), or submersible. *Terrible:* Land a Sopwith Camel on an airstrip. *Fair:* Land a Sopwith Camel on a football field. *Superb:* Land a Sopwith Camel on a delivery truck.

Profession (specific). Character was a member of a specific profession before recruitment: architect, business, clergy, journalism, law enforcement, &c. Professions include a myriad of subsidiary skills and the GM will determine if a character can substitute the Profession skill for another specific skill. *Terrible:* Know how to perform double-entry accounting. *Fair:* Convince the manager you should have a look at the books. *Superb:* Have lunch with Carnegie and Rockefeller.

Quick Draw. The ability to produce a weapon ready for combat instantaneously. *Terrible:* Beat an unarmed bystander to the draw. *Fair:* Outdraw a typical minion. *Superb:* Blur, click.



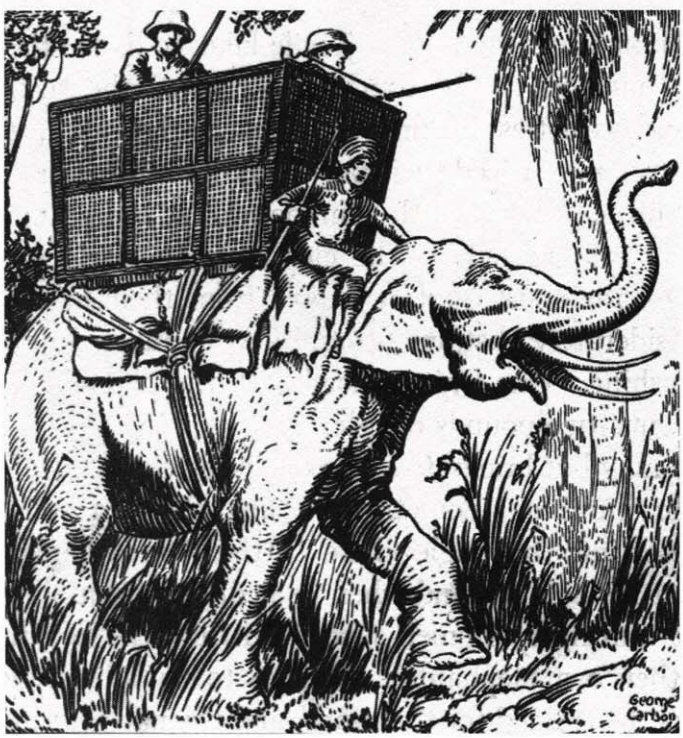
Research. Ability to research a topic using available resources. This skill affords techniques appropriate to the time period. *Terrible:* Find an article on vanished cultures. *Fair:* Compile an annotated bibliography on forbidden archæology. *Superb:* Locate a treatise concerning the Motocs and the Elijah Hypothesis in a moldering book in the basement of the Peoria Public Library.

Religion (specific). Knowledge of the history, beliefs, and practices of a specific ancient or modern faith. Note that ordination to lead a congregation also requires clerical Profession. *Terrible:* Recall that Uhura Mazdah and Ahriman are not cars. *Fair:* Discourse on the subtleties of transubstantiation and consubstantiation. *Superb:* Recite the Koran from memory.

Riding. Ability to equip, mount, and ride an animal – generally a horse, elephant, or camel, but others are possible. *Terrible:* Ride a docile elephant in a howdah. *Fair:* Ride a reluctant elephant on a treacherous mountain pass. *Superb:* ... across a tiny bridge made of vines and rotting boards.

Running. The ability to run for speed or distance. Includes knowledge of how to modulate speed, conserve energy for endurance, &c. *Terrible:* Run around the block. *Fair:* Do a six-minute mile. *Superb:* Run a marathon in a pinstripe suit.

Savoir-Faire. Characters thus skilled seem to know instinctively what to do in a particular situation. *Terrible:* "The apatosaurus seems to be heading this way. Hmmm. I say run!" *Fair:* Mingle in crowd of street vendors. *Superb:* Blend into a party of foraging Motocs.



Science (specific). Character studied a particular field of science before recruitment: archæology, anthropology, biology, chemistry, paleontology, physics, psychology, &c. Sciences include a myriad of subsidiary skills and the GM will determine if a character can substitute the Science skill for another specific skill. *Terrible:* Guess the species of a fossil. *Fair:* Participate in a symposium on the subject of evolution. *Superb:* Contribute an original idea to the lesser-known study of de-evolution.

Stage Magic. Ability to perform magic tricks, with or without props. Does not confer any actual magical aptitude, which may or may not be included in the Nags campaign as a separate skill or Gift. Each magician will probably have a specialty such as bisecting assistant, card tricks, escape artistry, juggling, &c. *Terrible:* Rabbit out of a hat. *Fair:* Houdini-like escape. *Superb:* Make Mt. Everest disappear.

Stealth. Ability to conceal oneself and move indoors or outdoors without being observed. *Terrible:* Avoid a typical bystander *Fair:* Avoid a typical henchman *Superb:* Avoid a diabolical genius.

Surveillance. Ability to observe another person without being observed. This skill encompasses the classic stake-out as well as tailing and otherwise observing without being observed. Includes knowledge of time-appropriate observation equipment. *Terrible:* Stake-out or tail an unsuspecting Joe. *Fair:* Stake-out or tail a shifty-eyed henchman. *Superb:* Stake-out or tail a diabolical genius.

Survival (specific region). The character possesses the necessary knowledge and skills for survival in a specific region: arctic, desert, sea, tropics, urban, wilderness. Each region is a different skill, although survival knowledge in one region might give a bonus for survival in another, at the GM's discretion. Availability of supplies and equipment will modify Survival skill rolls. *Terrible:* Survive for a day. *Fair:* Survive for a week. *Superb:* Survive for a long time.

Swimming. Ability to swim on the surface of water for extended periods or dive without equipment. Character knows how to manage breathing and to conserve strength. *Terrible:* Swim for 10 minutes on the surface, or brandish weapon menacingly at opponent without drowning. *Fair:* Swim for two hours on the surface, or engage in underwater combat. *Superb:* Swim long, fight hard.

Tactics. The ability to evaluate a combat situation to determine possible advantages, weaknesses in the opponent's defenses, &c. *Terrible:* Assess that an opponent's gun is much bigger than one's own ... *Fair:* ... but also notice that the light is just right to reflect off the highly polished barrel ... *Superb:* ... thus blinding the opponent and causing him to pitch forward into the crevasse.

Thanatology. The study of death rites and practices in human cultures throughout time. Cross-cultural knowledge of practices concerning death, preparation of the body, disposal of the body, and beliefs concerning the afterlife. A specialized skill that includes aspects of archæology, ancient religion, occult, and cryptohistory. *Terrible:* Discern human from animal remains. *Fair:* Determine the origin and time period from a scrap of mummified remains. *Superb:* Reconstruct an entire burial ceremony from a scrap of mummified remains.

Throwing. The ability to propel an object through space with force, accuracy, and precision. Throwing a weapon requires a separate skill. (One might throw a dart, I suppose, but that's not going to stop a ***Terra Incognita*** villain!) *Terrible:* Nail the broad side of a barn. *Fair:* Get a bull's-eye in a pub. *Superb:* Fling a copper goblet and thus deflect a bullet intended for one's heart.

Thrown Weapon. Ability to throw small weapons such as knives, hatchets, shurikins, &c. accurately. *Terrible:* Hit an opponent with a hatchet at close range. *Fair:* Throw a dagger that causes a mild wound in an opponent's shoulder. *Superb:* Fling a shurikin that incapacitates an opponent's trigger finger.

Toxicology. Knowledge of the use and manufacture of various chemical compounds used for anesthesia or poison. *Terrible:* Mix up some rat poison from household cleaners. *Fair:* Fabricate a moderate liquid sedative to be administered in a drink. *Superb:* Synthesize a fully anæsthetic dust that adheres to any surface.

Tracking. Ability to follow individual or groups of animals or people. *Terrible:* Track a typical Joe with dirty boots. *Fair:* Hunt a large, dangerous animal. *Superb:* Stalk the Most Dangerous Game.

Trade (specific). Ability to perform a specific trade: construction, electrician, plumber, printer, &c. Possession of this skill might include useful contacts in the trade. *Terrible:* Remember that positive goes to positive, negative to negative. *Fair:* Wire a house. *Superb:* Tap into the metropolitan power grid in order to jumpstart a Temporal Transition Condenser.

Traps. Ability to locate, set, or deactivate traps. The character can improvise traps with materials at hand – the GM should insist upon a description of the intended snare. The GM might require the player to specialize in high- or low-tech traps. *Terrible:* Capture slow or dim quarry – like a cow. *Fair:* Bag a typical henchman. *Superb:* Bag the evil mastermind behind it all.

Unarmed Combat. Character is skilled at a style of unarmed combat: boxing, brawling, street fighting, wrestling, martial arts, &c. Though it is not significant in game terms, it lends more verisimilitude for the character to name the specific style when choosing this skill. Refer to "Stun, Knockout, and Pulling Punches" (page 49) for rules regarding wounds inflicted by an unarmed combatant. *Terrible:* Kick an opponent when he's down. *Fair:* Land a well placed right to the bread basket. *Superb:* Bring him down with one punch.

Ventriloquism. The ability to simulate a sound, animal call, another character's voice, &c. In a properly cartoonlike campaign, will include ability to "throw" one's voice. *Terrible:* Simulate an unspecific human sound such as a scream or laugh. *Fair:* Imitate an animal call. *Superb:* Flawlessly counterfeit the voice of the significant other of an archnemesis.

Wit. The ability to turn the perfect phrase. Can be used to impress, intimidate, belittle, amuse, &c. *Terrible:* Recall an apropos joke. *Fair:* Impress a minion with a barbed quip. *Superb:* Coin an epigram that softens the heart of a vain criminal mastermind.

Choosing Cecil's Skills

Recalling the background story I developed, Cecil is an intrepid if repressed cartographer and clergyman. I shall endeavor to select traits accordingly, beginning with the requisite 5 points to spend on skills.

I decide to expend 2 points in the Knowledge skill group, reflecting Cecil's cerebral nature. Two points, broadly focused, afford Cecil 2 Good and 4 Fair skills. I choose:

Cartography: Good
Research: Good
History (Biblical): Fair
*Language (Latin and Greek): Fair**
Profession (Clergy): Fair, and
Religion (Middle Eastern): Fair.

I spend one broadly focused point on Investigation skills (3 Fair and 1 Mediocre):

Discern: Fair
Stealth: Fair
Tracking: Fair, and
Surveillance: Mediocre.

I spend one narrowly focused point on Combat skills (1 Good and 1 Mediocre):

Dodge: Good and
Firearm (Pistol): Mediocre.

Finally, I round out Cecil by expending the final point on General Skills (3 Fair from two or three groups), selecting:

Driving (Velocipede): Fair (from Technical Skills)
Occult (India): Fair (from Outré Skills) and
Survival (Jungle): Fair (from the Athletic Skills).

These choices represent the newly recruited Cecil. Through his work with the Society he will have the opportunity to improve his capabilities and to develop new ones.

**The game master allowed Cecil only enough Latin and Greek to read common religious texts – nothing too taxing, and fairly limited in scope. Middle Eastern theology includes a smattering of Christianity, Islam, and Judaism, as well as name recognition of others. Again, nothing too profound.*

Character Creation

Attributes

While characters differ widely in skills, all ***Terra Incognita*** characters possess to some degree the following attributes: Perception, Reasoning, Resolve, Strength, Dexterity, and Vigor. Attributes are quantified with the Terrible ... Fair ... Superb scale. Your Nag's attributes begin at the default level of Fair until you raise or lower them.

Perception represents your Nag's mental acuity. The GM will ask you for Perception rolls to determine if your character noticed a detail in the environment or in another character.

Reasoning represents your Nag's ability to integrate perceptions. The GM might call for a Reasoning roll to see if your Nag understood the significance of an event or pulled a scrap of knowledge from memory.

Resolve indicates your character's mental willpower. Although you will likely want to attempt to walk hot coals for the sacred orb, your character might be somewhat less enthusiastic. The GM might call for Resolve rolls when testing your character's willingness to attempt uncomfortable or injurious tasks.

Strength determines your Nag's success at tasks involving physical prowess. The GM might ask you to make a Strength roll when your Nag attempts to lift a stone, bend a bar, or hold on for dear life.

Dexterity represents your Nag's agility, quickness of motion, poise, and grace. It contributes to success while picking a lock, shooting a firearm, or setting a trap. If you do not select the Dodge skill for your Nag, the GM will defer to your character's Dexterity attribute during combat.

Vigor describes the state of your Nag's health and affects the amount of damage he can withstand before expiring. The GM will call for a Vigor roll when your character attempts to endure adverse circumstances.

You are allowed two free attribute levels at character creation (the GM will inform you of any exceptions). You may either raise one of your Nag's Attributes by two levels or raise two Attributes by one level each. In addition, you may trade levels, lowering one Attribute in order to raise another. With GM approval, you may also raise an Attribute by incurring an additional Fault or foregoing one of your two free Gifts.

Each of these broad terms represents abstract and unquantifiable qualities of human beings – they are included for gaming purposes and are not intended to be realistic. The GM is the final arbiter, as always, about which attribute governs a particular task or skill. I chose these six attributes specifically to describe the most basic aspects of a character, while still allowing the player to express his imagination and creativity in roleplaying. It is my hope that a ***Terra Incognita*** campaign will draw upon the player's own inspiration and resourcefulness to overcome challenges, rather than consisting of a series of successful dice rolls against a high trait. Therefore, most of the attributes describe physical aspects of the character – characteristics that are important for roleplaying but cannot be represented by the player himself.

Choosing Cecil's Attributes

All of Cecil St. John-Smythe's attributes begin at the default level of Fair and I have two free levels with which to customize them.

I expend one free level to raise Cecil's Perception to Good. An eye for detail is an asset in conducting investigations (and drawing maps).

I decide to leave Reasoning and Resolve at the Fair default. Although he has spent a considerable amount of time out of doors, Cecil is at heart an academic, not an athlete. I leave his Strength and Dexterity at the default level of Fair.

Finally, I expend the second free attribute level to raise Cecil's Vigor to Good – his survival in the jungle demonstrates a healthy constitution.

Upon reflection, I would like to enhance Cecil's Perception further. With free levels exhausted, my only option is to lower another Attribute. I elect to sacrifice the new Nag's agility for wisdom – I lower his Dexterity to Mediocre to afford Great Perception.

In the end, Cecil's attributes are as follows: Perception: Great, Reasoning: Fair, Resolve: Fair, Strength: Fair, Dexterity: Mediocre, Vigor: Good.

Gifts and Faults

Gifts and Faults in ***Terra Incognita*** are perhaps less extreme than in most game worlds, reflecting the steady and true sensibilities of Nags themselves. Players may suggest novel Gifts and Faults, subject to GM approval. Due to the nature of the NAGS Society and the ***Terra Incognita*** atmosphere, it is a rare Nag who suffers from Bloodlust, Addiction, or Lechery – although adversaries are another matter.

Your Nag will possess only the particular Gifts and Faults you specify during character creation. They are generally not added or removed during an adventure, except under unusual circumstances determined or approved by the GM.

Gifts

Gifts are positive traits that don't seem to fit the Terrible ... Fair ... Superb scale utilized with attributes and skills. Gifts often represent physical or mental advantages, such as Acute Vision or Damage Resistance, or situation advantages, such as Contacts or Luck. Gifts are the traits that differentiate a Nag from his companions – not all characters should share the same Gifts. In fact, it is beneficial to the robustness of a group of Nags if each member were gifted uniquely.

You may select two free Gifts for your Nag during character creation. You may forego one of your two free attribute levels in order to select an extra Gift.

Absolute Direction. Your Nag is able to orient his body in space (with a small margin of error) whether he is outdoors, indoors, below ground, or underwater. Exceptional circumstances might require a Perception roll for your Nag to maintain his bearings. A useful gift for cartographers.

Acute Memory. Your Nag cannot remember everything, but once per game session, he will pull out a crucial fact, recall a face or name, make an important connection, &c.

Acute Sense. Decide at character creation which of your Nag's senses is heightened. This gift allows bonuses to Perception or Discern rolls involving the acute sense.

Alertness. Your Nag is unusually alert. He is rarely surprised, can adjust quickly to unexpected situations, and receives bonuses for perceiving details during a crisis.

Ambidexterity. Your Nag is able to use either hand with equal ease. This is useful when restrained, wounded, or caught off-guard.

Animal Empathy. Your Nag enjoys a strong psychological bond with animals, both wild and tame. He will receive a +1 bonus for tasks involving animals, including training, handling, calming, &c.

Attractive. Your Nag is attractive according to the standards of his culture. The player and GM should determine if this beauty extends to foreign perception as well. This Gift affords your Nag a +1 bonus to situation rolls (see page 78) involving other characters and a bonus while Flirting with or Persuading other characters.

Charisma. Irrespective of physical appearance, the Nag possessing this Gift can influence others. It affords your Nag a +1 bonus to situation rolls involving other characters, as well as attempts to Bargain, Flirt, Orate, or Persuade. The GM should work with the players to determine how this Gift will be handled among the other Nags.

Combat Reflexes. Your Nag is particularly adept at the art of combat. He will be ready on the first round every time and receives a +1 modifier for well described Narrative combat maneuvers.

Common Sense. A Nag so gifted will receive a gentle (or not so) hint from the GM once per game session when he or a comrade is about to do something inopportune.

Contacts. The Nag has acquired a contact outside of the Society who provides him with useful information. The player might not want to specify the nature of this contact initially, allowing the GM to work the contact into the campaign. The contact can provide useful information once per game session.

Cultural Adaptability. Your Nag is able to adjust instantaneously to a variety of cultures, attitudes, and world views. He never seems out of place, despite the exotic nature of the locale. If there is a local quirk or tidbit that could help your Nag in a situation, this Gift allows him to come up with it. The GM may allow a bonus to situation, Area Knowledge, or any other rolls involving individuals in an unfamiliar culture.

Damage Resistance. Your Nag is particularly resistant to injury. He receives a +1 Defensive Damage Factor regardless of Vigor attribute. Vigor adds or subtracts its own modifiers (refer to the section on damage factors on pages 47-48), so possessing Mediocre or worse Vigor nullifies this bonus. Plan accordingly.

Danger Sense. Your Nag has a "sixth sense" for danger. Once per game session, the GM will warn him of some imminent peril.

Favors Due. Your Nag is owed favors by some individual or organization. Each favor collected must be approved by the GM.

Intuition. Your Nag has a feeling about the proper course of possible action. Once per game session, the GM will provide a relevant clue.

Knack. Your Nag is particularly adept at some activity. Knacks should not be as useful as skills – examples include uttering witty epigrams or identifying wine vintages. Because Gifts are reliably successful, this is more potent than the Familiarity skill. Use this Gift to give your Nag a tagline or signature mannerism.

Luck. Your Nag is favored by fortune. Once per game session, you can fudge a die roll or the GM might slip your Nag some crucial information at just the right time.

Pain Tolerance. Through sheer force of will, your Nag is able to disregard the effects of pain. Nags so gifted ignore wound penalties at Hurt and take only a −1 penalty at Very Hurt. Wounds still require the standard amount of time to heal.

Perfect Timing. Your Nag has the gift of arriving or leaving at an opportune moment. Once per game session, the GM will facilitate the Nag's propitious entrance or exit.

Privileged Upbringing. Your Nag belongs to a privileged economic or social class and therefore possesses a variety of bonuses and perks afforded to such individuals. Examples include flawless etiquette, impeccable taste, refined accent, and an occasional contact.

Rapid Healing. The wear and tear of the adventurer's life does not keep your Nag down for long – wounds heal at twice the rate described in the section on healing (page 81).

Tongues. Your Nag is a linguistic prodigy. After a several days of exposure, he can get by; in six weeks he speaks like a native. Languages learned in this fashion are not considered skills; however, the GM may call for a successful Perception or Reasoning roll in challenging situations.

Character Creation

Faults

Faults make life more difficult for your Nag. The primary Faults are those that restrict action or earn your Nag a bad reaction from chance-met characters. Various attitudes, neuroses, and phobias are Faults, as are physical disabilities and social stigmas. There are heroic Faults, too. A code of honor or inability to tell a lie can restrict your Nag's actions significantly.

You must select two Faults for your Nag during character creation. For each subsequent Fault chosen, you may select a balancing Gift or raise an attribute by one level.

Absent-minded. Your Nag loses himself in the present moment. This causes problems in situations where concentration is critical. Once per game session, your Nag will be "somewhere else" at a crucial situation. Absent-mindedness does not imply simple-mindedness – your Nag may, in fact, be coming up with a solution to another problem!

Addiction. Your Nag is addicted to some substance or circumstance. This Fault will be uncommon, but not completely absent among Nags. The GM and players will have to work out the specifics of such a Fault.

Blunt and Tactless. A common shortcoming among those who have spent lives in isolated research or study. Your Nag speaks his mind without considering how it might effect others, friend or foe alike. This occasions a −1 penalty on situation rolls involving other characters when your Nag opens his mouth.

Combat Paralysis. Your Nag is notably inept at the art of combat. He will always be the last one ready to fight, will inevitably be surprised, and will suffer a −1 penalty on Narrative combat rolls.

Compulsion. Your Nag has one or more activities that consume his interest. Carousing, generosity, or gambling are three possible compelling activities. Your Nag suffers a −1 to Resolve rolls involving his compulsion.

Cowardice. Your Nag is subject to fits of timidity. Determine if such fits occur in specific situations (combat, heights) or if they continuously plague the Nag. At least once per game session your Nag should face a Resolve roll at −1.

Curious. Your Nag is extremely curious, to the point of disregarding safety in order to investigate. He suffers a −1 penalty to Resolve rolls when resisting the urge to explore something new or unusual.

Damage Prone. Your Nag is regrettably prone to injury. He receives a −1 Defensive Damage Factor regardless of Vigor attribute. Vigor adds or subtracts its own modifiers (refer to the section on damage factors on pages 47-48), so possessing Good or better Vigor would nullify this penalty. Plan accordingly.

Dependent. Your Nag is responsible for another person's (or animal's) care and feeding. This "Fault" is generally acquired



– the NAGS Society customarily makes arrangements for a member's dependents following recruitment. The player and GM should work out the details of the dependent and how the relationship affects your Nag.

Deprived Upbringing. Your Nag did not enjoy the fortunes of wealth. He suffers a –1 penalty to situation, Flirt, Persuade, Oration, or similar rolls when moving in high-society circles. Such a Nag may have a chip on his shoulder.

Favors Owed. Your Nag has obligations to an individual or organization. Such obligations might be incurred while a NAGS Society member or remain from before recruitment. The GM determines how often she will call them in.

Mental Challenge. Your Nag possesses a mental fault that makes life a little more challenging. Possibilities include intolerance, jealousy, lechery, loyalty, melancholy, offensive habits, overconfidence, perfectionism, shyness, somnambulism, stubbornness, vanity, &c., &c. Your Nag should be so challenged once per game session.

Nemesis. Your Nag has an enemy who opposes his every move. This Fault might be acquired or could remain from before recruitment. The GM and player should work out the details of the nemesis. To make things interesting, you might select this Fault and leave the details to the GM!

Obsession. Your Nag has a particular *idée fixe* that often consumes his mind. Obsession will affect his work but not to the extent that he is dismissed by the Society. At least once per game session, your Nag will battle obsession.

Pain Intolerant. Your Nag is particularly susceptible to pain. He suffers a –1 penalty when Scratched (just once – the other two Scratches incur no further penalties), –2 when Hurt, and –3 when Very Hurt. Healing, of course, remains unaffected.

Phobia. Your Nag suffers an irrational fear of some person, place, or thing. The phobia should affect his work but not to the extent that he is dismissed by the Society. At least once per game session your Nag will face his *bête noir*.

Physical Handicap. Your Nag has a physical handicap that must be considered – blindness, infirmity due to advanced age, muteness, one hand, uses wheelchair, &c. If the handicap is profound, the GM might award an extra free Gift. Alternatively, your Nag may employ Nag Tech gadgets to offset the challenge (crutches can be knocked away, however ...).

Quixotic. If there is a strange or untenable theory out there (even in Society terms), your quixotic Nag champions it. Once per game session, he should tilt at his particular windmill.

Reputation. Your Nag enjoyed some type of notoriety before recruitment that could compromise Society operations. He will be easily recognized while in the field and must actively work to maintain anonymity. Some Nags (Nellie Bly, for example) use their reputations to positive effect. Even in such cases, this Fault should land the Nag in a sticky situation once per game session.

Secret. Your Nag possesses a personal secret of some significance. Secrets could take a variety of forms. Your Nag may have an "open secret" among Nags and the Society that requires continual vigilance to maintain. Or he may conceal some information from other Nags as well. Brave players could leave all of the details to the GM for subsequent revelation.

Show-off. Your Nag needs to impress others with his competence. Despite the best reforming efforts of Society trainers, show-offs jeopardize discretion during Nag Ops. Once per game session, your Nag should face an irresistible urge to show off.

Temper. Your Nag is quick to take offense or to manifest frustration in difficult situations. This disagreeable disposition should become apparent at least once per game session. You incur a –1 penalty to situation rolls involving other characters while your Nag vents his rage.

Unattractive. Your Nag is remarkably uncomely. He suffers a –1 penalty on situation rolls involving other characters. He would have similar difficulty with Flirt, Oratory, or Persuasion attempts.

Unlucky. Your Nag is naturally unlucky. If something can go wrong for him, it will (at least once per game session). Such instances of misfortune cannot be immediately nullified by Fudge Points, although the effects can be so mitigated later.

Choosing Cecil's Gifts and Faults

Cecil's story did not give us many insights into areas in which he might be gifted. The only apparent boon was Privileged Upbringing. This Gift will not afford his character undue advantage during play, because, following recruitment, "all Nags are created equal". It will, however, facilitate entry into the realm of wealth and society, should it become necessary. For his second Gift, I decide that Cecil's perceptive nature affords him Intuition: He has a nose for interesting occurrences.

I must be equally inventive with Cecil's shortcomings. Looking back at his story, I decide that Cecil is extremely Curious. One might say worse things about a person, but it could get him into trouble some day. I note that his inquisitive nature has already left Cecil alone in the jungle for a week – but also in possession of some mysterious secrets! For his second fault, perhaps it was Cecil's extreme reserve (Mental Challenge [Shy]) impelling him in the direction of a life of solitary exploration and research. It is only through great effort that Cecil will take the initiative in a given situation.

The **Terra Incognita** Character Record

You can easily record all of the pertinent information about your Nag on any piece of paper – no special forms are required. To make things easier, however, you will find a ***Terra Incognita*** Character Record in the appendix, or you may download one at http://www.nagssociety.com.

I have filled out a NAGS Character Record for our hero, Cecil St. John-Smythe, using the information that I determined during the character creation process. The sections for recording wounds and combat factors will be discussed in the chapter devoted to Combat. I have also selected equipment and weaponry for Cecil (see "The Well Dressed Nag", page 34).

TERRA INCOGNITA

NAGS Society Character Record

Name	Cecil St. John-Smythe				
AOS	Preservationist				
DOB	Spring 1860	Age	24	Sex	Male
Player	Scott Larson				

Attributes

Perception	Great
Reasoning	Fair
Resolve	Fair
Strength	Fair
Dexterity	Mediocre
Vigor	Good

Gifts and Faults

Privileged Upbringing
Intuition
Curious
Mental Challenge [Shy]

Fudge Levels

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Portrait



Skills

Cartography: Good	Tracking: Fair
Research: Good	Surveillance: Mediocre
History (Biblical): Fair	Dodge: Good
Language (Latin & Greek): Fair	Firearms (Pistol): Mediocre
Profession (Clergy): Fair	Driving (Velocipede): Fair
Religion (Middle Eastern): Fair	Occult Knowledge (India): Fair
Discern: Fair	Survival (Jungle): Fair
Stealth: Fair	
Knowledge: 2 points; Investigation : 1 point; Combat: 1 point; General: 1 point	

NagOps of Note

Fudge Points 5

Wounds

1-2	3-4	5-6	7-8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
❒❒❒	❒	❒	❒	❒

Combat Factors

Offensive DF's	−1/+2
Defensive DF's	+1

Standard Equipment

Bible
Attire, adventurous and formal
Survival kit (jungle)
Cartographic kit (paper, pen, ink compass, etc.)
Pistol, small (ODF +2)
See also group equipment list

NagTech Items

Whatever Q deigns to provide at any given moment

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Area of Specialty Templates

Players who seek more guidance or who wish to create ***Terra Incognita*** characters quickly are invited to use Area of Specialty templates. Each template includes guidelines for spending skill points and selecting appropriate traits. Consult your game master to determine if she allows substitutions in template characters. For example, in the example characters, the GM allowed us to substitute a General Skills point for Thaddeus Quigley's final skill point.

Follow this process to create an AOS template character:

1. Choose an Area of Specialty character template.

2. Spend skill points according to the suggestions. If you choose the same skill group twice, combine the points. For example, if you choose to spend 2 points in Knowledge Skills for your Bookworm and then spend another point in Knowledge Skills, you have effectively chosen to spend 3 points.

3. Choose individual skills according to the suggestions, ensuring that you select the template's essential skill.

4. Use two free attribute levels, favoring the primary and secondary attributes.

5. Select two Gifts and Faults from the suggested list.

Following are templates for each Area of Specialty. Each template includes a sample character.

Bookworm Template

Bookworms comprise the research branch, the backbone of the Society. They are fond of noting, "Nothing exists until it is recorded." While nurturing talents in the art and science of information retrieval, Bookworms do not always burrow themselves into libraries or archives. The quest for a crucial fact often necessitates forays into the field. Bookworms can come from any field of study. They possess information management skills appropriate to (rather, slightly ahead of) the time period, and some talent for *in situ* research. Bookworms are perhaps the most focused Area of Specialty.

Suggested skill point use:
2 points in Knowledge or Outré Skills
1 point in Knowledge or Investigation Skills
1 point in Athletic, Combat, or Technical Skills
1 point in Athletic, Combat, or Technical Skills

Essential Skill: Research

Suggested Skills: Academic (any), Cartography, Computing, Cryptography, Cryptohistory, Familiarity (Antiquities, Rare Books, World Libraries, &c.), Forgery, History, Religion, Language (any), Occult, Profession (Antiquarian, Archivist, Collector, Editor, Librarian, Publisher, &c.)

Suggested Attribute Focus:
Primary: Reasoning
Secondary: Perception, Resolve

Appropriate Gifts: Acute Memory, Alertness, Common Sense, Contacts, Favors Due, Intuition, Knack, Luck

Appropriate Faults: Blunt and Tactless, Combat Paralysis, Compulsion, Cowardice, Curious, Idealist, Obsession, Pain Intolerant, Physical Challenge, Unattractive

Sample Bookworm - Ésteban Alonzo

Attributes
Perception: Fair
Reasoning: Superb
Resolve: Good
Strength: Mediocre
Dexterity: Fair
Vigor: Fair

Gifts
Contacts
Knack (Trivia)

Faults
Mental Challenge (Shy)
Mental Challenge (Stubborn)

Skills
– Knowledge Skills: 3 pts. –
Area Knowledge (Near East): Fair
Familiarity (Rare Books): Good
Language (Ancient Egyptian): Fair
Language (Sanskrit): Good
Language (Sumerian): Fair
Profession (Archivist): Fair
Religion (Near East): Good
Research: Great
– Outré Skills: 1pt. (broad focus) –
Cryptography: Fair
Cryptohistory: Fair
Lock Picking: Fair
Toxicology: Mediocre
– Combat Skills: 1pt. (broad focus) –
Dodge: Fair
Firearms (Pistol): Fair
Tactics: Mediocre
Unarmed Combat: Fair

Character Creation

Story: Ésteban was born on the Mediterranean island of Majorca. Small and frail as a child, he turned to books for companionship and enlightenment, eventually becoming a youthful recluse. The time he spent with books has resulted in a deep knowledge of esoteric studies as well as the ability to uncover any fact that has been recorded by the ages. Ésteban is gifted with the ability to recall tidbits of knowledge about almost any topic under the sun – but such seemingly useless facts might come in handy someday! He has established contacts in numerous research facilities throughout the world. Ésteban is of one mind when looking for a particular fact – woe be it to the soul who tries to distract him with irrelevancies (such as flying bullets!) when he is on the trail of a critical fact. He is painfully shy.

Equipment: Ésteban wears standard attire. His prized possession is a briefcase that opens to reveal a well appointed portable desk. He carries a needler that he barely knows how to use.

Gadgeteer Template

Gadgeteers can be individuals of the inspired genius or mad scientist types. A Gadgeteer would generally have an applied science or engineering background, but a relevant trade such as clockmaker or mechanic would also be appropriate. While one might think that the practitioners of Nag Technology are likely to be ensconced in an underground workshop plying their trade, Gadgeteers are actually found in the field as often as other Nags. Their fieldwork is a combination of research for future inventions and repair of existing creations. In fact, many Nags insist that a device's inventor accompany them – in order to suffer equally from malfunctions! Gadgeteers must also have thick skin – to withstand the "constructive" criticism of their colleagues.

Suggested skill point use:
2 points in Technical Skills
2 points in Knowledge, Investigation, or Vocation Skills
1 point in Combat, Investigation, or Outré Skills.

Essential Skill: Gadgeteer

Suggested Skills: Academic (Engineering, Mathematics, &c.), Craft (Carpentry, Glassblowing, Jeweler, Metalwork, &c.), Driving, Mechanic, Profession (Clockmaker, Machinist, Professor, &c.), Research, Science (Biology, Chemistry, Mad, Physics)

Suggested Attribute Focus:
Primary: Reasoning
Secondary: Dexterity, Resolve

Appropriate Gifts: Ambidexterity, Charisma, Knack, Luck, Perfect Timing, Quick Reflexes

Appropriate Faults: Absent-minded, Blunt and Tactless, Cowardice, Perfectionist, Show-off, Unattractive



Sample Gadgeteer - Dr. Thaddeus Quigley

Attributes
Perception: Fair
Reasoning: Good
Resolve: Fair
Strength: Mediocre
Dexterity: Great
Vigor: Fair

Gifts
Charisma
Luck

Faults
Perfectionist
Show-off

Skills
– *Technical Skills: 2pts. (narrow focus)* –
Gadgeteer: Great
Lab: Fair
Mechanic: Good
– *Unusual Skills: 2 pts. (broad focus)* –
Camouflage: Fair
Demolitions: Fair
Disguise: Good

Lock Picking: Fair
Stealth: Good
Ventriloquism: Fair
– *General Skills: 1pt.* –
Archery: Fair
Persuade: Fair
Urban Survival: Fair

Story: Thaddeus Quigley, or Q, as he is known, is the archetypical gadgeteer. He creates original, functional Nag Tech that members have used with pleasure for years. Q takes inordinate pride in showing off his work, often staging elaborate demonstrations. His gadgets suffer the usual glitches, and Q enjoys good skill at repairing those that do occur. As is also common, Q is nowhere to be found when his gadgetry goes awry. Q is a master of disguise. Many a Nag has found himself in a dark moment when a shop keeper or street sweeper will suddenly reveal himself as Q, screwdrivers and wrenches at the ready.

Equipment: Q always carries a Gadgeteer's tool set and a small disguise kit. For longer stints in the field, he will have a portable lab and portable accommodations. Q will always have a variety of Nag Tech on hand in various stages of completion and quality. He defends himself with a one-handed crossbow that shoots tranquilizer darts.

Hack Template

Hacks are the Society's public face and must be adept at communicating. They write for a periodical with strict deadlines but a publication date ten years hence – artistry as well as prevarication are important. Hacks possess writing and communication skills, investigative techniques, and an unflappable time sense that enables them to face editors who shout (in March of 1908), "I need that story on Aztecs for the May 1918 issue *yesterday!*" The hack's close cousin is the PhotoHack – a photojournalist.

Suggested skill point use:
2 points in Investigation or Vocation Skills
1 point in Investigation, Knowledge or Social Skills
1 point in Athletic, Combat, Knowledge, Outré, Social, or Technical Skills
1 point in Athletic or Combat Skills

Essential Skill: Art (Writing), Profession (Journalism), or Photography

Suggested Skills: Area Knowledge, Bargain, Diplomacy, Discern, Disguise, Dissemble, Flirt, Interrogate, Persuade, Research, Stealth, Surveillance

Suggested Attribute Focus:
Primary: Perception
Secondary: Reasoning, Resolve

Appropriate Gifts: Acute Memory, Acute Sense, Alertness, Attractive, Charisma, Intuition, Luck, Perfect Timing, Privileged Upbringing

Appropriate Faults: Addiction, Curious, Impulsive, Mental Challenge (Shy, Vain), Show-off

Sample Photo-Hack - Lady Hélène Bideux

Attributes
Perception: Great
Reasoning: Good
Resolve: Fair
Strength: Poor
Dexterity: Good
Vigor: Fair

Gifts
Acute Sight
Alertness

Faults
Blunt and Tactless
Show-off

Skills
– *Vocation Skills: 2pts. (broad focus)* –
Animal Handling: Fair
Games (Whist, Baccarat, Parlor Games): Fair
Familiarity (Art History): Fair
Familiarity (Modern Art): Good
Legerdemain: Fair
Photography: Good
– *Social Skills: 1 pt. (broad focus)* –
Bargain: Fair
Interrogate: Fair
Persuade: Fair
Savoir-Faire: Mediocre
– *Athletic Skills: 1pt. (broad focus)* –
Climbing: Mediocre
Riding (Horse): Fair
Survival (Urban): Fair
Tracking: Fair
– *Combat Skills: 1pt. (narrow focus)* –
Tactics: Mediocre
Thrown Knife: Good

Story: Lady Hélène is one of those Nags who uses her notoriety to conceal her activities for the Society. Lady Hélène was and is a slightly eccentric French aristocrat of an old, penurious family. She is well known for her habits of unaccompanied travel and her fanaticism about the new process called "photography." Lady Hélène typically accosts anyone she meets with a request to sit for her. She is seen as a harmless eccentric and is most

often indulged by friends and strangers alike. Lady Hélène is, in fact, an extremely skilled photographer, and between her snapshots has recorded some seminal images for the Society. She is equally at home in the city and the wild.

Equipment: Lady Hélène habitually wears a hodge-podge of adventurous and formal attire. She carries a number of cameras, all Nag Technology, all disguised to appear as standard photographic equipment. Among her bundles and crates are a portable developing lab and a wireless set. She conceals a balanced throwing knife in her clothing.

Hero Template

A sly designation that should be accompanied by a wink and a nudge, Heroes are the Society's workhorses. Heroes are not unintelligent, but rather more comfortable with tactics and strategy than research or diplomacy. They are also responsible for ensuring that the curiosity of the other AOS's does not compromise Society discretion. Heroes are recruited from the military, police, or other military-type backgrounds. As the glue that sticks successful Nag Ops together, Heroes need to be extremely well rounded. During a single adventure, a Hero may be called upon to handle conflict, extricate colleagues from peril, and convince bystanders that there's nothing to see here, folks.

Suggested skill point use:
2 points in Combat Skills
1 point in Athletic or Combat or Technical Skills
1 point Athletic or Investigation or Technical Skills
1 point in Investigation or Social Skills

Essential Skill: Any combat skill

Suggested Skills: Acrobatics, Archery, Area Knowledge, Camouflage, Demolitions, Dodge, Driving, Firearm, Pilot, Survival, Tracking, Unarmed Combat

Suggested Attribute Focus:
Primary: Strength, Dexterity
Secondary: Vigor, Resolve

Appropriate Gifts: Alertness, Ambidexterity, Combat Reflexes, Damage Resistance, Danger Sense, Pain Tolerance, Quick Reflexes, Rapid Healing

Appropriate Faults: Blunt and Tactless, Compulsion, Enemy, Impulsive, Mental Challenge (Stubborn, Vain), Obsession, Quixotic, Show-off, Temper.



Sample Hero - Sunita Rao

Attributes
Perception: Fair
Reasoning: Mediocre
Resolve: Good
Strength: Good
Dexterity: Good
Vigor: Fair

Gifts
Alertness
Combat Reflexes

Faults
Enemy
Quixotic

Skills
– Combat Skills: 2pts. (broad focus) –
Blowgun: Good
Dodge: Fair
Firearms (Pistol): Good
Quick Draw: Fair
Tactics: Fair
Unarmed Combat: Fair

– *Athletic Skills: 1 pt. (broad focus)* –
Acrobatics: Fair
Diving: Mediocre
Survival (Jungle): Fair
Tracking: Fair
– *Investigation Skills: 2 pts. (broad focus)* –
Camouflage: Good
Lock Picking: Fair
Stealth: Good
Surveillance: Fair
Traps: Fair
Ventriloquism: Fair

Story: Rao has an interesting background that demonstrates the variety of relevant experience for a prospective Nag. She grew up in India under the British Raj. From an early age she was witness to the abuses of Imperialism, and, in fact, saw the murderers of her parents go free under English law. Rao disguised herself as a man and joined an Indian resistance group. Rao became expert at guerrilla tactics, survival in the wild, and learned how to set some nasty traps. When the Society became aware of her, it recognized a potential ally in its mission to preserve the mysteries of the Indian subcontinent. Despite her new benefactor, Rao still has enemies among the more unsavory imperialist leaders.

Equipment: Rao wears adventurous attire of her own design – loose-fitting, androgynous clothes inspired by traditional Indian garb. She carries a blowpipe and pistol at all times. She carries a machete tucked into her belt. Rao is able to fashion traps from materials at hand.

Preservationist Template

Preservationists come in two flavors: Green and Red. The former emphasize the protection of nature above humans, while the latter reverse these priorities. The two groups are not in open conflict within the Society (although discussions can be heated); rather, they try to complement one another. Preservationists of either variety combine theoretical scientific knowledge (which may have been gained in academia or in the field) with practical expertise in engaging the mysteries of Terra Incognita.

Green Preservationists are concerned with preserving individual flora and fauna, as well as entire ecosystems. They have an understanding of "the big picture" – what impact the industrial revolution had upon the Earth, for example. Greens have science backgrounds, with possible foci on botany, zoology, ecology, or meteorology. It is also possible to specialize in Submarine Preservation. Green Preservationists possess knowledge of their subject matter, survival skills for their regions, and diplomacy or information-dissemination techniques. As always, they are extremely discreet in their work.

Red Preservationists are interested in preserving evidence and artifacts of lost cultures, and safeguarding the way of life of those that are extant. Their work involves spending time with a culture without influencing it with outside ideas. Red preservationists have backgrounds in anthropology or archæology, survival skills in the appropriate environments, and communication skills for work with existing cultures.

Suggested skill point use:
2 points in Knowledge Skills
1 point in Athletic or Vocational Skills
1 point in Athletic, Investigation, or Vocational Skills
1 point in Combat, Investigation, or Outré Skills

Essential Skill: Science (Anthropology, Archaeology, Biology, Botany, Meteorology, Paleontology)

Suggested Skills: Animal Handling, Archery, Area Knowledge, Bargain, Blowgun, Camouflage, Diplomacy, Disguise, Language (any), Meditation, Oratory, Riding, Survival, Tracking, Traps

Suggested Attribute Focus:
Primary: Reasoning
Secondary: Vigor, Perception

Appropriate Gifts: Absolute Direction, Acute Sense, Adaptability, Alertness, Animal Empathy, Charisma, Contacts, Intuition

Appropriate Faults: Combat Paralysis, Cowardice, Curious, Dependent, Mental Challenge (Idealist, Perfectionist, Shy, Stubborn), Quixotic, Unattractive

Sample Preservationist – Winston Higgins

Attributes
Perception: Fair
Reasoning: Great
Resolve: Fair
Strength: Mediocre
Dexterity: Fair
Vigor: Good

Gifts
Alertness
Animal Empathy

Faults
Dependent
Mental Challenge (Stubborn)

Skills
– *Knowledge Skills: 2pts. (broad focus)* –
Area Knowledge (American West): Fair
Cartography: Fair
Language (Spanish): Fair
Medicine (Traditional): Good
Religion (Western Indian): Fair
Science (Biology): Good
– *Athletic Skills: 1 pt. (broad focus)* –
Boating: Mediocre
Riding (Horse): Fair
Survival (Wilderness): Fair
Tracking: Fair
– *Vocation Skills: 1 pt. (broad focus)* –
Animal Handling: Fair
Animal Training: Fair
Art (Storytelling): Fair
Craft (Western Indian Crafts): Mediocre
– *Outré Skills: 1pt. (broad focus)* –
Cryptozoology: Fair
Hypnotism: Fair
Meditation: Fair
Toxicology: Mediocre

Story: Higgins grew up in the American West, disdaining modern culture and what it had to offer. He was an autodidact, never attending any formal school beyond elementary education. Higgins spent many years wandering the wilderness, living alone, communing with the natural world. He is gifted with animals and knows North American plants better than many professional scientists. His rambles through the wilderness have afforded him some experience with the outré fauna of Terra Incognita. Higgins will always have about him some dependent animal that he is nursing back to health – usually the victim of human cruelty. Higgins could specialize in either Green or Red Preservation.

Equipment: Higgins wears adventurous attire that he fashions himself. He has a bag of healing plants that afford him +1 for Medicine (Traditional) skill rolls. He has a backpack that contains Spartan accommodations and other odds and ends. He is one of the rare Nags who tends to disdain the use of Nag Tech.

Snoop Template

Snoops are investigators who specialize in a particular field – often biology, archæology, anthropology, or meteorology – and pursue research in the field. They differ from Preservationists in that they account for the "little picture" – the minutiae, the details that might seem unimportant. Snoops differ from Bookworms in that their research is with the history yet to be recorded. Snoops generally have specializations, refined reconnaissance skills, and some talent for surviving in the field.

Suggested skill point use:
2 points in Investigation, Knowledge, or Outré Skills
1 point in Investigation, Knowledge, or Outré Skills
1 point in Athletic, Social, or Technical Skills
1 point in Combat, Social, or Vocation Skills

Essential Skill: one area of expertise

Suggested Skills: Academic (any), Area Knowledge, Bargain, Cartography, Computing, Cryptography, Cryptohistory, Cryptozoology, Familiarity (any), Interrogate, Language (any), Occult, Research, Science (any)

Suggested Attribute Focus:
Primary: Perception
Secondary: Reasoning, Resolve

Appropriate Gifts: Absolute Direction, Acute Memory, Acute Sense, Alertness, Contacts, Damage Resistance, Danger Sense, Favors Due, Intuition, Luck, Privileged Upbringing

Appropriate Faults: Addiction, Combat Paralysis, Cowardice, Curious, Enemy, Favors Owed, Obsession, Mental Challenge (Perfectionist)

Sample Snoop - Yuan Min

Attributes
Perception: Superb
Reasoning: Fair
Resolve: Fair
Strength: Mediocre
Dexterity: Fair
Vigor: Fair

Gifts
Alertness
Contacts

Faults
Curious
Physical Challenge (Clumsy)

Skills
– *Outré Skills: 2 pts. (broad focus)* –
Cryptography: Fair
Cryptozoology: Fair
Hypnotism: Good
Occult: Good
Research: Fair
Thanatology: Fair
– *Knowledge Skills: 1 pt. (broad focus)* –
History (Chinese): Fair
Religion (Chinese): Fair

Science (Paranormal): Fair
Science (Psychology): Mediocre
– *Investigation Skills: 1pts. (broad focus)* –
Discern: Fair
Disguise: Mediocre
Surveillance: Fair
Tracking: Fair
– *Combat Skills: 1pts. (broad focus)* –
Archery: Fair
Pistol: Fair
Rifle: Fair
Unarmed Combat: Mediocre

Story: Yuan had her first experience with the paranormal at a young age – filled with her grandmother's stories about ghosts, young Min saw a spirit lingering near her home. Curiosity piqued, Yuan interviewed her family and neighbors until she was able to uncover the ghost's history. Since then, Yuan has conducted a personal study of paranormal science, the occult, and the dark recesses of the mind. At the same time, she learned to defend herself fairly well with several weapons and miserably with martial arts.

Equipment: Yuan wears traditional Chinese clothing. She carries a portable examination kit for collecting and examining evidence of the supernatural. She also carries a really big gun (for defensive purposes). Yuan favors a handheld version of the Nag Writer with a built-in wireless set (like a modern wireless palmtop PDA) for recording notes in the field and reporting back to her home campus.

Fudge Points

Game masters employ Fudge Points (FP) as a flexible reward to players for inspired roleplaying and successful completion of challenges. Players may use FP in a variety of manners in ***Terra Incognita***. For example, your Nag may require a little luck to extricate himself from a sticky situation. You may spend FP to fudge a die roll, to purchase occasional abstinence from a fault, or to negate wounds. You may also reserve Fudge Points to improve your Nag's current traits or to add new ones. You should always confer with your game master before assuming you can do something with Fudge Points.

During Adventures

During adventures, you may decide to use Fudge Points to influence the results of die rolls or to avoid using dice altogether. All of the following suggestions are subject to GM approval.

You can spend one FP to accomplish an unopposed action automatically and with style.

You can spend one FP to alter a die roll one level up or down as desired. The die roll can be either one you make or one the GM makes that directly concerns your character.

You can spend one FP to purchase abstinence from your character's fault. This is essentially the same thing as spending one FP for a successful Resolve roll. However, if you make you character abstain from his disadvantages too often, the GM might decide to penalize you for poor roleplaying.

Our friend Cecil St. John-Smythe, curious to a fault, might expend one Fudge Point to avoid exploring an ancient ruin at an inopportune moment. However, if he comes back to the site later even though it is inconvenient, the GM may decide to reward Cecil's player by restoring the point.

You can spend one FP to declare that wounds are less serious than they appear – lower a particular wound sustained by one level (Hurt become a Scratch, &c.). Refer to the section on wounds (pages 47-49) to make more sense of this.

You can spend one (or possibly more) Fudge Points to get an automatic +4 result, without having to roll the dice.

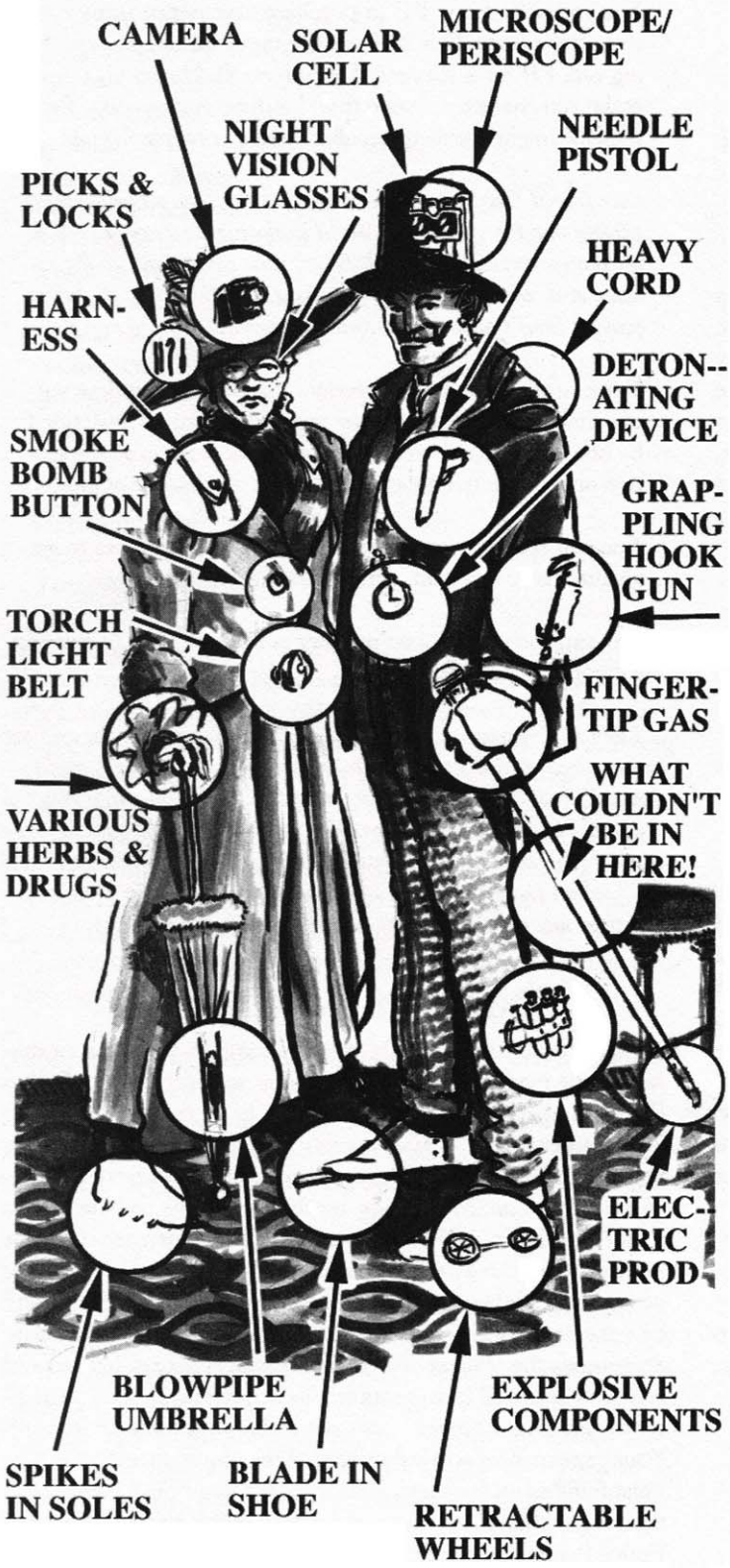
You can spend a GM-set number of Fudge Points to ensure a favorable coincidence.

Lady Hélène was in the right place at the wrong time. She and her camera have ended up in police headquarters as witness and evidence. If the police were to develop the plate in her camera, a Nag Op of great delicacy would be exposed. Perhaps one of the guards turns out to be her cousin – and lets her leave quietly with the evidence! This option should cost a lot of Fudge Points, except in certain genres where bizarre coincidences are the norm.

Character Development

Character creation is only the beginning of your relationship with your Nag. You may also choose to reserve your Fudge Points, dodging the darts of fate, for the purpose of character development. The NAGS Society provides extensive training for its members in order to ensure they function at peak efficiency and discretion. Most Nags use the time between Nag Ops to hone their initial talents and to fill skill deficiencies. Consult with the game master to determine if the training your Nag desires is available at his home campus. Sometimes things will be easy and your Nag will be able to proceed expeditiously. Sometimes the teacher of a particular skill is not readily at hand and your Nag will have to travel. You may find that the character development process turns out to be an adventure in itself. Your game master will inform you of the requirements your Nag must fulfill to increase a trait or develop a new one. Courage, fortitude, and discretion, combined with a few of those well earned Fudge Points, result in a stronger Nag.

Common NAGS Equipment



The Well Dressed Nag

Personal wealth plays an insignificant role in the world of Nags. Members find all amenities available at Society campuses and receive an expense account for purchases in the field. The Society provides individual Nags with all equipment necessary for a successful operation.

There are two philosophies that your GM might adopt concerning equipment, depending upon the type and style of campaign. In the **realistic mode,** the players select their complement of equipment and record each item on their Character Records. Characters may only use items that are listed on the record. Alternatively, the GM and players might prefer to play in **adventure mode.** Players could pick out a few major items before commencing an adventure, and then play begins. In the style of movies and adventure fiction, each Nag always seems to possess the needed items – within reason. A creative player will enjoy describing the perfect knick-knack that his character just happens to have tucked in a jacket pocket.

The following list describes typical equipment issued to Society members for Nag Ops. The game master and players can add details to equipment if desired (specifying a particular make and caliber of weapon, for example).

Amenities

These items, while in some ways superfluous, can make all the difference in a successful Nag Op. Use of these items may afford a positive modifier for some skill rolls, at the GM's discretion.

Accommodations, portable: In order to survive in the field in comfort, a Nag requires suitable living quarters and amenities. Deluxe quarters include a sizeable tent, cooking kit, cot, toiletry items, writing desk, &c. Such quarters pack up in several trunks and bundles, requiring a means of transport. The Spartan version includes a small tent, essential cooking gear, and a sleeping bag, all in a backpack with frame.

Attire, adventurous: Nags affect slightly passé fashions in order to fade into the background. However, Nags also require a quantity of bottomless pockets in order to store all of the gewgaws that ensure a successful operation. Such outfits might include essential accoutrements such as a pith helmet, walking stick or umbrella, riding crop, pince-nez, pocket watch and fob, &c.

Attire, formal: During Society Operations, "the field" does not always indicate the untamed portions of the globe. Sometimes a crucial clue can be uncovered only at an urban cocktail party or during a night at the opera. Nags are trained to survive in formal soirées as well as barren wastes.

Many a Nag carries a rucksack that disgorges a variety of appropriate formal attire, miraculously fresh and unwrinkled.

Desk, portable: An elegant and effective piece of furniture for conducting correspondence or composing reports in the field. Includes a variety of writing implements and stationery, envelopes, sealing wax, string, &c. Generally appears as an elegant yet solidly constructed box, approximately 36" wide by 12" deep and tall, with a front door that folds down to create a writing surface. Interior comprises innumerable pigeonholes, drawers, compartments, shelves, &c.

Gas mask: Nags must occasionally pass into areas in which the atmosphere is noxious or otherwise unbreathable. Under these circumstances Nags employ gas masks and other protective gear in order to ensure their safety. Such masks are often compact and can thus be carried in a concealed compartment until required.

Gramophone, portable: Plays records or (for early models) wax cylinders. Employed for entertainment, or possibly to perpetrate a ruse – broadcasting a certain sound effect or someone's voice. Must be hand-cranked periodically, unless some clockwork power source is manufactured.

Survival kit: A kit with items to facilitate survival in various hostile environments. Contents of individual kits will vary, but often include dried foods, basic cooking implements and sleeping gear, a first aid kit, a small defensive weapon (dagger or blowgun), lightweight thermal undergarments, a snorkel and goggles, &c. The GM might require the player to specify items, or the kit could contain a few surprises when employed. Possession of such a kit might afford positive modifiers to Survival skill rolls.

Reference

Society members refer to several important reference works with regularity. Such volumes will be well thumbed and dog-eared.

Archæological Anomalies by Emil Franklin. The essential treatise on strange and mysterious locations throughout the globe. Some of the locales detailed within are well known to the world at large, while many are recognized for their true import only by the Society.

Cartography in Crisis by Samovar. A thick tome that new recruits must wade through in order to eradicate naïve preconceptions about how our world has been depicted. The Society regards the maps drawn by laymen as crude caricatures scrawled by children. The Society considers cartography as an art form requiring passion and skill, and its maps are intricate, nearly inconceivable works of art.

Geology of Wonder by Constance Pill. The Society itself possesses only a rudimentary understanding of the true nature of the Earth. Some, following Professor Challenger, believe that it is, in fact, a complex living organism. Others hold that it is honeycombed with hidden depths and might harbor races about whom we surface crawlers yet know nothing. Pill explores myriad theories, conventional and outré, without herself rendering a definitive verdict.

NagSpeak: A Primer, edited by Li Xiaowen. A compilation of pithy koans and aphorisms that define the Nag experience. Oft quoted by Heroes in the field.

Scientific Equipment

Nags will often require a variety of portable yet reliable scientific apparati in order to execute Nag Ops effectively. Use of these tools would most likely afford positive modifiers to appropriate skill rolls.

Archæologist's tools: A standard issue toolkit includes a variety of small picks, brushes, trowels, &c., as well as pouches for collecting samples, labels for identification, and a notebook for recording critical information about artifacts. Such tools have not changed much through the years (save for the removal of dynamite from the repertoire).

Binoculars: An invaluable assistant in making that which is distant observable without interference. Specially modified pairs can be combined with a camera to create a telephoto lens.

Camera: When one's intent involves documentation and preservation, a camera is often the most important tool. Society members pioneered the use of photographic technology, from the earliest Daguerreotype to modern digital equipment. Nags are expert at capturing the moment on film and can develop plates in the field when required. Standard Society photographic equipment will be slightly ahead of the time period in which it is found. See the following section on Nag Technology for information regarding the "cutting edge."

Developing lab, portable: It is occasionally necessary to develop photographic plates in the field. This portable lab provides all the necessary chemicals and apparatus for developing plates, including tools for touching up and altering prints.

Dissecting lab, portable: Sometimes the only means of preserving a specimen is through gathering information and understanding. This kit allows a medically trained Nag in the field to perform detailed autopsies on expired organisms. Includes tools for the procedure as well as containers for collecting and preserving samples and specimens.

Doctor's black bag: Extremely useful for administering medical care to members in the field. Such a kit allows a properly

trained user to stabilize a wounded individual and, with time, to restore the soul to health.

Forensic evidence kit: A comprehensive kit for collecting evidence in a particular location. Includes devices for collecting fingerprints and fiber samples, plaster for taking imprints of footprints or tire tracks, &c.., &c. When combined with a Nag Tech communications array (a personal Babbage engine, for example) the Nag may draw upon a Society database of records.

Gadgeteer's toolkit: Not a Nag Tech gadget *per se*, but essential for Nags who desire to create gadgetry on the go. Toolkits vary in composition according to the style of the inventor, but will generally include a number of standard and strange tools, wires, gears, dials, springs, and possibly beakers, Bunsen burners, Jacob's ladders, &c.

Laboratory, portable: A general-purpose apparatus, the portable lab allows the performance of a variety of scientific inquiries and explorations while in the field. A user might synthesize a chemical, identify a substance, or isolate the cause of an event. A standard issue kit does not allow the creation of Nag Tech gadgetry – see the following section.

Tools

Nags in the field require a variety of mundane tools. Use of such tools will probably afford positive modifiers on appropriate skill rolls.

Axe: A useful implement for cutting wood, clearing brush, and, in a pinch, defending oneself.

Blowtorch: On occasion, only brute force will suffice. This compact device produces a flame capable of welding two pieces of metal or cutting through a metal surface. Might be used as a close-range weapon in a pinch.

Climbing equipment: Necessary gear for ascending or descending a steep incline. Includes gloves, rope, pitons, grapnel, spikes, &c.

Compass: Useful for determining one's orientation with regard to magnetic North. In the modern day, the simple compass yields to the Global Positioning System. A simple compass may still be necessary in the event of a technology failure.

Explosives: From as simple as a stick of dynamite to as high tech as explosive paste, demolitions are used as a last resort by Nags in the field.

Lock pick set: Enhances a properly trained Nag's success in opening locks on doors and safes. Generally the tools are in a small velvet pouch that might be concealed in a coat pocket.

Light source: Possibilities include a flashlight or torch, lantern, miner's lamp, &c.

Machete: Useful for clearing brush, chopping vines, cleaving coconuts, and, when necessary, defending oneself.

Tool kit: Comprises an assortment of useful tools and implements, including rope, wire, hammer, saw, pliers, screwdriver, &c. Can be employed to repair or construct items. Gadgeteers will require a special set of tools to repair or create Nag Technology.

Weapons

While combat is strenuously avoided by members executing Nag Operations, prudence dictates that Nags carry some form of martial implements for self-defense. Most Nags also wield some form of Nag Tech weapon that tranquilizes rather than injures.

Archaic weapon: Nags will sometimes run across an opponent wielding (or will wield themselves) an archaic weapon such as a sword, polearm, battle axe, &c. Items of recent construction will function as expected, although the wielder probably will not be trained in its use. Antique weapons will generally be of inferior quality, resulting in a penalty and possibly breaking during use.

Automatic weapon: A machine gun, submachine gun, or other weapon that fires multiple shots while one holds down the trigger. Refer to the section on combat for how to determine hits and damage for such weapons. Infrequently utilized by Nags.

Dagger: A small, concealable blade that can menace, cut bindings, and inflict minor damage.

Handgun: Comes in three varieties – small, medium, and large – roughly correlating to .22, .38, and .45 caliber weapons. A plethora of manufacturers, calibers, and physical lengths are possible. Players can specify as completely as desired. Might also include a silencer to muffle sound when firing.

Missile weapon: A bow, crossbow, sling, bolo, &c. If an antique version, will receive a penalty due to inferior quality. Refer to the section concerning ranged combat for a discussion of using missile weapons.

Rifle: Player can specify the exact model and caliber, if desired.

Shotgun: Player can specify the exact model and bore, if desired. Some villains might have sawed off the barrel to conceal the weapon more effectively. See combat rules for the effects of such modification on accuracy.

Whip: Somewhat ineffective, yet a classic pulp-heroic weapon. Inflicts some damage; might also entangle opponent temporarily or disarm someone.

Equipment Prices

The Society issues discretionary funds in order for Nags to acquire items in the field. The following list details articles of sturdy construction and sensible quality, in both American dollars and English pounds, during the1890's and 1930's. If Nags require an item not present, the game master may extrapolate the price from similar items on the list.

During the ***Terra Incognita*** time period, the following equivalencies were reasonably accurate:

1 pound (£1) = 5 dollars ($5.00)
1 shilling (1 s.) = 25 cents ($0.25)
1 penny (1 d.) = 2 cents ($0.02)

Unlike the American dollar, English currency of this time was not decimalized. The pound was divided into 20 shillings, and each shilling was divided into 12 pence. Each pound therefore equals 240 pence. The cost of some luxury items is expressed in guineas, equal to one pound and one shilling. Prices in shillings and pence are written without abbreviations and are separated by a slash pronounced as "and." *Conklin's Handy Manual*, for example, costs 2/5 ("two and five"), or two shillings and five pence.

	1890's		1930's	
	Dollars	**Pounds**	**Dollars**	**Pounds**
Quotidiana				
Accommodations, sensible (per night)	$2.00	8 s.	$4.50	15 s.
Beer, pint	$0.05	2 d.	$0.20	6 d.
Cigar (2)	$0.25	12 d.	$0.22	11 d.
Cigarettes (pack)	$0.10	5 d.	$0.15	8 d.
Cocktail	$0.20	10 d.	$0.25	13 d.
Coffee, royal blend (1 lb.)	$0.30	1/3	$0.36	1/6
Conklin's Handy Manual of Useful Information	$0.60	2/5	n/a	n/a
Dictionary	$1.68	2 s.	$6.50	£1 10 s.
Encyclopædia Britannica (set)	$19.95	£4	$49.00	£10
Flat, furnished (rent per month)	$16.00	£3 4 s.	$25.00	£5
Globe	$8.75	£1 15 s.	$16.75	£3 7 s.
House (rent per year)	$600.00	£120	$1,000.00	£200
Matinee	n/a	n/a	$0.10	5 d.
Meal	$0.75	3 s.	$1.50	8 s.
Newspaper	$0.02	1 d.	$0.05	2 d.
Novel	$0.50	2 s.	$0.50	2 s.
Office space (rent per month)	$10.00	£2	$20.00	£4
Phone call (3 min.)	$0.05	2d.	$10	5 d.
Pipe	$0.75	3 s.	$1.50	6 d.
Playing cards, "Tally Ho #9"	$0.17	4d.	$0.25	1 s.
Postage (2 oz.)	$0.05	2d.	$0.03	1 d.
Pulp magazine	n/a	n/a	$0.10	5 d.
Shave and haircut	$0.25	1 s.	$0.75	3 s.
Tea, extra choice (1 lb.)	$0.25	1 s.	$0.66	2/8
Telegram (for 12 words/per additional word)	$0.12/$0.01	6d./1/2d.	$0.25/$0.02	1 s./ 1 d.
Ticket, theater	$3.00	12 s.	$7	£1 12 s.
Whisky (1 bottle)	$1.00	4 s.	$3.50	14 s.
Wine (1 bottle)	$1 50	6 s.	$2.75	11 s.
World Atlas	$2.75	11 s.	$5.25	£1 1 s.

(continued...)

Equipment Prices (continued)

	1890's		1930's	
	Dollars	**Pounds**	**Dollars**	**Pounds**
Transportation				
Bicycle	$43.00	£7	$17.50	£3 10 s.
Bus fare	$0.05	3 d	$0.05	2 d.
Cab (per person/per mile)	$0.25	1 s.	$0.15/$0.25	9 d./1 s.
Passage (US-England-1 way)	$75.00	£15	$125.00	£25
Train (100 miles)	$1.50	8 s.	$4.00	16 s.
Underground	n/a	2d.	$0.05	3 d.
Equipment				
Alarm clock	$1.40	5/8	$2.00	8 s.
Bag	$3.50	14 s.	$1.50	6 s.
Battery (dry cell)	$0.70	2/10	$0.35	1/5
Boat, folding canvas	$35.00	£7	$39.00	£8
Camera, Kodak Brownie	n/a	n/a	$2.50	10 s.
Camera, standard	$20.40	£4 2 s.	$20.00	£4
Camp cooking equipment	$9.00	£1 16 s.	$8.48	£1 14 s.
Chain, 50 feet (1/4 inch)	$4.00	16 s.	$7.60	£1 10 s.
Compass, pocket	$1.10	4/5	$2.00	8 s.
Drawing implements in leatherette case	$1.70	6/10	$10.00	£2
Electric motor	$4.90	£1	$1.95	7/10
Field glasses	$5.25	£1 1 s.	$40.00	£8
Film (48 exposures)	$2.85	11/5	$2.40	9/8
Film developing kit	$2.35	9/5	$8.95	£1 15 s.
Flashlight/electric torch	n/a	n/a	$2.50	10 s.
Gas mask	n/a	n/a	$15.00	£3
Geiger counter	n/a	n/a	$150.00	£30
Graphophone/phonograph	$35.00	£7	$19.95	£4
Graphophonic recording/record	$0.50	2 s.	$0.79	3/2
Lantern, police	$0.60	2/5	$2.59	6/4
Laudanum (1 oz.)	$0.10	5 d.	n/a	n/a
Magic lantern	$3.00	12 s.	n/a	n/a
Makeup kit	$2.50	10s.	$5.00	£1
Medical kit	$10.00	£2	$20.00	£4
Microscope	$34.50	£7	$6.00	£1 4 s.
Movie camera, wind up, and projector	n/a	n/a	$13.75	£2 15 s.
Movie film (3 minutes)	n/a	n/a	$1.00	4 s.
Old Reliable Hair and Whisker Dye	$0.40	1/8	$0.75	3 s.
Opera glasses	$2.00	8 s.	$13.50	£2 14 s.
Ouija board	n/a	n/a	$0.95	4 s.
Quinine pills (100)	$0.24	1 s.	$0.50	2 s.
Radio	n/a	n/a	$39.85	£8
Rope, 50 feet (1/2 inch diameter)	$0.16	8 d.	$1.00	4 s.
Saddlebags	$2.90	11/8	$11.00	£2 4 s.
Shortwave radio	n/a	n/a	$14.70	£2 19 s.
Shovel	$5.50	£1 2 s.	$2.00	4 s.
Sleeping bag, arctic	$13.00	£2 12 s.	$2.00	8 s.
Slide rule	$0.25	1 s.	$0.50	2 s.

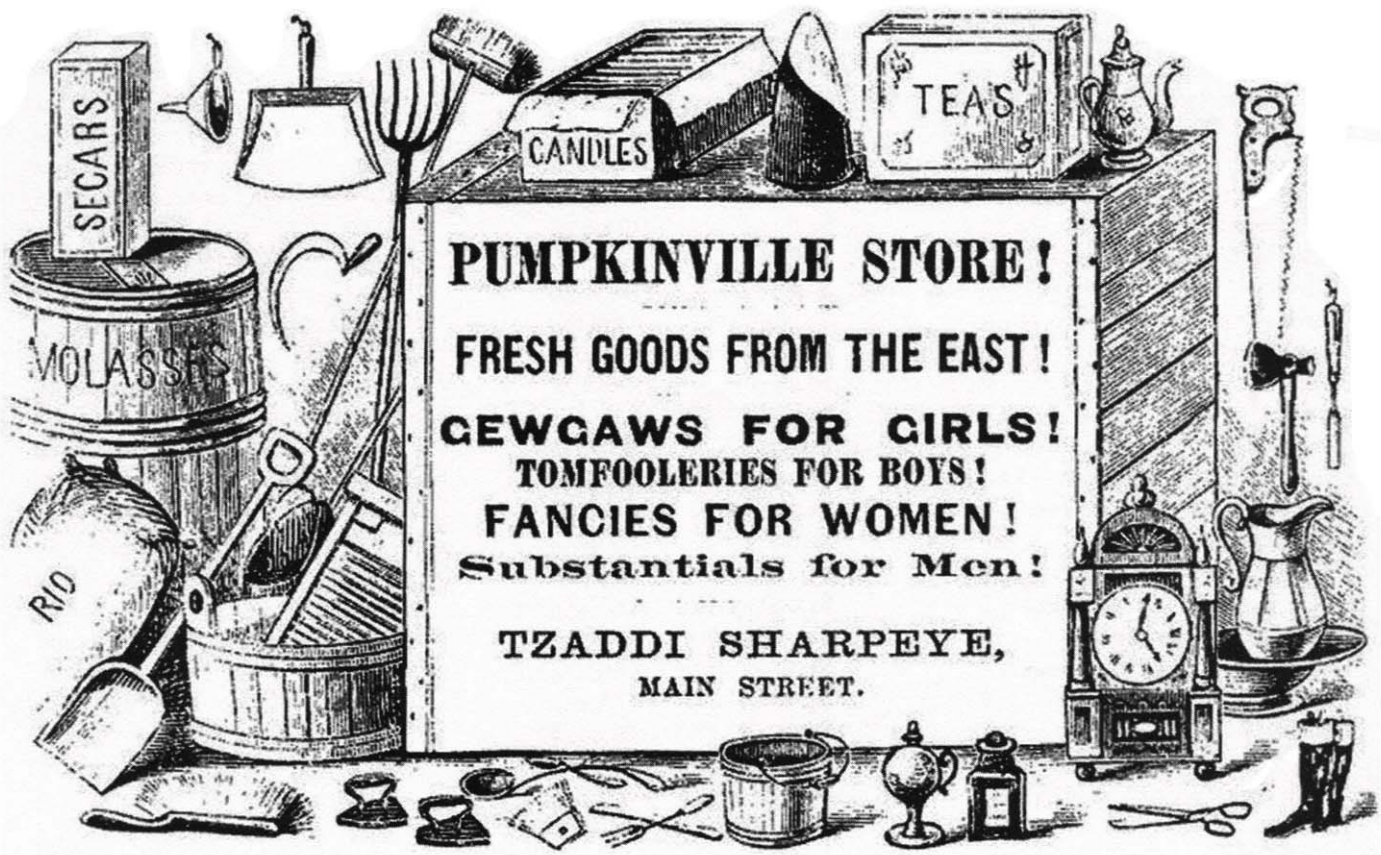
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	1890's		1930's	
	Dollars	**Pounds**	**Dollars**	**Pounds**
Spyglass	$4.00	16 s.	$30.00	£6
Stereoscope	$0.25	1 s.	n/a	n/a
Suitcase	$5.25	£1 1 s.	$9.95	£2
Surveyor's equipment	$75.00	£12	$142.50	£28 10s.
Syringe, nickel plated in morocco case	$2.00	8 s.	$3.75	15 s.
Telegraph outfit	$3.00	12 s.	n/a	n/a
Tent	$4.25	17 s.	$4.95	£1
Tool kit, electrician's	n/a	n/a	$30.00	£6
Tool kit, mechanic's	$14.00	£2 16s.	$15.00	£3
Trunk	$5.18	1 guinea	$10.00	£2
Typewriter	$11.00	£2 4s.	$39.90	£8
Clothing and Personal Effects				
Boots, men's and women's	$2.98	12 s.	$5.00	£1
Cane	$0.43	2s.	$1.00	4 s.
Carter's Little Liver Pills	$0.25	1 s.	n/a	n/a
Chaps	$8.50	£1 14 s.	$8.00	£1 12 s.
Collars (1 dozen)	$1.40	5/7	n/a	n/a
Cologne (2 oz.)	$0.35	1/5	$0.60	2/5
Corset	$0.75	3 s.	$1.00	4 s.
Cuffs (6 pair)	$1.00	4 s.	n/a	n/a
Curling iron	$0.10	5 d.	$0.25	1 s.
Denim overalls, without bib	$0.35	1/5	$0.85	3/5
Dr. Rose's French Arsenic Complexion Wafers	$0.40	1/7	n/a	n/a
Dress	$4.00	16 s.	$2.98	12 s.
Evening gown	$75.00	15 guineas	$45.00	£9
Gloves	$0.95	4 s.	$0.79	3 s.
Hair restorer, *Ayer's Hair Vigor* (1 bottle)	$1.00	4 s.	$0.79	3/2
Hat, derby or sportsman's	$1.50	6 s.	$5.00	£1
Hat, women's	$2.50	10 s.	$5.00	£1
Helmet, pith	$1.00	4 s.	$1.00	4 s.
Jacket, leather	$4.00	16 s.	$9.00	£1 16 s
Mackintosh, men's or women's	$4.85	19/7	$9.00	£1 16 s.
Necktie	$0.25	1s.	$0.23	1 s.
Overcoat, men's or women's	$9.50	2 guineas	$10.00	2 guineas
Parasol	$1.65	6/7	$3.00	12 s.
Perfume, *Queen Victoria* (2 oz)	$0.48	2 s.	$1.00	4 s.
Razor	$1.00	4 s.	$0.35	1/5
Shirt, men's	$0.95	3/10	$2.48	8 s.
Shirt, women's	$0.25	1 s.	$0.50	2 s.
Shoes, men's	$1.75	7 s.	$4.00	16 s.
Shoes, women's	$2.85	11/5	$5.25	1 guinea
Smoking jacket	$5.25	1 guinea	$10.00	£2
Spectacles, clear or smoked glass	$1.00	4 s.	$1.90	7/7
Suit, men's or women's	$9.00	£1 16 s.	$16.50	3 guineas
Sweater, wool	$1.25	5 s	$1.88	7/6
Trousers	$3.00	12 s.	$5.25	1 guinea
Umbrella	$1.35	3s.	$2.75	7 s.
Vest	$2.25	9 s.	$4. 25	17 s.
Watch, pocket or wrist	$9.50	£2	$5.90	£1 3 s.

(continued...)

Equipment Prices (continued)

	1890's		1930's	
	Dollars	**Pounds**	**Dollars**	**Pounds**
Weapons				
Ammunition, large pistol (100 rounds)	$0.80	3 s.	$8.60	£1 14 s.
Ammunition, large rifle (100 rounds)	$1.57	6 s.	$7.60	£1 10 s.
Ammunition, shotgun (100 rounds)	$2.20	8s.	$5.00	£1
Ammunition, small pistol (100 rounds)	$0.46	2s.	$2.50	10 s.
Ammunition, small rifle (100 rounds)	$0.58	3s.	$0.48	2 s.
Bulletproof vest	n/a	n/a	$30.00	£6
Dagger	$1.50	6 s.	$2.50	10 s.
Derringer	$5.15	£2	$15.00	£3
Foil (pair)	$2.25	9 s.	$50.00	£10
Handcuffs	$3.75	16 s.	$2.00	8 s.
Holster, shoulder	$0.60	2/5	$1.50	6 s.
Pistol, large caliber	$13.75	£4	$40.00	£2–6s.
Pistol, small caliber	$1.35	£2	$25.00	£5
Pocket knife	$0.50	10 d.	$1.50	6 s.
Rifle, large caliber	$14.75	£6	$50.00	£10
Rifle, small caliber	$10.13	£3	$50.00	£10
Shotgun	$22.50	£5	$35.00	£7
Sword cane	$10.00	£2	$50	£10



Action Resolution

Cecil St. John-Smythe, Preservationist, slid into the crevasse upon his belly. The short straw he had drawn lay on the tunnel floor beneath the feet of his companions, Sunita Rao, Hero, and Thaddeus "Q" Quigley, Gadgeteer Extraordinaire. They stood in the newly excavated deep tube, a subterranean transport system that promised to tame London's sprawl. The jagged fissure into which Cecil pushed himself was an unexpected mar in the smooth tunnel wall. The stone felt surprisingly warm for December.

"Anything yet?" Rao inquired, ever expeditious. They could just see the flicker of the miniature Ruhmkorf coil worn as a headband, courtesy of Q, that illuminated Cecil's gaze.

"Nothing. Deuced warm, though." Another shove forward and he appended, "Hullo."

Fact-checking was always a wager, most often assigned to recent recruits. Nine out of ten stories reported by the sensationalist press were fabricated rubbish that carried the risk of making one look foolish. But then there was the tenth.

"The Daily Tocsin *was essentially correct. We have what appear to be mummified human remains. Suspended by their feet. In the London tube."*

Action Resolution Terms

Actions are what your Nag attempts to do during an adventure. Some actions are merely described by the GM or players, while others have a random component that can be resolved with a die roll.

Below Terrible describes rolled levels from Terrible −1 down to Terrible −4. Such a result indicates that your failure is particularly spectacular.

Beyond Superb describes rolled levels from Superb +1 to Superb +4. Successes of these proportions are superlative.

Dice introduce the element of uncertainty into ***Terra Incognita.*** Players roll four Fudge dice, yielding a result between −4 to +4, with 0 being the most common.

Difficulty Levels measure the challenge of an action. Tasks run from Terribly easy to Fairly difficult to Superbly challenging. Typical tasks have a difficulty level of Fair.

Opposed Actions occur when other people, animals, or forces have an effect on the outcome of an action. In this case, each contestant rolls a set of dice, comparing the results to determine the outcome. Examples of opposed actions include combat, attempts to influence behavior, negotiating, tug-of-war, &c.

Relative Level describes how well a character did compared to another participant in an opposed action. Unlike the rolled level (*q.v.*), you describe relative level as a number. For example, if a Nag gets a rolled level of Good in a fight and his foe gets a rolled level of Mediocre, he beat her by two levels. The relative level is +2 from his perspective, −2 from hers.

Rolled Level describes how well a character does at a specific individual task. If someone is Good at Climbing in general, but the die roll shows a Great result on a particular attempt, then the rolled level is Great.

Unopposed Actions occur when a character is trying to perform a task that is not influenced by anyone else. Examples include jumping a wide chasm, climbing a cliff, performing a chemistry experiment, &c. Simply roll the dice and read the result.

Action Resolution

Overview

Cecil St. John-Smythe pounds the pavement to find clues concerning strange goings-on in the Tube. Lady Hélène Bideux climbs out an office window in order to get an incontrovertible shot of the Lost Amulet of the Motocs, hidden on the fiftieth floor of Chicago's Hite Building.

Investigations in ***Terra Incognita*** encourage you and the other players to discuss, inquire, guess among and for yourselves. The GM will design a series of challenges for you to face – puzzles to solve, mysteries to uncover, maps to authenticate, villains to vanquish. Your character will use traits – skills, attributes, Gifts, and occasionally Faults – to surmount these challenges.

Describe in detail what you would like your character to do. Be as specific as you can in your description. Instead of stating, "I search for the clue," try, "I take down books, leaf through the pages, then look for loose panels in the wainscoting, then tap sections of the wall listening for a hollow spot." The detail you give in your descriptions affords the GM a better picture of what your Nag is doing. In terms of roleplaying, you make the experience richer for yourself and the other players. In terms of game mechanics, it gives the GM a reason to reward your character.

Some tasks your character attempts will be so simple as to be automatic. After your description, the GM might just say that you have succeeded. Conversely, despite your best intentions, some tasks may be too difficult. In such cases, the GM will break the bad news. You will use dice solely in the middle ground, where the outcome of an action is uncertain. The GM is the final arbiter of whether a situation necessitates a die roll.

You and the GM consult to determine which is the most appropriate skill to test for each action. Searching for a clue might test the skills Research or Discern, Cartography or Occult, depending upon the situation. If you have related skills or other traits that might affect your attempt, you can mention them to the GM as well. Possessing a high Perception attribute may help your character, while a low Resolve may cause him to give up early. If none of your character's skills seems relevant, the GM may ask you to use the most appropriate attribute. If there is a relevant skill, but your character is untrained in it, then you will use the default level – usually Poor.

The GM will assign a difficulty level for the task. Many tasks in the world of ***Terra Incognita*** are Fairly difficult. Some are so simple as to require only a Terrible effort, while others necessitate Superb results for success. Generally, the GM will inform you of the difficulty level, although she may have reason on occasion not to share this information.

The final part of resolving an action is the die roll. Your character may be Great with a blowpipe, but he won't get a Great shot every time! Dice add an element of uncertainty to the adventure. The next sections describe how to read Fudge dice, how to resolve actions in which your character is unchallenged by another character (unopposed actions), and actions involving two or more characters (opposed actions).

Rolling the Dice

A world of mystery and adventure will also harbor uncertainty – Nags are, regrettably, not always successful in their endeavors. Fortune is represented by rolling dice to determine the outcome of an action. ***Terra Incognita*** uses Fudge dice – six-sided dice with two sides marked +1, two sides marked –1, and two sides left blank (0) – available at your Friendly Local Game Shop or online from Grey Ghost Press (http://www.fudgerpg.com) and several other vendors You may also make your own Fudge dice by affixing colored or marked stickers to regular six-sided dice.

To use Fudge dice, roll four of them and total the amount. Since a +1 and a –1 cancel each other, remove pairs of +1 and –1 and any 0's. The remaining dice are easy to read. For example, if you roll +1, +1, 0, and –1, remove the –1 and one of the +1's, as together they equal 0, and also remove the 0. The remaining die is your result: +1. If there is no opposing pair of +1 and –1 dice, remove any 0's and the remaining dice are again easy to read.

The result of a die roll is a number between –4 and +4. Refer to the chart of the trait levels on the ***Terra Incognita*** Character Record (repeated below). To determine the result of an action, put your finger on your trait level, then move it up (for positive results) or down (for negative results). The result is the rolled level, which may be greater or less than your Nag's skill level.

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Example: With a Perception attribute of Good, but a Fudge dice roll of –3, Cecil's chances of noticing something are Poor. The game master may choose to roll the dice in secret, to avoid tipping off the player that there's something Cecil is missing....

Unopposed Actions

Unopposed actions pit a character's skill against a challenging task. Such actions are unopposed because they do not directly involve another character. (For actions involving other characters, see the next section.)

Describe in detail the action your character takes. The GM will inform you which skill to test and the difficulty level you are trying to match or exceed. If your Nag does not possess the appropriate skill, you may have to use the default level (often Poor or Terrible). Then you roll the dice:

Cecil, with Good Research skill, investigates mummification customs to pass time while Oxford Campus analyzes his mummy. He decides to begin in the City Library. I explain to the GM that Cecil is looking for examples of mummification practices outside of Egypt,

specifically in England. The GM asks me to roll 4dF. If I roll a 0 (the most common roll, by the way), Cecil equals his skill – Good – and locates an armful of crackpot theories. A roll of +1 indicates a Great result (one level higher than Good is Great) – the chaff falls away and Cecil finds a monograph by a noted entomologist (of all things). Roll a –3 – Poor – and unlucky Cecil has arrived at closing time.

If your Nag's trait is high or low enough, it is possible to roll beyond Superb or below Terrible. Note the exact level (Terrible –3 or Superb +1, for example) and play as usual. The GM will specify the exact results of extreme rolls.

Determining the exact rolled level is not always necessary. If you only need to know if your Nag succeeds, announce the appropriate trait level and the die roll result. The game proceeds much faster this way:

Inching along a third-story window ledge, Lady Hélène Bideux is attempting to get close enough to photograph an object through an office window. The GM says this requires a Mediocre Climbing roll to avoid calamity. Lady Hélène is a Mediocre climber. I roll a +2 and simply announce, "Mediocre+2". This is sufficient – the GM knows that Lady Hélène not only succeeded, but she didn't even come close to falling.

Of course, there are other times when you want to know exactly how well your Nag did:

Lady Hélène successfully reaches the window and would like to get a shot. She pulls her camera from its case, adjusts the various knobs, slides, dials, &c., and finally clicks. The GM asks for a roll against her Great Photography skill. I roll +1, giving Lady Hélène a Superb result! The shot clearly reveals the existence of the Lost Amulet of the Motocs. If I had rolled –2 (Fair), the shot may have been a little blurry or lacking important details; –4 (Poor) and she might have instead immortalized an adjacent pencil sharpener.

The GM may also inform you that your character's skill will be modified up or down for some reason.

Cecil is refining his search. The GM decides that his Occult, Biblical History, and Latin skills are significant enough to afford him a +1 bonus to his Research skill, raising it to Good for this occasion.

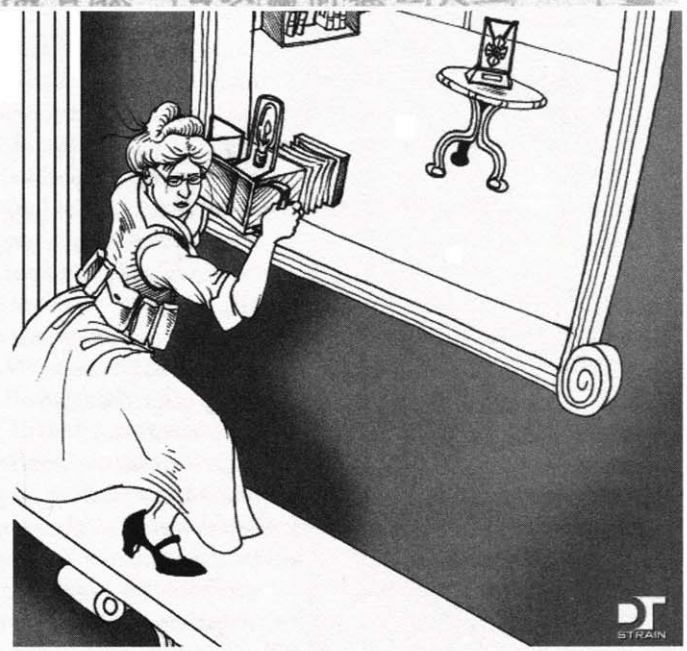
On occasion, the GM might make a roll in secret for you – in those instances where asking you to roll gives as much information as a success:

Lady Hélène has not been particularly furtive while scuttling about on the ledge. If the GM were to ask for a Stealth roll, we are immediately warned that Lady Hélène is being observed. If the GM would like to put things in the hand of fate, she can make the roll herself.

Opposed Actions

Opposed actions directly involve another character. Combat, persuasion, evasion – activities in which your character is attempting to best another indicate opposed actions.

Describe exactly what you would like your character to do. As with unopposed actions, the GM will inform you which skill to test, any appropriate modifiers, and the difficulty level of the task. The difference with opposed actions is that the other character also rolls against an appropriate trait. The traits rolled against are not necessarily the same for both characters. For example, a disguise attempt might contest Disguise skill with the Discern skill or Perception attribute of the resisting participant. Combat generally opposes a weapon skill with Dodge.



If you do not achieve the difficulty level, your opponent's roll is probably immaterial – you failed anyway. If you equal or exceed the difficulty level, the GM compares each character's rolled level to determine the relative level between them. You describe the relative level as the difference between the rolled levels achieved by each opponent. For the winner, it is positive, negative for the loser, and it can be 0, preserving the status quo.

If you make a Good roll and your opponent rolls a Mediocre, the relative level favors you by +2. If you make a Good roll but your opponent rolls a Superb, the relative level favors him by +2, or –2 to you.

Opposed Action Example

Endeavoring to unravel the mystery of the organic thread which Oxford Campus reports was used to wrap his subway mummy, Cecil sounds Karl Diedrich for clues. Cecil passes himself off as an amateur natural scientist to avoid piquing the curiosity of the respected entomologist. While this could involve either Persuasion or Dissembling skills (neither of which Cecil possesses), I convince the GM that Cecil will use his good Biblical History skill to obfuscate (throwing in some Greek and Latin for good measure).

I roll a +1 – Great. This is not automatic success, however. If Diedrich also makes a Great roll on his opposing trait (Discern, Science [Entomology], Perception, or Resolve are possible choices), the relative level is 0: We maintain the status quo. In this case, Diedrich offers only desultory observations. If Diedrich makes a Superb roll, Cecil's Great result earns him a relative level of –1: Diedrich suspects that this parson is talking through his hat. In such a case, Cecil succeeded in doing a Great job of impersonating a natural scientist, but Diedrich was Superbly perceptive.

Combat

Easing the limp snake from his shoulders to the ground, Cecil attempted to determine whether this operation had in any way improved. Rao slid the blowgun back into her sash. I'm no longer on my belly, *Cecil reasoned,* but the odds against incurring ridicule aren't much improved. *The canoe had sunk, they were trudging through shin-deep water, and now he faced a lecture from Rao.*

A chance clue dropped by Diedrich, the noted entomologist, pointed Cecil and friends toward the ill-fated Chatham expedition to the Amazon. The trail was ten years old and cold as stone. Their object was that of Chatham: a bug – Scarabaeidae atlantii, *to be exact – the legendary embalming beetle.*

Cecil turned, resigned to the imminent field instruction on protocol for evading jungle fauna, but a sudden stirring behind them pulled him up short. They had not yet encountered any human inhabitants of the jungle. The air, lush with humidity and tropical sound, stilled for a moment.

And then Cecil was on his belly again.

Combat Terms

Combat Rounds last 5 seconds – just the right length for one significant action in each.

Defensive Damage Factors (DDF) reduce the severity of a received blow. They derive from armor, environmental factors, a Nag's Vigor attribute, &c.

Mêlée is combat that involves striking the opponent with a fist or hand-held weapon. Attack from further away is considered a ranged attack.

Offensive Damage Factors (ODF) refer to damaging an opponent. They derive from a Nag's Strength (if using a mêlée weapon), deadliness of weapon, &c.

Ranged Combat occurs when opponents are at sufficient distance that they cannot touch one another.

Story Elements are distinct segments of the combat narrative. The interval between story elements is a practical place for a die roll.

Total Damage Factor (TDF or simply Damage Factor) is the attacker's offensive damage factor minus the defender's defensive damage factor.



Combat

Combat Overview

Combat should be tangential to most Requests for Attention. Humans in ***Terra Incognita*** are delicate organisms who suffer greatly from wounds – they are not regularly riddled with bullets and then ready next week for another adventure. Nags receive intensive training in order to execute operations with the least amount of interference in the normal course of events. Nags might, for example, tranquilize a guard from a distance and then leave an empty whisky bottle nearby to deceive bystanders. Society campuses regularly teach such tricks of the trade.

Discretion obviates aggression.
– *From* NagSpeak: A Primer, *Li Xiaowen, editor.*

Despite a Nag's best intentions, however, some situations unfortunately devolve into combat. ***Terra Incognita*** offers two compatible systems for resolving conflict: **Narrative Combat** and **Combat Rounds.** If the GM decides to resolve the scene using narrative combat, she will want you to describe a series of actions for your character. If she has decided to "zoom in" on this conflict, she will ask you to specify your character's actions in five-second increments. Follow your game master's lead, and be sure to leave everything as you found it!

Narrative Combat

Narrative combat encourages dramatic roleplaying. The strength of narrative combat is that action moves forward dramatically and situations can be resolved with minimal die-rolling. Narrative combat is most effective when conflict is one component of a larger story. For the final battle with the archfiend, it is suitably climactic to use combat rounds, detailed below.

When your character enters the combat situation, the GM describes the particulars – what you see, the opponents you face, &c. Describe in detail what you would like your character to do. Depending upon a variety of considerations, the GM may break the battle down into several story elements or treat the whole encounter as one long element. You and the GM work together to determine which skills your character will test and she will assign appropriate modifiers according to the situation. Finally, you roll the dice. Narrative combat is an unopposed action – the result of your die roll describes the outcome of your tactics.

Narrative Combat Example

Noting the group of natives materializing from the undergrowth and the dart that had narrowly missed his neck, Cecil hurriedly reasons that his best defense lies in complete abandonment of propriety. He drops to all fours and commences a frantic scuttling over a fallen tree trunk. With no further projectiles immediately forthcoming, Cecil draws his needler and assesses the situation. Rao and Q had scattered. Four masked natives – two with spears, one with blowgun, one with magic pouch – advance upon him.

Though silent, the needler's rigorous reloading requirements limit Cecil's options. He decides to shoot the blowgun-toting winged snake, mount the tree trunk, and leap, grappling the jaguar and hoping to incapacitate the toucan and the shaman-looking chap with a perfectly executed leg sweep.

The GM breaks the sequence into two segments each requiring a roll – one for the needler shot and another for the leap and grapple. Cecil's Firearms (Pistol) skill (Mediocre) covers the shot – it will be Fairly difficult, requiring a +1 die roll. We are harder pressed for the swashbuckling maneuver. Looking over Cecil's character record – hmmm – Research, Cartography, Occult – not much to go on here. The GM rules that this sortie involves Unarmed Combat, which Cecil will have to attempt untrained (Poor). She benignly grants Cecil a +1 modifier due to momentum accrued from the leap.

I grab the dice, blow in my hand for luck, and roll for the shot – a +1 – just squeaking by with a Fair result on Cecil's Mediocre pistol skill.

Cecil grins at the quiet whist *of the needler. The dart strikes his target in the sinewy shoulder. As Cecil scrambles atop the trunk for his leap, the avian serpent is already beginning to tumble forward.*

Now I try the roll for the leap and grapple sequence – another +1 – oh happy day! With the +1 modifier, I achieve a Fair result again!

Cecil flies through the air with the greatest of ease then thuds against brawn. Jaguar emits an oomph *and drops his spear. Cecil's flailing extremities, however, were not as menacing as he would have liked. With a practiced* thwack, *the toucan lands Cecil flat on the ground, to the Nag's distinct disadvantage.*

Cecil runs his tongue over a chipped tooth and looks up. The shaman has begun some type of incantation. More peculiar, however, is the fact that he seems to be sporting handlebar mustaches.

Combat Rounds

For climactic conflicts or whenever you require excruciating detail, ***Terra Incognita*** offers a second style of combat. Combat rounds, each five seconds long, are resolved as a series of actions among combatants. Combatants might engage in ranged combat with missile weapons, armed or unarmed mêlée combat, tactical assessments, acrobatic stunts, evasion, or retreat. If a combatant is unaware of attack (generally at the beginning of combat) or unable to attack for any reason, the action is unopposed. Otherwise, combat rounds consist of a series of opposed actions. All offensive and defensive maneuvers transpire simultaneously, as few combatants have the courtesy to take turns whacking one another.

Describe to the GM what your character does during the round. Five seconds generally allow one significant action from each combatant. You and the GM determine which trait to test, depending upon the weapon your character uses. A combatant may also decide to Dodge, Run, Jump, or attempt an Acrobatic stunt. As always, the GM is the final arbiter of which skills will be tested.

Combat

A few circumstances will modify your die roll positively or negatively:

Aiming for a particular body part of your opponent requires a minimum level to succeed (the GM will let you know what it is). Failure to achieve the minimum level could result in your Nag hitting another body part or missing altogether.

If your Nag employs an object as a **shield** it penalizes your opponent's attacking skill by one level.

Attempting an **all-out offense** grants a +1 to your Nag's combat skill. If an all-out attacker ties or loses the opposed action, the other fighter wins and inflicts increased damage.

Attempting an **all-out defensive stance** earns a +2 to your Nag's combat skill, but he cannot harm an opponent except with a critical result.

A successful **all-out defense** and a successful **Perception** roll impose a −1 penalty to the opponent on the next round. The fighter takes a few seconds to scope out the area and maneuvers to take advantage of any terrain or conditional irregularity. Similar combat subtleties are possible, and encouraged – taking a successful all-out defense one round can allow a player to try an Acrobatic maneuver the next combat round without risk of being hit, for example.

The GM will inform you of all applicable modifiers and then each combatant makes an opposed action roll. If the relative level is 0, the combat round is a stand-off – the fighters either circled each other looking for an opening, or exchanged glancing blows, but nobody was hurt.

If the relative level is not 0 and the difficulty level is matched or surpassed, the winner determines if the attack wounded the loser. The greater the relative level of success, the greater the likelihood of inflicting damage. The section below concerning Wounds explains the system for recording a character's injuries.

Combat Rounds Example

From the periphery, Rao and Q assess the tableau. Their comrade, Cecil, is on his back, apparently unhurt but with two spears held to his neck. Beside him lies an unconscious winged serpent with a telltale needler dart in her shoulder. Holding the spears are a jaguar, weapon and composure recovered, and a toucan. A shaman chants in an unknown tongue.

Rao places the blowpipe to her lips and aims at the fellow in the toucan mask, the largest target. The GM calls for an unopposed Blowpipe roll of Poor difficulty due to medium range, immobility of the target, and careful aim. With Good blowpipe skill, this should be an easy shot for Rao. The roll comes up −1 – Fair – but still good enough to hit. The toucan slumps to the ground.

Rao Quick Draws her pistol and tumbles forward to close the distance. In the meantime, Q levels his hand crossbow for a shot. The jaguar hurls his spear at Rao and draws a machete. The shaman



abandons his spell and assumes an all-out defensive stance pending further developments. The GM decides that Rao and the jaguar will face off while Q attempts to take out the shaman.

Round one *consists of the jaguar's Good Thrown weapon (Javelin) skill opposed by Rao's Fair Acrobatic prowess, and Q's Fair crossbow marksmanship against the shaman's Good Dodge with a +2 all-out defensive modifier.*

Rao rolls −1 (Mediocre) and the Jaguar −2 (also Mediocre) for an inauspicious inception. The spear clatters to the ground and Rao ends up off-balance. The GM decides she will attack at −1 next round. Q's +2 roll results in a Great shot while the Shaman's 0 results in a Superb Dodge. The relative level favors the shaman by one. The quarrel thunks into a nearby tree trunk.

Round two *finds the jaguar (Machete: Great) attempting to fillet Rao, who makes an unarmed attack using her pistol as a blackjack (Unarmed Combat: Fair). The shaman (Machete: Great) draws his own blade to close on Q, who is hurriedly reloading his crossbow. The GM rules that it takes the whole round for the shaman to cover the distance. Meanwhile, Cecil uses the round to get to his feet and redeem himself a bit.*

The jaguar rolls a 0, equaling his Great machete skill, while Rao suffers a −1: Mediocre. The round goes to the native by +3 – first blood has been drawn! (I will explain how to record wounds in the next section – at this point, grieve to learn that Rao is Very Hurt and −2 to all of her skills!)

In **round three**, *the bleeding Rao decides to utilize her Quick Draw skill (Fair, but with a −2 penalty due to wounds) and her Combat Reflexes Gift to flip her pistol into readiness and fire off a warning shot, while simultaneously avoiding being shish-kabobed on the machete. Tasting victory, the jaguar continues unabated. The shaman reaches Q, who has managed to reload his weapon. A point-blank shot requires only a Terrible effort. Meanwhile, Cecil grabs the sleeping jaguar's spear and runs to join the fray, which takes the round to accomplish.*

The jaguar rolls −1 (Good) and Rao +4 (a critical success – refer to page 80 for more about critical results). Rao fires off a shot that knocks the jaguar back into the muck. The shaman rolls a +2 (Superb+1) while Q's +2 (Great) results in a hit with a tranquilizer dart, but the round still goes to the Shaman at +2. He nicks Q's shooting (and Gadgeteering) arm even as he tumbles into anæsthetic oblivion. (I'll specify this wound, too, in the next section.)

The beginning of **round four** *finds Rao leveling her pistol at a supine jaguar, Q squalling beneath the prone shaman, and Cecil comically brandishing a spear, too late the hero.*

Wounds

Attacks from enemies, tumbles into pits, bridges that disintegrate beneath your feet – the unfortunate wages of an adventurous life are injuries. Wounds in ***Terra Incognita*** are determined directly from successful hits. The greater the relative level of a successful attack, the greater potential for causing damage. A variety of components will modify the potency of a successful hit. Damage factors derive from the type of weapon or object inflicting injury, certain attributes, Gifts and Faults, protective armor worn, and other sundry modifiers determined by the GM.

To determine the damage from a successful hit, add the relative level, the total damage factor, and the result of a damage die roll (all of these terms are defined and explained in the next two sections). If the result is a negative number, the action did not cause damage. If the result is positive, the hit most likely inflicted a wound. Refer to the section below on Recording Wounds.

Damage Factors

Damage factors are generally static during a combat, unless a combatant changes weapon midstruggle. Record the relevant DF's on your Nag's character record for quick reference during combat.

Offensive damage factors (ODF's) derive from the type of weapon used to inflict wounds and, for mêlée attacks only, the combatant's Strength attribute. A positive ODF increases the damage your character is capable of inflicting. A negative ODF decreases your character's damage capabilities.

Defensive damage factors (DDF's) serve to reduce the amount of wounds taken by your character. Wearing armor increases DDF's, but Nags seldom do so. A Nag's most fundamental DDF derives from the Vigor attribute. Certain Gifts or Faults also contribute DDF's. Note that a negative DDF will actually *increase* damage taken by your character, while a positive DDF will decrease the damage.

Derive the **total damage factor** *(TDF) by adding up all of the attacker's* **ODF***'s and then subtracting all the defender's* **DDF***'s.*

Refer to the following tables for some common damage factors. The GM will help you determine any others not found on the tables.

Offensive damage factors:

Strength Attribute (for mêlée weapons only):	
Superb Strength	+3
Great Strength	+2
Good Strength	+1
Fair Strength	+0
Mediocre Strength	−1
Poor Strength	−2
Terrible Strength	−3

Mêlée Weapons:	
Punch, kick, head butt, &c.	−1
Blackjack, brass knuckles, boots	+0
Knife, billyclub, rock, cricket bat	+1
Cutlass, machete, rapier	+2
Hatchet, javelin, hammer	+2
Broadsword, axe, spear	+3
Sledgehammer, pickaxe	+3
Great sword, halberd	+4

Offensive damage factors (continued):

Missile Weapons:

Derringer	+1
Small pistol	+2
Medium pistol	+3
Submachine gun	+4
Large pistol	+5
Shotgun	+6
Small rifle	+6
Large rifle	+7
Bazooka	+10
Blowgun	+0
Sling	+1
Bow	+2
Longbow	+3
Compound bow	+3
Hand crossbow	+2
Medium crossbow	+3
Large crossbow	+4
Shuriken	+0
Bolas	+1
Boomerang	+1
Knife, thrown	+1
Hatchet, thrown	+2
Javelin	+3
Spear	+3

Defensive damage factors:

Vigor Attribute:

Superb Vigor	+3
Great Vigor	+2
Good Vigor	+1
Fair Vigor	+0
Mediocre Vigor	−1
Poor Vigor	−2
Terrible Vigor	−3

Gifts and Faults:

Damage Resistance	+1
Damage Prone	−1

Armor:

Sinister robes	+0
Leather jacket	+1
Chain mail, breastplate	+2
Bullet-proof vest	+3
Riot gear, suit of armor	+4
Nag Tech armor	+5

Damage Factor Example

In the confrontation with the natives recounted above, the combatants possess the following damage factors:

Sunita Rao – ODF's: Strength: Good (+1), small pistol (+2); DDF's: none

Q – ODF's: Hand crossbow (+2); DDF's: none

Jaguar – ODF's: Strength: Good (+1), machete (+2), spear (+3); DDF's: Vigor: Great (+2)

Toucan – ODF's: Strength: Good (+1), machete (+2), spear (+3); DDF's: Vigor: Great (+2)

Shaman – ODF's: Strength: Fair (0), machete (+2); DDF's: none

Damage Roll

To introduce uncertainty into wounds and to allow a lesser combatant to have a chance against a capable foe, ***Terra Incognita*** employs a damage roll. Roll four Fudge dice and add the result to the relative level and the total damage factor. There are three limitations to the damage roll to restrict wild results:

If the calculated damage is positive, the damage roll cannot exceed the calculated damage. That is, if the calculated damage is +2, any damage roll of +3 or +4 is treated as +2, for a total of 4 points of damage.

If the calculated damage is positive, the final damage cannot be less than +1.

If the calculated damage is negative or 0, the final damage may be raised to a maximum of +1 by a damage roll.

Recording Wounds

Terra Incognita characters use a template resembling the following for recording wounds:

1,2	3,4	5,6	7,8	9+
Scratch	**Hurt**	**Very Hurt**	**Incapacitated**	**Near Death**
☐☐☐	☐	☐	☐	☐

The numbers represent the amount of damage needed in a single blow to inflict a wound of the severity listed under the number. You may abbreviate these wound levels: S = Scratch, H = Hurt, VH = Very Hurt, I = Incapacitated, and ND = Near Death. The tick boxes indicate how many wounds of each type a Nag may sustain. Note that there is no tick box for death – the Great Beyond is the province of the game master.

To record a wound, note the sum of the relative level of a successful hit, the total damage factor (attacker's Offensive Damage Factor minus the defender's Defensive Damage Factor), and the result of the damage roll. If the result is 0 or less, the character did not suffer damage. For positive results, locate the number at the top of the template and tick off the corresponding box.

If there is no open box for a given wound, your Nag suffers the next highest wound for which there is an open box. In such cases you should inscribe the letter(s) of the actual wound received rather than a tick – your Nag will suffer the effects of the more serious wound but only have to heal from the actual injury level.

Wounds suffered affect your Nag's ability to function. A Nag who is Hurt suffers a −1 penalty to all skills, a Very Hurt Nag suffers a −2 penalty, and an Incapacitated Nag is just so.

Wounding Example

Let's return for a moment to the conflict with the natives. In round two, the jaguar scored a spear hit with a +3 relative level. His TDF against Rao is +4 (+1 for strength, +3 for spear, subtracting 0 for Rao's DDF's). Thus far, the result of the native's hit is 3 (the relative level) plus 4 (the TDF), or 7. The GM adds a Damage Roll of −1, bringing total damage to 6. We check Rao's wound template and tick off the box under Very Hurt:

1,2	3,4	5,6	7,8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
☐☐☐	☐	☒	☐	☐

In round three, the shaman squares off against Q, landing a machete blow with a +2 relative level. The Shaman's TDF versus the Gadgeteer is +2 (+2 for machete, subtracting 0 for Q's DDF's). Adding a Damage Roll of −2 brings the total back to 2: just a Scratch.

1,2	3,4	5,6	7,8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
☒☐☐	☐	☐	☐	☐

Stun, Knockout, and Pulling Punches

In certain situations, you may prefer to have your Nag subdue an opponent rather than dispatch him outright. You can announce that your character is trying to stun or knock out your opponent out rather than damage him. Damage is figured normally, but any damage inflicted doesn't wound the opponent, it stuns him instead.

In this case, a Hurt result is called a "Stun" – a stunned character cannot attack or all-out defend, and is at −1 to defend for one combat turn only. However, the Stun result stays on the character sheet. That is, a second Stun result, even if delivered more than one combat round after the first, will cause the character to become Very Stunned. Stun results heal like Scratches – after combat is over.



A Very Hurt result in a stunning attack is called a Very Stunned result instead – no attacks and −2 to all actions for two combat rounds.

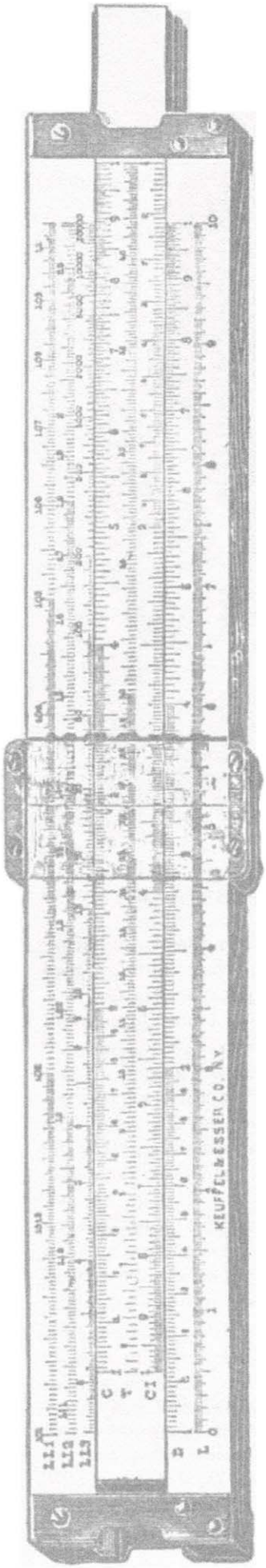
A result of Incapacitated or worse when going for stun damage results in a knockout. A knocked-out character doesn't need healing to recuperate to full health – just time. The GM may decide that a successful Good blow (or better) to the head knocks someone out automatically. In an opposed action, the Good blow would also have to win the combat, of course.

Likewise, you may choose to have your character administer reduced damage in any given attack. This is known as "pulling your punch", even if you are using a weapon. Nags frequently prefer to intimidate an opponent into submission rather than draw blood.

To pull your punch, announce the maximum wound level you will do if you are successful. A fencer can say he is going for a Scratch, for example. In this case, even if he wins the opposed action by +8 and adds in +3 for his sword, the worst he can do is nick his foe.

Stun Example

The defeated jaguar makes one last desperate effort to avoid capture, entangling the wounded Rao with his legs and drawing her into the muck. Cecil essays to thwack him over the head with the spear. He manages a hit, with a relative level of +2. The TDF is +3 (ODF spear) minus 2 (DDF Vigor) for +1. A lucky damage roll of +2 brings the total to 5 – Very Stunned. The jaguar concedes the battle.



Nag Tech

Q's hands had been a characteristic blur as he tallied and retallied his accoutrements.

"Hmmm – needlers, goggles (night vision and telescopic), a BAT, of course, a pocket Babbage with wireless connection ...." Q had run back and forth among the trunks and bundles for at least an hour, ensuring that everything was present and properly stowed. He had had the look of a proud parent, which of course, for a good number of the items, he was.

But his aspect was now entirely different. The canoe containing those crates was at the bottom of the Amazon and he had just neatly avoided being skewered by a hirsute shaman.

"If I'm not too far mistaken, our mustachioed medicine man is none other than Edwidge Chatham himself, lost these past ten years. Chatham and his son set out in quest of the lost city of Muribeca, home to Scarabaeidae atlantii *– the embalming beetle – the link between the ancient cultures of Africa, Asia, and South America. By the by, what, Cecil, did you intend with that leg swipe? I believe you've been watching too many combat pellicles on the kinescope."*

"Thank you, Q, for your inimitable, and might I add not unexpected, tactical evaluation," rejoined an exasperated Cecil St. John-Smythe. "If I might presume upon your lecture for a moment – do you have anything for us?" The Gadgeteer's hands were now wringing with equally characteristic excitement.

"Well, now that you mention it, I do have a trifle or two about my person that might be of interest ...."



Nag Tech Terms

Glitch. A glitch is an unwanted or unexpected outcome of using a product of Nag Technology.

Glitch Table. A player rolls 4dF and consults an item's Glitch Table to determine the exact nature of a glitch. Some items have customized lists of glitches, while others might use the Standard Glitch Table (*q.v.*).

Operational Roll. Players make an operational roll to determine the results of using a Nag Tech gadget. A player rolls 4dF against the task's difficulty level. A rolled level (*q.v.*) of Poor or worse indicates that a glitch has occurred.

Standard Glitch Table. An inventory of typical unexpected outcomes that might occur while using Nag Tech.

Uses/Effects. A gadget's capabilities. They are most often described as skills that might be possessed by a character, using the Terrible ... Fair ... Superb scale.

Nag Tech

Overview

Nag Tech is a large part of what makes ***Terra Incognita*** special. Inspiration for Nag Tech came from the Victorian fondness for complex mechanical devices, the explosion of inventing around the turn of the century, and the gadgets employed by pulp fiction adventurers. The type of Nag Tech devices employed by Nags and villains will go a long way toward establishing the "flavor" of your unique World of Nags.

Nag Tech is marvelous technology, created in Gadgeteer colleges as well as gathered from sources outside the organization. Nags in the field are guinea pigs for many items that are subsequently "invented" by civilian scientists – Society members work out the kinks and suffer from the malfunctions before general release. As examples, Nags in the late nineteenth century employed wireless transmitters and receivers to communicate globally, donned prototypical breathing equipment for undersea exploration, and pioneered air travel long before Count Zeppelin and the Wright brothers.

Proper Nag Tech should be useful and serve a specific function, but gadgets should be created with the tongue slightly in cheek. Although never silly, Nag Tech gadgets do require a sense of humor. The balance of a game can shift radically due to an unexpected glitch in function. A Nag Tech gadget's ever-present possibility of malfunction makes Nags eminently vincible.

The GM should oversee the distribution of Nag Tech. In fact, we encourage the GM to create a character to distribute Nag Tech to Nags. This figure might sometimes assign a Gadgeteer (played by either the game master or a player) to accompany the party and maintain Nag Technology.

Some gadgets are practical, while other items are for maintaining civility. The GM should feel free to add or disallow items of Nag Tech according to her intentions for the campaign. A "realistic" campaign might include only realistic items in prototypical form, several years before their actual invention. Other campaigns might allow idiosyncratic gadgets that have no counterparts in reality.

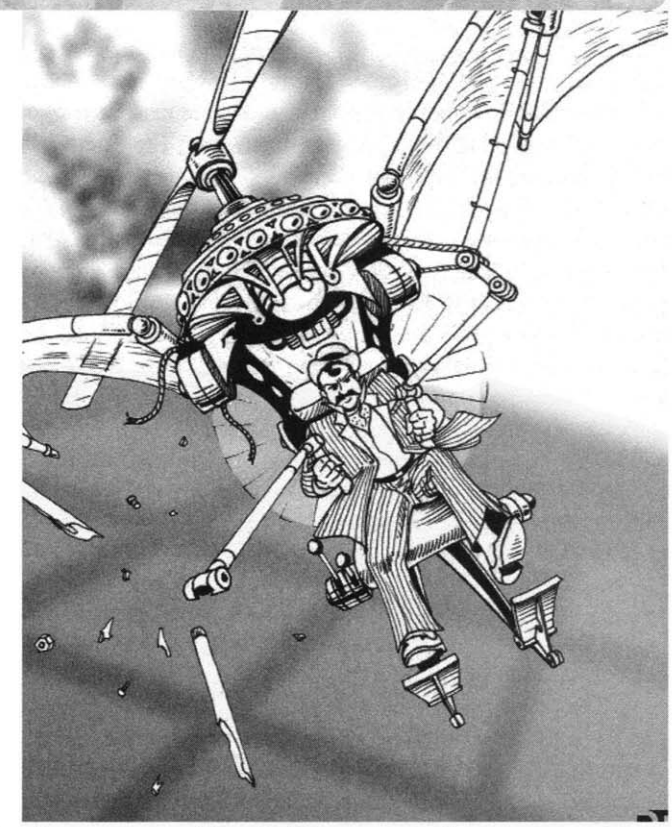
NagSpeak: Glitch

The *Oxford English Dictionary* describes the origin of the word "glitch" as "20th-century slang, origin unknown." Of course, this is yet another example of an important term created by the NAGS Society and yet not circulated widely for years. Beginning with the first Nag Tech gadget in 1852 (the T3), Nags used the term "glitch" to describe the unwanted or unexpected outcomes of using the products of Nag Technology.

Under the Hood

Nag Tech gadgets utilize a variety of mechanisms to achieve their spectacular functions. The NAGS Society has perfected several interesting technological processes to power gadgets.

Compact, reliable, and quiet, **clockwork** is the technology behind numerous Nag Tech gadgets. Clockwork consists of an



intricate system of interlocking gears and cogs powered by a spring, weight, or pendulum. The obvious drawback of this process is the periodic winding necessary. Jerome Keller, holder of the Orffyreus Chair of Perpetual Motion Studies in the tiny campus at Hesse-Cassel, has made impressive progress on the topic.

From its humble beginnings with Hero of Alexandria in A.D. 60, **steam technology** was already quite mature at the time of the Society's founding in 1851. The Society's contributions have been in miniaturization and finding innovative sources for steam. Two notable examples are the solar boiler and geothermal harvesting systems. The former, utilized primarily in dirigibles, utilizes a focused beam of sunlight to boil water. Society submarines, on the other hand, collect steam from vents on the ocean floor.

In the 1850's, Nags witnessed a fervor of activity aimed at improving the electric storage cell, or **battery**. Gadgeteers developed, field-tested, and abandoned a variety of technologies, one of which – lead-acid storage – was subsequently "discovered" by Gaston Plante in 1859. Gadgeteers settled upon a dry cell using naturally occurring promethium.

A small group of Gadgeteers in the early 1870's defied common wisdom to pursue **vacuum tube** technology. Investigations of cathode rays resulted in breakthroughs that were ultimately leaked to Edison in the early 1880's and Röntgen in 1895. Most of the mechanical components of the analytical engine were replaced by vacuum tube arrays by 1900.

We will note, however, that Gadgeteers are an idiosyncratic lot. Many devices will contain elements derived from different, sometimes competing, technologies. It is often remarked that Gadgeteering is more art than science.

Nag Tech

Using Nag Tech

This section describes how players and game masters can role-play the use of Nag Tech gadgets. Each Nag Tech item has a quality level on the Terrible ... Fair ... Superb scale. For example, a certain Nag's wireless set is Good, his friend's Nag Writer is Fair, &c. Quality generally does not change during an adventure, except as the result of a severe glitch. Extremely avant-garde items will probably be of lower quality until Gadgeteers have had a few years to perfect the design specifications. Nag Tech created by Gadgeteers in the field will most likely be of lower quality than an item fashioned in the labs of a Society campus.

The use and effects of some gadgets are obvious – the TTT serves afternoon tea, X-ray spectacles see through things, &c. Other gadgets operate as though they employed a standard skill or skills that might be possessed by a Nag. Some items may, in fact, possess several skills. Some of these auxiliary effects may function below the item's general level of quality. Such diminishments should be clearly recorded – Pick Locks (Fair) on a Good quality skeleton key, for example.

Operational Rolls

Whenever your Nag intends to use a gadget, you make an operational roll – an unopposed action. Roll against the item's quality level, trying to match or surpass the difficulty level set by the GM. The result of the roll describes the outcome of the action. In some cases, you need only equal or exceed the difficulty level to achieve success. In other instances, the better the roll, the better the results; the worse the roll, the worse the problems!

The game master describes the result of successful rolls according to the item's uses and effects. If you can justify a novel use, the GM might take this into account.

Operational Roll Example

Cecil and friends are stuck in the Amazon rainforest, desperately trying to request assistance on their soggy wireless set. The GM determines that using the set in this situation is of Good difficulty. Because the set's quality is Fair, they need roll +1 or better for success. On the first try, they roll a +2: Great. The set has worked better than usual, and the GM asserts that the message went through clearly.

Glitches

Because of its experimental nature, Nag Tech functions erratically – sometimes comically so. A potential Nag's qualifications must include unflappability in the face of catastrophic equipment failure.

A glitch occurs when you make a Poor or worse operational roll. For rare items of Poor or Terrible quality, you will have to achieve positive results merely to avoid suffering a glitch with each use!

If the GM prefers to keep things simple, she may elect to improvise appropriate glitches according to the severity of your failure. Alternatively, she might ask you to roll 4dF again and consult the appropriate column of the item's Glitch Table.

Some Nag Tech gadgets have a unique table of custom glitches. For those that do not, the Standard Glitch Table provides generic results that the GM can specify when the glitch occurs.

Standard Glitch Table

	Operational Roll: Poor	Terrible	Below Terrible
−4	Limited Success	Temp. Failure	Explodes
−3	Limited Success	Unexpected	Permanent Failure
−2	No Glitch	Unexpected	Temporary Failure
−1	No Glitch	Partial Failure	Unexpected
0	No Glitch	Partial Failure	Unexpected
+1	No Glitch	Partial Failure	Unexpected
+2	No Glitch	Unexpected	Functions 1d6 times
+3	Limited Success	Unexpected	Continuous Function
+4	Limited Success	Sparks, beeps, &c.	Transmogrifies

The following descriptions are guidelines for determining and describing an item's glitches. Players are encouraged to contribute ideas about equipment failure, but the final effects are the GM's prerogative.

Limited Success: "The glass half full." The item functions more or less normally, with only a slight reduction in effect. A weapon will cause less damage, a wireless will transmit less accurately, a TTT brews tea for half the party.

Partial Failure: "The glass half empty." The item functions, but just barely. A weapon merely stings, a wireless transmits with static, tea is cold with floating leaves.

Unexpected Result: The item has an unexpected, if benign, result. The results should be logical to the item's functioning – a weapon projects light and heat but does no damage, a wireless garbles the message so that it is misunderstood, the tea tray brews the scones and butters the tea.

Temporary Failure: The item does not function for this application, but might work upon subsequent attempts.

Sparks, Beeps, Smoke: The item emits sparks, beeps, and smoke, without functioning. In certain circumstances, such effects might draw attention to the user or even start a fire!

Permanent Failure: The item ceases functioning and will not work upon subsequent attempts until repaired.

Functions 1d6 Times: Items functions normally, but 1d6 times more than the user intended. A weapon fires four shots instead of one, the radio sends a message twice, the T3 prepares tea for eight instead of four.

Continuous Function: The item becomes "stuck." Continuous functioning will deplete a power source and will require the operator to damage the item to stop it.

Explodes: The item overloads and explodes, causing damage to the user and those near him. The item is completely destroyed beyond repair.

Transmogrifies: The item overloads, but instead of exploding, it transmogrifies into some other type of gadget. The TTT shoots an energy beam, the wireless brews tea. This should be a source for humor and whimsy and does not need to be scientifically plausible. The experimental nature of Nag Tech allows for such anomalous behavior.

Glitch Example

Rejoining Cecil and friends on the river, the GM rules that their next use of the Fair quality wireless will again be of Good difficulty. This time, we unfortunately roll –2: Poor! We must now roll again and consult the set's Glitch Table to determine what has happened.

Fortune smiles not upon us: We roll –3. Recalling that the operational roll was Poor, a quick look at the appropriate column of the Standard Glitch Table reveals that the wireless set has achieved Limited Success. The GM decides that the important incoming message is garbled, and Cecil and friends can make out only every other word. Let's hope they can interpret the Society's message before the natives find reinforcements.

Rectifying Glitches

Once a Nag Tech item has suffered a glitch, your Nag is welcome to attempt to use the item again. Only grave glitches such as permanent failure, explosion, or transmogrification preclude an item's subsequent use. For less serious glitches, Gadgeteers or other Nags with appropriate skills might attempt to rectify the malfunction.

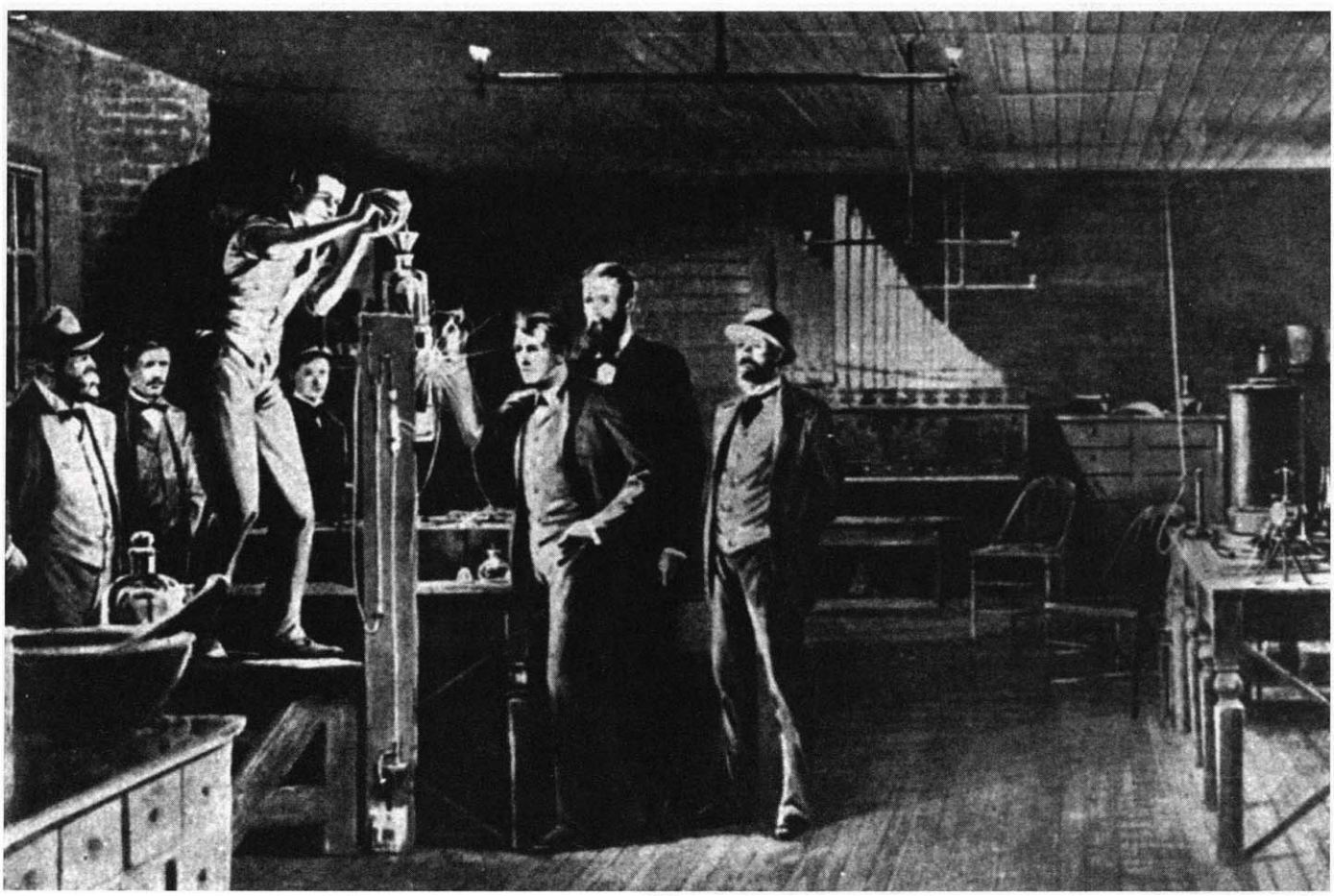
A Gadgeteer (or Mechanic of Great or better skill) can attempt to repair damaged Nag Tech. The GM will determine the difficulty level of the repair according to the amount of damage, quality of the item, circumstances of the repair, availability of tools, and any other factors. The GM will also let you know the amount of time required for the operation and whether one or more rolls will be necessary. A successful roll indicates that the item is repaired and ready to use in the next round.

The cost of maintenance and replacement of items of Nag Technology varies inversely to the duration of membership of the item's user.

— Q's Third Law of Thermodynamics

Recording Nag Tech

Make a note of all pertinent information for each Nag Tech item. Although any piece of paper will do, we suggest a format that fits on a 3×5 index card (see the Appendices). By using such cards, the GM can maintain a neat file of Nag Tech items. Record the item's name, quality, creator's name, and date of creation (in campaign time). Next, describe the item's intended



uses and effects. Also note special information in this section, such as if an item needs to be recharged, and any other important information about its operation. A large space is provided for an illustration of the item. Record the item's custom Glitch Table or copy the Standard Glitch Table on the card's reverse.

A Nag Tech Catalogue

Following are some examples of Nag Tech gadgets, grouped according to time period. Many Nag Tech items can be found in successive eras in altered form – generally smaller, sleeker, and more efficient – unless they have been "discovered" by the general public.

The following list is just a beginning. Many more Nag Tech items are possible and will be detailed on the ***NAGS Society*** website (http://www.nagssociety.com). I invite players to send in their own creations to share with others.

Victorian Nag Tech

Victorian and Edwardian Nag Tech was inspired by the variety of devices, both useful and absurd, created by inventors of the late nineteenth and early twentieth centuries. Examples can be found in visionary fiction, historical journals, and adventure novels (such as those of Jules Verne and H. G. Wells, among others).

Hallmarks of Victorian and Edwardian Nag Tech include ridiculously complex machinations to perform even the simplest functions. The GM and players decide just how silly or serious these devices will be.

BAT (Bergstrom's Acoustical Topophone): The BAT has come into widespread utilization as a surveillance-enhancing device. It consists of a stethoscopelike apparatus connected to a pair of six-inch receiving/emitting dishes worn on a yoke. The BAT has both active and passive functioning modes. The former is engaged for amplifying sound, the latter for scanning solid objects. In active mode, the BAT emits and then receives sonic waves able to penetrate most materials to a depth of ten feet. ***Glitches:*** Reads the opposite of what is there, reads what the Nag wants to be there (rather than what is there, possibly by picking up brainwaves and incorporating them into the scan), emits an audible high-pitched shriek, attracts a swarm of actual bats.

Card Drive: The storage medium for Nag Writers, Babbage Engines, &c. Card drives are about the size of banker's boxes and contain a series of thick cards punched with rectangular holes that are engaged by the cogs of analytical engines. Card drives serve as the permanent storage medium for all Society computing equipment. Individual cards or entire card drives are exchanged from machine to machine when necessary. Portable items such as Nag Writers employ 3x5 inch cards housed in small boxes resembling those that contain index cards.

Goggles: Designed for a variety of functions, goggles might be constructed to enhance night or peripheral vision, to function as binoculars or microscope, to act as X-ray specs (q.v.), or to combine several functions. Goggles can adjust to magnify tiny objects or to resolve objects at extreme distance. They appear as a complex implement that the user dons as eyewear, consisting of a variety of lenses that protrude from leather headbands. Eyepieces whir and move in and out as they adjust to the proper resolution. Cannot be disguised as normal eyeglasses. ***Glitches:*** Distorts image, becomes nearsighted or farsighted (only useful up close or at a distance), lens cracks.

Nag Writer: A kind of portable typewriter designed for journalists to take notes or to write in the field. A higher quality Nag Writer can be remotely connected to a Society engine via telegraph wires or a wireless set, in which case it can act as a Pocket Babbage Engine (see below) and is often called a Personal Engine. Has a receptacle on top for inserting a card drive that can store about 100 pages of printed text. The Nag can later insert the card drive into a printing machine to generate a printed copy. Before typewriting technology was developed, printing devices utilized an array of quills (appearing somewhat like a low-tech polygraph machine, with feathers bobbing and scratching across the page). ***Glitches:*** Garbles text, doesn't record text, records text in random order, substitutes improvised text for that which is intended.

Needler: A pistol or rifle that fires a projectile needle via the force of air, ingeniously compressed. Nearly silent and without recoil, a needler must be reloaded following each firing. Tins of compressed air are sufficient for ten shots and can be expeditiously exchanged. Ideal for administering tranquilizer doses. Refer to the section on Tranquilizing Weapons (page 81) for details on their effect. ***Glitches:*** Misfires, makes inordinately loud sound, hits unintended target, tranquilizer acts as poison, has no effect at all, has unintended effect (e.g., acts as stimulant).

Phonomotoric Power Source: While much Nag Tech relies upon clockwork or steam as a source of power, the pet project of Gadgeteer Henry Jacobs involves harnessing sound waves in order to provide a redundant power supply for other Nag Tech devices. Vibrations from the human voice provide impetus for a tiny flywheel. Devices so enabled require constant elocutionary input to achieve and maintain peak efficacy. ***Glitches:*** Nag must vary rate of discourse to regulate power properly; device requires a particular type of verbal input (limericks, lines from Shakespeare) in order to function.

Pocket Babbage Engine: Used as a personal computing device or as a terminal to connect remotely to a Society engine on a campus. Used to solve mathematical or logic problems, and other applications which can be defined by player and GM. Functions through clockwork mechanism; involves input of data through numerical strings only (no speech or direct alphabetic

input). If being used remotely, must be connected to telegraph wires or to wireless transmitter to connect to main engine. Pocket engines take many forms, but often resemble pocket watches. When Nag Writers are used as pocket engines, alphabetic input is, of course, possible. ***Glitches:*** Gives incorrect response, gives opposite response, connects to wrong engine, overloads and self-destructs, keeps bad time, alarm sounds at inopportune moment.

Seeder: Resembling a flare gun, the seeder is used to deliver packets of "seed" into the atmosphere so as to manipulate local weather conditions. Individual canisters (which recall the pneumatic canisters used at a bank's drive-up window) contain concoctions that can cause a brief cloudburst, a break in the clouds, hail or snow (even in warm weather), dense fog, &c. Weather conditions are localized, restricted to a 10-meter-diameter circle lasting 50 + (4dF × 10) minutes for each seed canister administered. ***Glitches:*** Canister is a dud and has no effect, canister is mismarked and has unintended effect, conditions last twice as long as expected, conditions have "butterfly effect" (a sunshower in Peoria spawns a tsunami in Bombay).

Skeleton Key: One of those spooky-looking keys that seems to open every lock in a scary locale. This Nag Tech gadget can pick locks as well as find and set simple keyhole traps. It must be magnetized periodically to function, and works through vibrations and a series of ultrasonic beeps and whistles (which might be detected by inhuman ears). ***Glitches:*** Breaks in lock, fails to find trap, sets trap that affects user, gets stuck in lock.

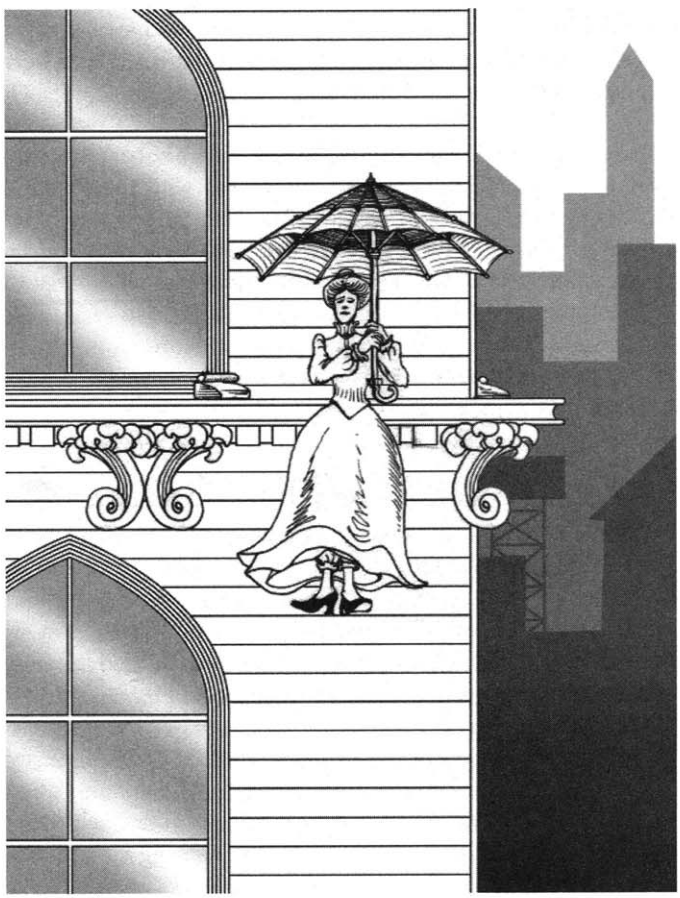
Spy Camera Obscura: A miniaturized Daguerreotypic emulsification device that can be hidden in clothing or in an everyday object. Might involve some clockwork mechanisms to function (see the "Example of Play" in the *Forgotten Futures* rulebook by Marcus Rowland for a good example of a spy camera hidden in a Victorian woman's hat). Plates can be developed in the field by a Nag with the appropriate skill and a field developing lab. ***Glitches:*** Spy camera is obvious while functioning, gets stuck in "out" position, captures distorted image, photographs the photographer.

Stinger: Employs redundant Franklin regulating capacitor with optional secondary windings to emit an electric pulse conducted by ambient moisture. Does not work in a vacuum or extremely arid regions, but is twice as effective underwater. A rather crude-looking affair, the stinger was developed the same year as the elegant Winchester '73 rifle. Many Nags insisted they would prefer to learn to shoot an opponent's foot and look good rather than use such a homely device. The Franklin capacitor requires one round to recharge between shots. See "Tranquilizing Weapons" (page 81) for details of the effects. ***Glitches:*** Sputters and crackles impressively but doesn't fire; misfires due to arid environment; ricochets among conducting materials in vicinity; creates an arc between shooter and target, thus wounding both equally; transmogrifies into a power source.

Taylor's Talking Timepiece: Miniaturization of phonographic technology coupled with clockwork power resulted in the recording/playing pocket watch. Ten seconds of sound can be recorded on a thin copper disk within the watch. The recording can be replayed immediately, at a set time, or continuously. The ingenious application of four such devices in series more than proved its value in the Calavera Cavern Caper! ***Glitches:*** Records too loudly or softly; recording skips, garbling the message or creating a comical message; recording plays in reverse, revealing secret diabolical message.

Traveling Tea Tray: No self-respecting Nag travels without a TTT, or T3. It folds up small, opening to reveal a tea set and food that has been vacuum stored. Stoke up a steam fire and the T3 brews and dispenses perfect tea. It hisses when opened (breaking the vacuum seal) and while operating (steam pressure). ***Glitches:*** Brews iced tea or tea with lemon, the cucumber sandwiches are wilted.

Umbrella: This ever-present accoutrement of Victorian gentlefolk can conceal a variety of useful devices. Swords and pistols are two commonly disguised items. One particularly ingenious modification has been dubbed the parasol parachute – a wide breadth and reinforced framework allows the user to employ this umbrella to moderate the speed of descent. It won't substitute if one is bailing out of a plane, but it serves



admirably for getting off a city rooftop. ***Glitches:*** Catches updraft and carries one indefinitely; turns inside out; spins while descending, incapacitating user due to dizziness.

Voluminous Valise: An accidental knock-off from a Gadgeteer's lab, capacious luggage is extremely handy but particularly prone to glitches. Through a dimly understood unraveling of dimensional strings, a voluminous valise is able to contain an extraordinary amount of cargo. Most will hold a fully clothed human, although Nathaniel Brown claims to have packed one with the furnishings of an entire flat in Kensington. The mass of the objects inside becomes negligible, "shunted throughout dimensional multiplicity", according to the Gadgeteers. Such bags have a habit of losing stability and turning themselves inside out – the effects of which are only now being evaluated. ***Glitches:*** Bag is full, won't close and thus the mass of the contents begins to coalesce (that is, it gets really heavy); required item is lost, necessitating the Nag to get inside bag to search; an item is reconfigured by its journey through dimensional multiplicity (not pretty for biological organisms); the bag turns inside out, exposing unraveled dimensional strings.

Wireless Transmitter/Receiver Set: A reasonably small unit that sends and receives wireless NAGS code transmissions. After 1900, such transmitters were modified to carry spoken words as well as code (i.e., two-way radio). Also plays and records messages on wax cylinders. Resembles a Victrola with the speaker doubling as antenna. ***Glitches:*** Garbles message, transmits to unintended party, transmission reflected (you hear yourself), substitutes random message.

X-ray Camera Obscura: Muhammad Al-Khabar's integration of a standard Daguerreotypic emulsifier with the Röntgen reduction ray resulted in the X-camera. Able to penetrate solid objects to capture image, the X-camera glows an unearthly chartreuse while functioning. The type and thickness of material to be penetrated determines difficulty level. Degree of success determines clarity of image. ***Glitches:*** Records misleading image, cannot penetrate surface, interference in image, X-rays combine with surface material for strange side effect.

Pulp Nag Tech

Pulp Nag Tech refers to items employed by Nags between the World Wars. In order to be true decoware, gadgets should be designed with an eye to the æsthetic, sporting solid yet stylish curves and flourishes. The ideas for most of these devices were later stolen by unimaginative hack writers and featured in comic books, pulp novels, and Saturday morning cartoons.

Ring: Rings could contain a potpourri of useful items: powerful electromagnets that can disrupt computing or communication technology, hold a falling Nag to the outside of a steel vehicle, or possibly attract and stop projectiles; tranquilizing compounds such as dust or paste; computing or communication devices; a laser; an explosive; &c., &c. ***Glitches:*** Ring is turned around on finger and affects the wearer; needs frequent recharging; emits sparks, amplified voice, or siren; magnet pins Nag to some large piece of metal.

Savage Fashion: A reference to the intrepid adventurer Doc Savage. The Man of Bronze had clothing infested with useful devices: a tie lined with thermite, rings with radios or spring-loaded knives, tiny electromagnets used to open locks, &c. Sometimes he combined several components – buttons, hidden chemicals in a shirt lining – to create a crucial compound. According to the style of the campaign, the GM could ask the player to specify such devices, or sit back and smile as the player describes the perfect gizmo for the situation at hand. ***Glitches:*** Nag loses article of clothing (and therefore the gadget); "Egad! The thermite must be in the red tie – this is toothpaste!"; device begins to operate while still hidden.

Utility Belt: A belt filled with extraordinary gadgets, usually of a small but useful nature. Examples include a grappling hook and cord, powerful adhesive, lock picks, &c. The player or GM might specify the exact gadgets included, or allow the player to announce them *in media res*. ***Glitches:*** Unlatches at inopportune moment, user grabs wrong item, item has unexpected use, item breaks.

Webspinner: Fastens onto the forearm and shoots adhesive filament to a twenty-foot range. Used primarily for securing/hindering opponents, but can, in a pinch, substitute for a rope and grapnel. ***Glitches:*** Web spun is too long, too short, or too sticky; spinner misfires, entangling user.

Wristwatch Communicator: The wristwatch communicator allows radio communication between wearers. Later models allow transmission of visual images as well. ***Glitches:*** Garbles message, transmits to unintended party, transmission reflected (you hear yourself), substitutes random message, becomes sentient and attempts to control wearer.

X-ray Spectacles: Advertised in any reputable comic book, X-ray specs allow the wearer to see through solid objects (as advertised, intended for prurient purposes). Appear as unflattering spectacles. Glow an unearthly green while functioning. The type or thickness of material to be penetrated determines difficulty level. Degree of success determines clarity of image. ***Glitches:*** Reveal misleading image, cannot penetrate surface, interference in image, X-rays combine with surface material for strange side effect, pick up on user's brain waves to reveal what user wants to see.

Vehicles

Rao grunted as she abruptly unshouldered the water-logged crate. The party had pressed slowly onward through the dense vegetation, following the reluctant direction of the explorer-turned-shaman Edwidge Chatham. They sought the lost city of Muribeca, more ancient than the earliest cities of China, Egypt, Mesopotamia, or South America. Their object was the embalming beetle – a mysterious scarab that could mummify a human.

They stood now at the edge of an enormous gorge, traversed by a bridge of rotting vines. They could just make out the tips of what seemed like stone minarets piercing the canopy on the far side. The Amazon thundered a hundred feet below them.

"What did we manage to recover from the canoe, Q?" Rao inquired. "And more to the point, why is it so deuced heavy? I don't believe that bridge will support it."

"If you had been able to hold your breath for a moment or two longer, we wouldn't be walking now. Still, I suppose you were every bit the Hero, what with your wound and the piranhas and all ...." Q's rebuke faded as he felt the force of Rao's glare. "Right," he continued. "If we are so fortunate as to have one thing go right for us today, we shan't have to carry it across at all."

Q tapped the crate several times in odd places and then, with a flourish, bestowed one final thump *to the top. The sides of the crate fell away dramatically, revealing what seemed to be a bicycle, albeit with an extremely complicated system of gears. Cecil, notorious cycling enthusiast, grinned expectantly. Rao, notorious technological skeptic, was less forgiving.*

"You don't seriously propose that we ride *across a bridge of rotting vines on a penny-farthing?"*

"This, my dear Rao, is properly called an Aardvark – and riding it across this gorge is precisely what I propose!"

Vehicle Terms

Attributes are traits that every vehicle in the game world possesses to some degree. ***Terra Incognita*** vehicles have four attributes: Quality, Speed, Maneuver, and Range.

Faults are aspects of a vehicle's construction or function that limit or degrade performance.

Gifts are aspects of a craft's construction or function that enhance performance.

Traits are terms used to describe aspects of a vehicle's construction and function. Vehicle traits include attributes, Gifts, and Faults.

Overview

Terra Incognita is an immense place. Investigating aerial, terrestrial, and marine mysteries requires capable means of transport, from automobile to zeppelin. Vehicles can play a large or small role according to the needs of the adventure and the preferences of the players. They can be simple means of conveyance from one adventure to the next – the GM describes a vehicle's use and calls for a few critical skill rolls from the pilot. A vehicle can also be vital equipment that extends a Nag's abilities. A player may come to feel as strong an attachment to his Nag's signature vehicle as to the character himself! Finally, expansive vehicles such as dirigibles, submersibles, or trains can serve as campaign settings. Refer to the sample campaign on pages 107-115 for an example. The following chapter comprises a catalogue of NAGS Society vehicles that are ready to drive off the lot. Consult with your game master if you require a vehicle exceeding the capabilities of those described or if you desire to create a new one.

Vehicles



Vehicle Attributes

Vehicles in ***Terra Incognita*** are described with the following four attributes:

Quality is the overall appraisal of a vehicle. Quality affects the amount of damage a craft can take and the time necessary to repair it. The GM may ask you to roll against a craft's Quality when no other trait is appropriate. For example, you might make an opposed action against a vehicle's Quality to avoid being swindled at "Crazy Louie's Used Dirigibles." Quality depreciates through time (in fact, it goes down one level when you drive a vehicle off of the lot).

Speed quantifies overall speed and acceleration. You will test this attribute during races and chases.

Maneuver describes the craft's ability to diverge from a straight line of travel.

Range measures the distance a craft can generally travel before refueling. Test this attribute on lengthy journeys. Because Range involves a die roll, a vehicle can, on occasion, make an heroic effort – an aeroplane with Poor range could, with a lucky die roll, complete a journey of Great distance. In such cases, the craft was running on fumes, the pilot glided when possible to conserve fuel, &c.

Attributes can be used at two levels of detail. For simpler use, attributes describe an abstract relationship between vehicles. A Fairly speedy craft will generally beat a Terribly slow one. If you desire more detail, you can use hex or graph paper to record vehicle positions. Throughout the vehicle rules we'll offer suggestions for using this level of detail.

Vehicle Gifts and Faults

Gifts and Faults make each NAGS Society vehicle unique. Some Gifts and Faults describe accessories or capabilities possessed by a craft, while others represent characteristics that modify the pilot's skill roll when conducting the vehicle. Some Gifts may in fact carry a negative modifier. The Rodham Roadster, for example, is an automobile that can convert to submarine mode – it possesses the Diving Gift. It is an indifferent diver, however, and thus carries a –1 penalty to the pilot's skill while submerged. You will note in vehicle descriptions that no function can be assumed – that is, an aircraft must possess the Flying Gift or it will remain parked in the hangar. Attempting an action without the corresponding Gift incurs a –3 penalty or is simply impossible; inquire of the GM before making an assumption. Some attempts – such as driving an auto off a cliff and attempting to fly – will be less successful than others. Only one function is assumed for Society vehicles – some form of communications equipment is by default included.

Gifts

Automatic Pilot: The craft possesses the capability to function automatically. During nonconflict situations make a situation roll once per hour to determine success. During combat, roll once per round. Auto-pilot can only continue a motion (i.e., straight or in a circle) but cannot execute maneuvers. Poor or Terrible results indicate a loss of control and possibly a crash or collision, depending upon circumstances.

Damage Resistant: The vehicle is particularly resistant to damage arising from combat or mishap. The craft receives a +1 Defensive Damage Factor.

Defenses (specific): The vehicle possesses some type of defensive capabilities. Examples include mechanisms that emit caltrops, oil slicks, smoke screens, spotlights, &c. Defenses are employed at the pilot's discretion. Defenses confer a –1 penalty to the affected vehicle's Pilot skill roll.

Diving: The vehicle functions while submerged in water. Possessing this Gift implies watertight construction, systems for ballast, life support, &c. Most craft capable of diving can also function on the water's surface (exceptions include diving bells).

Ejection Seat: One or more of the vehicle's seats can be forcibly ejected while the craft is in operation. The seat may or may not integrate "life support" enhancements, such as a parachute (in an

automobile or aeroplane) or air supply (in a submersible). Ejected seats must, of course, be replaced before reuse.

Excavation: The vehicle employs some implement – a shovel, a drill, a focused beam of light – to move, remove, or liquefy rock and soil. Vehicles must possess this Gift to attempt excavation. Test the pilot's skill – higher levels indicate less disturbance to surrounding environment. For example, a Poor result indicates the vehicle raises an immense hill above the surface as it pushes material aside, while a Great result indicates the drill creates a sturdy tunnel in which melted rock forms a smooth interior surface.

Flying: The vehicle is able to fly. Specify whether the vehicle is capable of vertical take-off and landing or if it requires a flat surface.

Low Maintenance: The craft functions so well as to preclude frequent maintenance (not including damage incurred in combat). The vehicle may go twice the normal period before routine maintenance.

Nitroboost: The craft's power supply is outfitted with a device that provides temporary speed augmentation (which may or may not utilize the eponymous nitroglycerine). Nitroboost increases Speed by one level for two rounds. It them requires ten rounds to recharge before it may be engaged again.

Off-road Operation: The vehicle has modifications allowing it to function in challenging terrain. Test the pilot's skill once per hour under nonconflict situations, once per round while in conflict.

On-road Operation: The vehicle possesses appropriate equipment (i.e., wheels) to take the beaten path. Test the pilot's skill once per hour under nonconflict situations. Vehicles so gifted may attempt off-road operation at a –1 penalty to the pilot's skill.

Portable: The vehicle compacts so as to be portable by an individual or small group.

Ram: The vehicle is constructed with implements and structural reinforcement to facilitate ramming maneuvers.

Reliable: The vehicle utilizes technology that is well established and dependable. The GM should generously accord +1 bonuses to die rolls.

Sensors: The vehicle is equipped with devices for scanning the environment. Specify the type of equipment and the nature of the information gathered. Roll to determine the quality of a scan. Sensors will typically have a maximum range of operation.

Sentience, Cooperative (2 gifts): The vehicle's analytical engine possesses sufficient sophistication to approach artificial intelligence. Such vehicles might be endowed with Perception and Reasoning attributes and a number of skills. The GM will adjudicate all such cases.

Stealth/Camouflage: Specifics in the craft's construction allow it to function without attracting notice. Examples include cloaking technology, coloration, quiet operation, smooth acceleration and deceleration, and radar-jamming equipment. Specify the source of stealth capabilities.

Water Surface Operation: The vehicle can propel itself across the water's surface. It may possess one or more means of propulsion: sail, velocipede, engine, &c.

Weapon (specific): The vehicle itself controls a weapon. Examples include machine guns, artillery, and electric cannon. Weapons are employed at the pilot's will, but the craft's skill determines the level of success. Vehicles may also have weapons fired by pilot or crew and thus dependent upon the operator's skill.

Well Appointed: The craft contains all the amenities one could desire. Players receive a +1 bonus when rolling for the possibility of an item being on board, a +1 to situation rolls involving passengers, &c.

Faults

Complex Controls: The vehicle has complex controls (dials, levels, switches, intermittent incandescent indicators) requiring the pilot's undivided attention. The pilot cannot control the craft and perform another task, such as firing a personal weapon.

Damage Prone: The vehicle is particularly disposed to incur damage in combat or accident. It suffers a –1 Defensive Damage Factor.

Experimental: The craft is based upon novel technology that is unreliable. The GM will exact frequent –1 penalties to die rolls. Through an extended period of time and the loving attention of a Gadgeteer, this Fault could be overcome (i.e., the bugs get worked out). You need not select another fault. The GM will adjudicate any such possibilities.

High Maintenance: The craft functions so delicately as to require constant maintenance to function. Typically, this necessitates the inclusion of a Gadgeteer among the crew.

Incommunicado: NAGS Society vehicles are assumed to incorporate communications equipment. Those without such apparatus are thus lacking.

Quirky: The vehicle has unexpected eccentricities that render it unique. Such peculiarities do not necessarily need to be "negative", but they should require specific procedures or antidotes to maintain expected functioning. A biplane's carburetor might clog, causing the engine to sputter out, requiring the pilot to climb and then drop into a sudden dive in order to clear it. If one is in the midst of a dogfight, this will be inconvenient!

Sentience, Uncooperative (2 faults): The vehicle's analytical engine possesses sufficient sophistication to approach artificial intelligence. Such vehicles might be endowed with Perception and Reasoning attributes and a number of skills. The GM will adjudicate all such cases However, the vehicle is less than satisfied with its lot in life. It uses its abilities to thwart the pilot whenever possible.

Spartan: The vehicle contains none of the amenities that one might desire. Players receive a −1 penalty when rolling for the possibility of an item being on board, a −1 to situation rolls involving passengers, &c.

Vehicle Actions

As with actions undertaken by individuals, some vehicular actions are unopposed (jumping over things, flying under things, diving into things) while others are opposed by another vehicle (such as races or chases). Operating a vehicle during mundane situations rarely requires test of skill. When a Nag needs to fly his biplane under the Brooklyn Bridge – that calls for a die roll!

Unopposed actions do not directly involve another vehicle. Examples include jumping a motorcycle across a gorge, flying the aforementioned biplane under the Brooklyn Bridge, and guiding a submersible into an undersea crevasse. The game master sets the difficulty level for the task and decides upon the skill to test and appropriate modifiers. Most unopposed actions test the pilot's skill.

Opposed actions involve two or more vehicles. Examples include two automobiles chasing one another through city streets, a biplane trying to shake a persistent ornithopter, and a submersible maneuvering into position to fire a torpedo. Some straightforward opposed actions – a race or a chase are good examples – can be resolved as a contest between vehicle traits. The GM announces which trait is appropriate and each participant rolls – the relative level determines the result.

Vehicle actions are more complex than their individual counterparts because they involve both the pilot's skill and the traits of the craft itself. Vehicle traits typically serve as modifiers to the pilot's skill level. Some vehicles are constructed to enhance the pilot's abilities while conducting certain maneuvers, while some craft limit an otherwise capable pilot. The game master makes the final decision about which trait and modifiers are most appropriate for an attempted action.

Attributes determine some vehicle capabilities. If you decide to record vehicle movements on graph or hex paper, refer to the table below for numeric quantities. Range measures the number of miles a vehicle may travel before requiring rest, refuel, or repairs. If you track vehicle positions on graph or hex paper, the results of Speed rolls indicate the number of spaced traveled.

Vehicle Action Example

As was expected, Cecil pleaded to be first to fly the Aardvark (Aerial/Aquatic Reversible Dual-function Velocipedic Ark) across the gorge. He plans to ferry their meager supplies across the gorge while the others follow individually across the bridge. The GM rules that the weight of the supplies and the fact that the Aardvark began the day at the bottom of the river make this a Fairly difficult task, Cecil is a Fair velocipedist, so this should not be overly taxing. We roll a +1 – Good results! – indicating that intrepid Cecil carries the gear across safely. He swoops back up into the clear Amazonian sky and executes a perfect loop-the-loop.

Fortune's smile quickly fades for this group, however. A shadow falls upon Rao as she takes her first tentative steps onto the delicate span. Riding an updraft from the torrent one hundred feet below, a glider modeled on a Pterosaur shoots into the sky. The native pilot clutches a spear with a wicked-looking barb. His target bobs back and forth, suspended on rotting vegetation.

Cecil spies the new danger. He engages the trans-Pythagorean gear ratio and hurries to be of assistance. The contest is a simple test of Speed. The Pteroglider is Fairly quick while Cecil can manage Mediocre. Cecil rolls −2: Terrible, while the native's 0 is Fair. The Pteroglider closes for the kill.

Vehicle Attributes and Modifiers

		Speed			Maneuver		Range	
Level	***Mods***	***Hexes***	***Example***	***180°/90°***	***Example***	***Miles***	***Power source***	**Level**
Superb	+3	7	Aeroplane	1/1*	Jet pack	1000	Solar/Wind	Superb
Great	+2	6	Dirigible/Sub	2/1	Bicycle	750	Steam	Great
Good	+1	5	Train	3/2*	Motorcycle	500	Electricity	Good
Fair	+0	4	Auto, motorcycle	4/2	Auto	250	Internal combustion	Fair
Mediocre	−1	3	Ship	5/3*	Boat	100	Animal, ridden	Mediocre
Poor	−2	2	Bike/horse	6/3	Ship, sub	75	Animal, draft	Poor
Terrible	−3	1	Walk/draft	7/4	Train, dig	50	Human	Terrible

* Vehicle can turn 90° and act in the same round.

Vehicles



Vehicle Combat

The imperative for discrete execution of Nag Operations typically precludes overt conflict between vehicles. Nags soon learn, however, that Nag Ops do not always proceed according to Society imperatives. Vehicles employed by members of the NAGS Society incorporate a variety of technological enhancements to resolve discord expeditiously. As in personal combat, Nags strive to incapacitate rather than destroy.

Terra Incognita offers two compatible systems for resolving vehicular conflicts: narrative combat and combat rounds. Narrative combat involves players describing their vehicles' actions in story elements while the GM makes a few judicious decisions. Combat rounds decelerate the conflict to include such round-by-round detail.

Narrative Combat

Narrative vehicle combat proceeds exactly as its personal analog. When combat is imminent, the game master describes the situation, noting what the Nags observe, the relative positions of the vehicles, visible weaponry, &c. You will then describe in detail your Nags' course of action. Some conflicts involve a series of maneuvers for pilots to exchange fire, and some involve weapons controlled by the vehicle itself. Pilots may chase one another through metropolis or wilderness; desperate situations call for ramming or boarding. The GM will let you know how long to go on with your narrative – she may conduct the whole skirmish as one story element or break it down into sequences. The GM then informs you of the difficulty level of the story element and which skill to test, and she assigns a modifier according to circumstances. You roll the dice and the GM describes the outcome.

Narrative Combat Example

Rao, of course, has prepared her blowgun to disable her soaring assailant. Cecil, on the other hand, hatches a new scheme: He plans to hover over the glider and deposit an "aardvark dropping" – a canister of powerful adhesive. Finally, he will dart in and harry the incapacitated native until he desists.

The GM decides to break the narrative into two elements: Rao's Greatly difficult shot (Blowgun: Good) and Cecil's entire maneuver as one element of Good difficulty, testing Cecil's Fair Velocipede skill, modified by the Aardvark's Great maneuverability (Fair+2 = Great).

We grab a fistful of Fudge dice and roll for Rao – 0: Good – but not good enough! Now for Cecil – +1: Superb! The GM declares that Cecil managed to land the dropping right on the native's head. He begins a spiraling descent into the gorge.

Cecil's triumphant grin fades as another shadow passes overhead. The original for the glider, *he supposed.*

Vehicles

Vehicle Combat Rounds

Complex or climactic combat sequences might be better conducted using vehicle combat rounds. As with its individual counterpart, conflict is resolved in five-second rounds consisting of actions attempted by each participant. Actions include evasion, flight, acrobatics, missile fire, ramming, crashing and burning, exploding in impressive balls of flame, &c. Offensive and defensive maneuvers transpire simultaneously and vehicles may move and fire in the same round. Players and the game master can describe vehicle positions abstractly as in narrative combat, or you may decide to use hex (or graph) paper to plot vehicle movements in detail.

The game master determines the position of vehicles at the start of combat. Although all action occurs simultaneously, you will want to adopt some guidelines for decorum. Vehicles with higher Speed attributes may move or maneuver first. When all have moved, then roll for weapon exchanges. Use the most advantageous position to determine the range for shots, unless you specifically indicate otherwise.

For greater precision, place a counter for each vehicle on hex paper, noting elevation or depth (as a positive or negative number of hexes) for aerial and submarine combat. In such cases, you will have to utilize the theorem of our good friend Pythagoras to determine approximate ranges in hexes. Take the square root of the total of the square of number of hexes between vehicles plus the square of elevation or depth. Round up to the nearest whole hex.

Vehicles may move up to the maximum number of hexes allowed by the Speed attribute. The Maneuver attribute governs the minimum number of hexes a vehicle requires to reverse direction or to turn 90°. Some vehicles may turn 90° and act in the same round, while others cannot act until the beginning of the next round. For a train or other vehicle confined to tracks, the Maneuver attribute indicates the number of hexes necessary to come to a complete stop.

Vehicle combat consists of a series of action resolution rolls. Individual vehicle maneuvers and unsuspected attacks will be unopposed. Procedures that involve contact with another vehicle – ramming or boarding – will be opposed. Finally, attacks on opponents aware of your presence are opposed.

Pilots must maneuver vehicles within the maximum range of a weapon to employ it. Assume simple movement succeeds without a die roll, but the roll will modify the difficulty of a shot. If your Nag attempts a complex maneuver and fires a weapon in the same round, the GM will ask you for a roll for each.

Aiming at a specific part or system of a vehicle – such as the command bridge or a wing – requires a minimum result to hit (the GM will let you know) and incurs a –1 to the trait level. Failure to achieve the minimum level set by the GM might result in your Nag hitting another part of the vehicle or missing altogether.

Vehicle Combat Rounds Example

The pterosaur and the Aardvark are relatively matched for size, speed, and maneuverability. They close for the classic dogfight: vicious dinosaur versus flying bicycle.

The GM states that a medium distance separates Cecil and the pterosaur. The beast's Great Flying skill equals the Aardvark's Maneuver ability, while it can manage a Great Dodge and Fair mêlée combat with razor-sharp teeth and claws.

In **round one**, *Cecil hovers and attempts a shot with his needler (Firearms (Pistol): Mediocre). The pterosaur counters with Great Flying skill, attempting to maneuver under Cecil for an attack. The GM says that it will take a Good shot to hit the reptile. Cecil rolls – 0: Mediocre – and the dart whistles over its head. The pterosaur's +2 (Superb+1) is superfluous, but the GM knows it effortlessly made it into position.*

Round two *finds Cecil in a tight spot, with a gaping saurian maw ready to crunch his conveyance. Cecil attempts a steep ascending bank to port, hoping to draw the beast upward so that he might let fly another dropping. The pterosaur prefers the direct approach: It attempts to bite Cecil's bicycle. This round pits the pterosaur's Unarmed Combat skill (Fair) against Cecil's Velocipede prowess (Fair, +2 for the Aardvark's Great Maneuverability = Great). (If Rao had piloted the Aardvark, her Poor untrained Velocipede skill added to the +2 bonus for the craft's Maneuver would have resulted in Fair. A Superb cyclist, on the other hand, would start at Superb+2.) We roll. Cecil gets +1 (Superb), matching the pterosaur's +1 (Good). The round goes to Cecil by a relative level of +2. He shoots up and to the left of the enraged beast.*

In **round three**, *Cecil would very much like to drop an adhesive missile atop the dinosaur's head, while the dinosaur would like to get the chomp it was so rudely denied. The GM rules this round pits Fair Flying skill against Fair Flying skill – an even match. Cecil rolls +1: Good and the dinosaur –2: Poor. "Good shot, old bean," calls Rao, now safely across the bridge. The round goes to Cecil by a relative level of +3. The GM decides that the dropping splattered the beast's talons, lowering its Unarmed Combat skill to Mediocre.*

The desperate dinosaur tries once again to masticate man or machine in **round four**. *His bag of tricks nearly empty, Cecil tries to lure the pterosaur away from the bridge, which is presently being traversed by a recalcitrant Chatham. The GM decides this round contrasts Mediocre Unarmed Combat (dinosaur) and Mediocre Speed (Aardvark). The reptile rolls +1: Fair while Cecil manages only a 0: Mediocre. Round four goes to the pterosaur by +1. He grazes the whirling screw that holds Cecil aloft. In the next section, we'll assess the damage.*

Vehicles

Vehicle Damage

Combat between vehicles generally results in damage to one or both vehicles. As with personal combat, the relative level of a successful attack, modified by the total damage factor of the vehicles, added to the result of a damage roll determines the amount of damage sustained. Refer to page 48 for the damage roll – it has the same limitations as in personal combat.

Vehicle Damage Factors

A variety of offensive and defensive damage factors affect damage inflicted by combat. Tally ODF's and DDF's to determine the total damage factor for each vehicle with respect to its opponent. Refer to the following table for guidelines:

Offensive Damage Factors:

Weapon Strength:	
Harpoon	+6
Machinegun, mounted	+8
Cannon	+10
Beam weapon (stinger, &c.)	+12
Torpedo, missile	+15

Defensive Damage Factors:

Vehicle Quality:	
Superb	+3
Great	+2
Good	+1
Fair	+0
Mediocre	−1
Poor	−2
Terrible	−3

Gifts and Faults:	
Damage Resistant	+1
Damage Prone	−1

Construction Materials:	
Nag Tech defenses or shields	+3
Metal, reinforced plates (Tank or locomotive)	+2
Metal, smooth (Steel ship, automobile)	+1
Wood (Wooden ship)	+0
Thin wood, metal tubing (Boat, biplane, bicycle)	−1
Cane, reeds, vegetable matter (Raft, dirigible envelope)	−2
Fabric, paper (Kite, glider)	−3

Vehicle Damage Factors Example

The damage factors are minimal in our illustrative combat scenario.

Aardvark – ODF's: none; DDF's: Good Quality (+1), metal tubing (−1), damage prone (−1) = −1

Pterosaur – ODF's: teeth and claws (+1); DDF's: none

Recording Vehicle Damage Example

The pterosaur bit the rotor of Cecil's Aardvark with a +1 relative level. Its +1 ODF added to the aardvark's −1 DDF yields a TDF of +2. The GM makes a damage roll (−1) which brings total damage to +2. We check the Aardvark's damage template to confirm our suspicion: not enough to make a scratch. Cecil was quite fortunate.

3-4	5-6	7-8	9-10	11+
S	**D**	**VD**	**I**	**ND**
☐☐☐	☐	☐	☐	☐

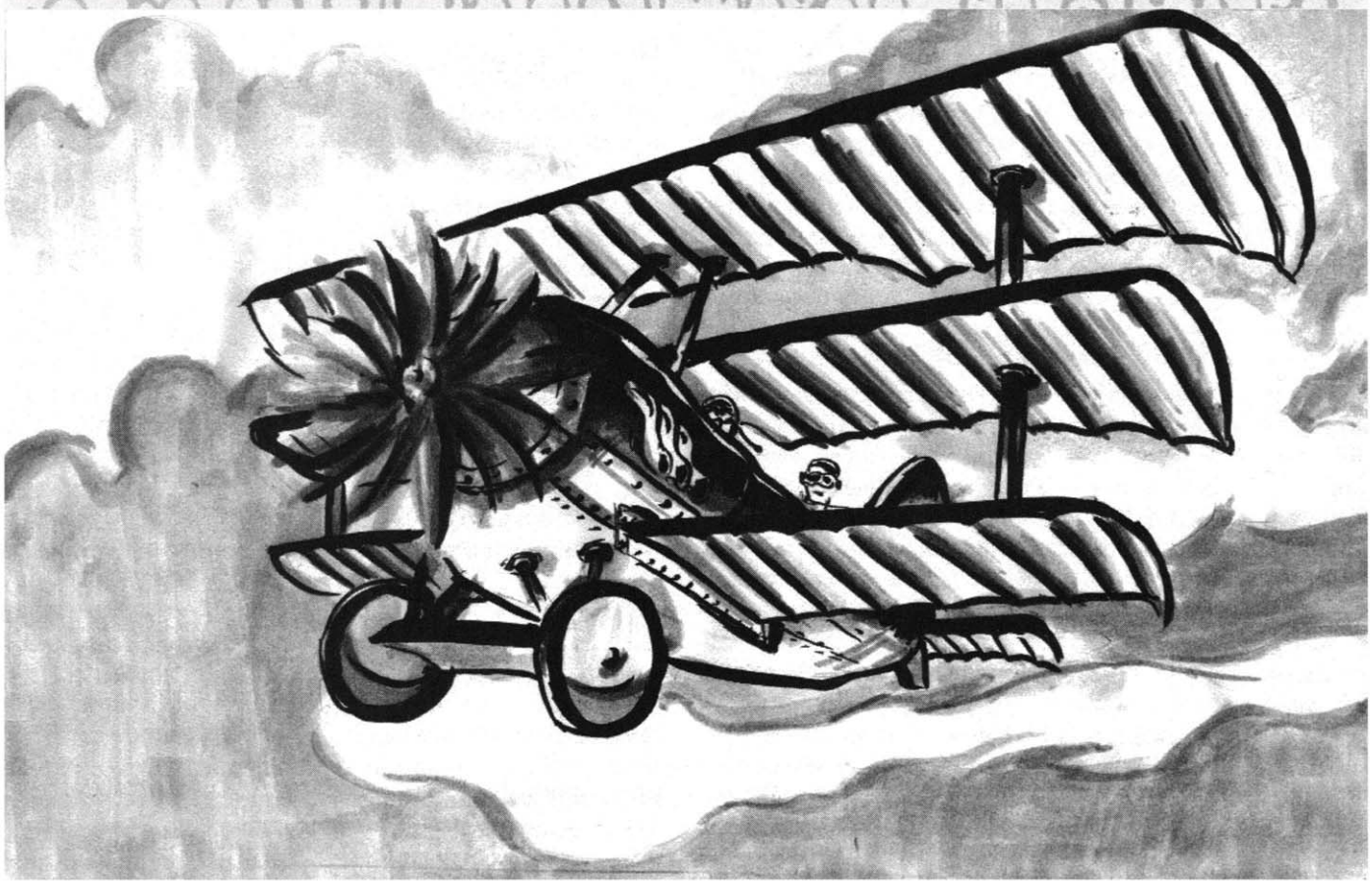
Recording Vehicle Damage

Each vehicle has a template for recording damage. Here is the template for a typical Rodham Roadster:

10-12	13-14	15-16	17-18	19+
Scratched	**Damaged**	**Very Damaged**	**Incapacitated**	**Near Destruction**
☐☐☐	☐	☐	☐	☐

Follow the same procedure for recording damage as you would for personal wounds (see "Wounds" on page 47). You may abbreviate the damage levels as: S = Scratch, D = Damaged, VD = Very Damaged, I = Incapacitated, ND = Near Destruction. Note that the numbers for vehicle damage are greater than the personal counterpart, accounting for a vehicle's ability to absorb damage and the efficacy of vehicle-mounted weaponry. The numbers also differ according to the type of vehicle: An ocean liner, for example, can withstand more damage than a flying bicycle. Refer to the Catalogue of NAGS Society Vehicles for suggestions for each type of vehicle. The game master determines the appropriate damage level templates for each vehicle type.

Vehicles



A Catalogue of NAGS Society Vehicles

As with other examples of Nag Technology, the NAGS Society closely monitors the use of its vehicles. Nags must demonstrate their competence and responsibility with Society hardware before they are allowed to use it in the field. The following is a compendium of craft commonly employed by Nags throughout Terra Incognita.

Aircraft

Society members, like most human beings, keenly feel the urge to soar. Developing dependable yet discreet aircraft was the Gadgeteers' first priority. Other than balloons, a Victorian novelty, aircraft such as dirigibles and aeroplanes had to be used secretly until they became widely available.

Aeroplanes

The Society pioneered heavier-than-air travel long before the brothers Wright made their historic hop at Kitty Hawk. In the early years of the twentieth century, Society members regularly employ bi- and triplanes and other, more outlandish contraptions in order to span the vast distances of Terra Incognita.

The Gloria Ann – Nimble Daredevil: The Gloria Ann model is a sturdy and nimble triplane intended to get Nags in and out of remote locations with a minimum of fuss. Unlike similar models adopted by conventional armed forces – painted gaudy red or sporting huge bull's-eyes on the wings – the Gloria Ann employs camouflage inspired by its avian relations. It is light colored on its ventral side and has irregular dark patches painted on its dorsal. The internal combustion engine, while robust, is specially constructed to emit as little noise as possible. The Gloria Ann has an open cockpit with a passenger seat directly behind. Major weaknesses include delicate construction and light weight that facilitate maneuverability but render the craft susceptible to damage and preclude a sizeable fuel tank.

Attributes
Quality: Great
Speed: Superb
Maneuver: Great
Range: Mediocre

Gifts
Automatic Pilot, Flying, Low Maintenance, Reliable

Fault
Damage Prone

Vehicles

ODF's
+8 (machine gun, mounted)

DDF's
+2 (Great Quality) – 1 (Damage Prone) – 1 (thin wood) = 0

Damage
S: 10–12, D: 13–14, VD: 15–16, I: 17–18, ND: 19+

Balloons

Balloons have been used by the Society since its first days – they are quiet, have an extraordinary range, pack up small, and are little noticed due to their popularity with the general public. Balloons come in a variety of sizes according to their intended use. Large, long-range craft may have an enclosed gondola to afford comfort at high altitude. Small, tender-type craft are used to ferry passengers from dirigibles to the ground. While generally at the mercy of air currents for propulsion and direction or travel, some fancy models use small propeller motors for more precise trim.

Society Steamer: This portable vehicle is intended for effecting emergency or covert escapes. When not in use, the craft appears as a standard steamer trunk. The Nag manipulates two dials to enter the combination (one with letters, one with numbers, as on old post office boxes) and – whoosh – the Steamer immediately begins to fill with gas. After one minute, the craft is ready to spirit away four adults or the equivalent weight. The Steamer can emit a billow of smoke to obfuscate observation. The Steamer's basket has a compact rotor for correcting and effecting some pitiful maneuvers.

Attributes
Quality: Fair
Speed: Good
Maneuver: Poor
Range: Superb

Gifts
Defenses (smoke screen), Flying, Portable, Stealth/Camouflage

Fault
Spartan

ODF's
None

DDF's
–2 (thick fabric)

Damage
S: 5–6, D: 7–8, VD: 9–10, I: 11–12, ND: 13+

Dirigibles

Virtually noiseless and capable of longer flights than most aircraft, airships are utilized extensively by the Society. Solar technology affords dirigibles an inexhaustible source of power. Nag Digs are outfitted for extended voyages when the Society deems it more efficient for a party of Nags to remain in the field rather than to base themselves at a specific terrestrial campus.

The NAS *Zephyr* – Spacious and Formidable: The NAGS Air Ship *Zephyr* is an immense craft intended for long-term independent operation. Nearly 150 meters in length, the *Zephyr* contains quarters for a sizeable crew, a lab for creating and maintaining Nag Tech, and a complement of support vehicles. The *Zephyr* rarely descends from its high orbit – Nags generally employ a paraglider or balloon to reach the surface. The *Zephyr* is powered by solar-charged batteries with an effectively infinite range. The craft periodically restocks and effects repairs at some of the more remote Society campuses. The craft is not particularly fleet and reacts lethargically to the helm – evasion is not a strong suit. Small projectiles tend to pass through the envelope without causing much damage. Vilified for its role in the Nag Dig Debacle of '97, the *Zephyr* nevertheless maintains dignity and poise into the new century.

Attributes
Quality: Good
Speed: Great
Maneuver: Terrible
Range: Legendary

Gifts
Damage Resistant, Flying, Sensors, Well Appointed

Fault
High Maintenance

ODF's
+8 (machine guns, mounted)

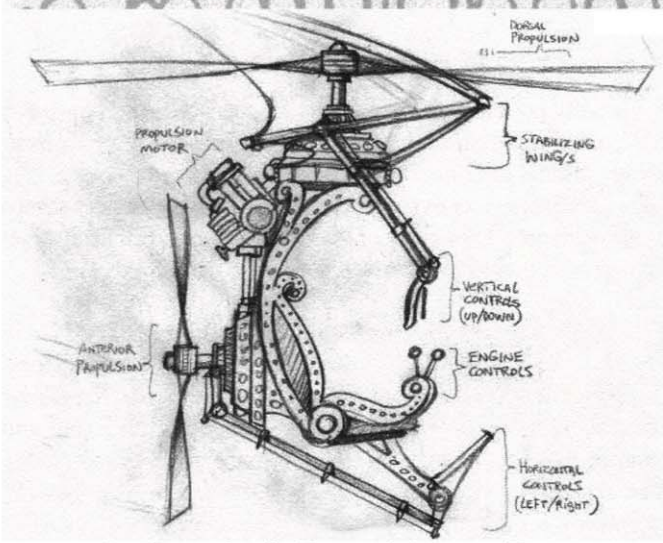
DDF's
+1 (Good Quality) + 1 (Damage Resistant) = +2

Damage
S: 10–14, D: 15–18, VD: 19–22, I: 23–26, ND: 27+

Personal Aviation Devices

Society members have always been fascinated by the promise of on-demand flight. To this end, Gadgeteers have developed a number of devices capable of bearing the individual instantaneously aloft.

Vehicles



One Example of a Personal Aviation Device

Aardvark (Aerial/Aquatic Reversible Dual-function Velocipedic Ark): Velocipedic technology was all the rage with Gadgeteers from the 1850's onward. A worthy descendant to its bewildering variety of forebears, the Aardvark is a dual-mode personal transportation device. The pilot propels and steers the craft with a combination of hand and foot pedals. A skilled pilot needs only 15 seconds to convert modes. In aquatic mode, the Aardvark can top 5 knots with a vigorous pilot. In aerial mode, it is a steady if enervating flyer. The Aardvark can safely carry the pilot and about 100 pounds of cargo. Defenses involve "aardvark droppings" – small devices that expel a surprising quantity of an adhesive substance when contacted.

Attributes
Quality: Good
Speed: Mediocre
Maneuver: Great
Range: Terrible

Gifts
Defenses (aardvark droppings), Flying, Portable, Stealth/Camouflage, Water Surface Operation

Faults
Damage Prone, Quirky

ODF's
None

DDF's
+1 (Good Quality) – 1 (Damage Prone) – 1 (metal tubing)= –1

Damage
S: 3–4, D: 5–6, VD: 7–8, I: 9–10, ND: 11+

Dragonfly: A highly maneuverable paraglider that expands on demand from a backpack. When open, resembles a pair of translucent double wings, as those on its namesake. This model includes a small motor for powered flight.

Attributes
Quality: Fair
Speed: Fair
Maneuver: Great
Range: Fair

Gifts
Flying, Low Maintenance, Portable, Stealth/Camouflage

Fault
Damage Prone

ODF's
None

DDF's
–1 (Damage Prone) – 3 (light fabric) = –4

Damage
S: 3–4, D: 5–6, VD: 7–8, I: 9–10, ND: 11+

Jet Pack: A hefty apparatus worn as a backpack with small rocket engines that propel one through the air. This particular unit has an unfortunate quirk – after fifteen minutes of use, the jet engine requires cooling. The wearer must glide for 30 seconds (losing altitude in the process) and then restart the engine while in flight. The pack is then reliable for the remainder of a journey of any duration. Has a built-in parachute.

Attributes
Quality: Fair
Speed: Fair
Maneuver: Good
Range: Good

Gifts
Flying, Defenses (smoke screen), Portable, Sensors

Fault
Quirky

ODF's
None

DDF's
+1 (smooth metal)

Damage
S: 1–2, D: 3–4, VD: 5–6, I: 7–8, ND: 9+

Vehicles

Land Vehicles

While aerial craft are necessary for large-scale movement, the inaccessible portions of Terra Incognita still require terrestrial transport. Nags favor all types, from automobile to train to gypsy cart. Even subterranean depths can be plumbed through the application of Nag Technology.

Automobiles

The Society did not invent the horseless carriage, but members purchased and modified early models for Nag Operations. From the beginning, the Society outfitted automobiles with useful features such as smoke-screen emitters, quick-changing color and accessories, and the ability to convert into another type of vehicle.

The Rodham Roadster (RR) – Sporty Convertible: The RR is a favorite among Nags during the late Teens and early Twenties. Appearing as an upscale touring car, the Rodham Roadster is able to accelerate quickly, maintains a respectable 75 miles per hour, and runs entirely on electricity. The engine compartment conceals enormous batteries that power the car for eight hours. The RR can be quickly recharged at Society campuses or on the road with portable solar panels, requiring four hours of sunshine. The engine powers all four wheels when necessary and the tires have retractable spikes to improve off-road traction. Most incredibly, the Roadster is undaunted by the road's end – it converts to full submersible mode. The RR is an indifferent diver, however, and the pilot incurs a –1 penalty. Never subtle, the RR is a steadfast workhorse in the field.



Attributes
Quality: Good
Speed: Good
Maneuver: Good
Range: Fair

Gifts
Diving (–1 to Pilot skill), Ejection Seat, On-road Operation, Sensors

Faults
Spartan

ODF's
+12 (stinger, some models)

DDF's
+1 (Good Quality) + 1 (smooth metal) = +2

Damage
S: 10–12, D: 13–14, VD: 15–16, I: 17–18, ND: 19+

Bicycles and Motorcycles

Two-wheeled vehicles are frequently utilized by Nags due to their maneuverability and concealability. They are often modified for particular operations – one might include a retractable hang glider while another folds up into a small briefcase. Motorcycles are an extremely exciting technology employed by Society members in the field. A seemingly normal-appearing cycle heading for a cliff might suddenly sprout wings. A sidecar might detach and head off on its own, an independent vehicle. Some cycles are modified for underwater use.

The Spencer – Fast Workhorse: This bicycle model resembles the solidly constructed two-wheelers with art deco flourishes. The Spencer utilizes an extraordinary gear ratio, allowing it to achieve surprising velocities through human power alone. From a cruising speed of 5 MPH the Spencer reaches 60 MPH in ten seconds. At such speeds, however, maneuverability suffers – the rider must take care not to flip the bike while cornering. The Spencer is best for going fast and straight. The rear reflector retracts, revealing a small tube that emits a mist to obscure the vision of those in pursuit. The light on the front fender is a powerful searchlight. Finally, the horn is a simple, long-range communications device that functions while the rubber bulb is squeezed.

Attributes
Quality: Fair
Speed: Fair
Maneuver: Mediocre
Range: Terrible

Vehicles

Gifts
Defenses (smoke screen), Low Maintenance, On-road Operation, Reliable

Fault
Spartan

ODF's
None

DDF's
+1 (smooth metal)

Damage
S: 4–5, D: 6–7, VD: 8–9, I: 10–11, ND: 12+

The Icarus: Resembling a stoutly constructed motorcycle, the Icarus was designed especially for use in mountainous or coastal operations. It acquits itself on- and off-road with aplomb. Many Nags recall the arresting vision of an Icarus achieving above-road operation – particularly dramatic Nags drive the vehicle off a cliff before engaging the aerial apparatus. The Icarus sprouts gliderlike wings and posterior rotors for propulsion and trim; it is an ungainly but dependable flyer. The vehicle is equipped with an indifferent automatic pilot that allows the brave operator to attend to other concerns.

Attributes
Quality: Great
Speed: Fair
Maneuver: Great
Range: Fair

Gifts
Automatic Pilot, Flying, Off-road Operation, On-road Operation

Fault
High Maintenance

ODF's
+8 (machine gun, mounted)

DDF's
+2 (Great Quality) + 1 (smooth metal) = +3

Damage
S: 5–6, D: 7–8, VD: 9–10, I: 11–12, ND: 13+

Miscellaneous

This category comprises the variety of special-purpose vehicles called upon during Nag Ops. Some are mundane vehicles that have been modified, while others, such as the Mole, were contrived by the Society to perform crucial functions.

Gypsy Cart: One procedure the Society employs for keeping Nags in the field is to establish a "cover" operation to disguise their identities and operations. For example, the sight of a gaudy yellow cart billowing steam and smoke and piloted by Stew Brunswick and his Friends, Relations, and Oddments was eagerly anticipated in backwater towns throughout the West. Stew sold the latest tonics, elixirs, and serpent extracts. More importantly, he brought news and excitement, and he and his Friends, Relations, and Oddments could be convinced to put on a play – a bit of Shakespeare or something "new from the East." Inside Stew's wondrous cart, which served as hotel, kitchen, stock room, dressing room, and stage, one would also find the latest Society communications and computing equipment, state-of-the-art make-up and costuming facilities, and a bewildering array of gadgets and devices for which one might only guess the intended use. The entire cart is protected by an electric security system that delivers a nasty shock to curious interlopers. Stew's wagon is powered by a steam boiler.

Attributes
Quality: Great
Speed: Terrible
Maneuver: Fair
Range: Poor

Gifts
Defenses (electric shock), Off-road Operation, On-road Operation, Well Appointed

Fault
Quirky (1 horse power)

ODF's
+10 (cannon)

DDF's
+2 (Great Quality)

Damage
S: 10–12, D: 13–14, VD: 15–16, I: 17–18, ND: 19+

Ice Catamaran: Developed as a means to traverse frozen Siberian tundra, ice cats have been adopted by daredevils of the Mt. Erebus Campus, where successful operation is complicated by terrain. Ice cats vary in size and consist of two streamlined wooden cabins built atop steel blades. The mast is stepped on a simple connecting framework. Ice cats have been known to

achieve speeds of 60 miles per hour; crashes are correspondingly spectacular. Pilots keep careful watch to avoid crevasses (up to 100 feet in depth) and 6-foot ridges (called sastrugi) carved by the wind. The most popular model sleeps a crew of six comfortably.

Attributes
Quality: Good
Speed: Fair
Maneuver: Mediocre
Range: Superb

Gifts
Off-road Operation

Fault
Damage Prone

ODF's
None

DDF's
+1 (Good Quality) – 1 (Damage Prone) = 0

Damage
S: 5–6, D: 7–8, VD: 9–10, I: 11–12, ND: 13+

The Mole – Excavation Expert: Terra Incognita holds secrets close to its bosom and away from the eyes of the curious. Green Preservationists worked closely with Gadgeteers at Jupiter Well to develop the Mole, a vehicle for executing safe and effective subterranean excavation. Nags ride in comfort within the lozenge-shaped cabin with treads, while the distinguishing feature is a twenty-foot-long drill mounted in front. Moley can cut through its length – 50 feet – of solid rock in 15 minutes and quadruples the distance in sand or soil. Geothermal steam collected periodically powers the craft and provides lubrication for rock-cutting. As one might expect, Moley's torque inhibitor and oscillation distribution coils require constant attention. In addition, the geothermal coupling apparatus as yet requires manual operation, necessitating a Nag to don pressure dress and exit the craft. The Mole is pressurized and watertight, carrying sufficient oxygen for 8 hours.

Attributes
Quality: Good
Speed: Terrible
Maneuver: Mediocre
Range: Great

Gifts
Damage Resistant, Excavation, Off-road Operation, Sensors

Fault
Quirky

ODF's
None

DDF's
+1 (Good Quality) + 2 (plate metal) = +3

Damage
S: 10–14, D: 15–18, VD: 19–22, I: 23–26, ND: 27+

Britannic Express – **A Campus on Rails:** Inspired by Stew Brunswick's success, the Society decided to mount a larger-scale operation. On occasion, operations of the more popular trans-European railways – even the great Orient Express – are temporarily suspended, replaced by the Britannic Express. According to the brochures, the Britannic Express is "a Palace on Wheels – we have it on Good Authority that a member of the Royal Family purchased passage with every intention of a summer Holiday but elected instead to continue on to the End of the Line and then purchased a Return, never once alighting. Such is the Comfort and Elegance of the Britannic Express!" One coach does in fact provide private rooms for paying travelers; the remainder houses a veritable mobile NAGS Society campus. Each AOS maintains a coach that can detach from the train when necessary – each coach has a small steam boiler capable of 5 MPH for brief stints. The Express is outfitted in a fashion similar to the NAS *Legend* (see page 108), including a hangar coach of auxiliary craft such as a Rodham Roadster and a Gloria Ann that can be rapidly assembled and which is able to take off from the roof when the Express is in motion. Each coach possesses two swivel-mounted machine guns. The coaches automatically lock down as a defensive measure.

Attributes
Quality: Great
Speed: Good
Maneuver: Terrible
Range: Great

Gifts
Defenses, Low Maintenance, Sensors, Well Appointed

Fault
Quirky (rail-bound)

ODF's
+10 (cannon)
+8 (machine gun, mounted)

DDF's
+2 (Great Quality) + 2 (plate metal) = +4

Damage
S: 10–14, D: 15–18, VD: 19–22, I: 23–26, ND: 27+

Vehicles

Marine Vehicles

Oceans cover three quarters of the surface of Terra Incognita, and harried Nags are accountable for all of it. The Society employs a variety of craft for executing aquatic and marine Nag Operations.

Boats and Ships

From the immense floating campus *Augusta* to the collapsible cutter *Rigor,* NAGS Society surface craft are a varied lot.

The Rigor – **Collapsible Cutter:** Well prepared Nags generally stow a collapsible cutter among their kit for exigencies. The *Rigor* was one such craft that Nags of a certain age will recall playing such a crucial part in the Innsmouth Incident. Filling three sizeable steamer trunks, the *Rigor* can be assembled by four Nags in an hour. The lightweight materials employed render the Rigor especially vulnerable to damage.

Attributes
Quality: Good
Speed: Mediocre
Maneuver: Fair
Range: Superb (sail)

Gifts
Portable, Sensors, Stealth/Camouflage, Water Surface Operation

Fault
Damage Prone

ODF's
+6 (harpoon)

DDF's
+1 (Good Quality) – 1 (Damage Prone) – 1 (thin wood) = –1

Damage
S: 3–4, D: 5–6, VD: 7–8, I: 9–10, ND: 11+

Submersibles

Submersible craft are indispensable for extended underwater operations. Frequently submerged for lengthy time periods and not possessing sufficient oxygen to maintain combustion nor means to dispose of byproducts, Nag subs are powered by steam collected at geothermal vents in the ocean floor. The locations of such "steam stops" are scrupulously charted, but change according to the whims of Terra Incognita. Many submarine Nag Ops have the added drama of a desperate search for steam. Large submersible craft are appointed for extended voyages with as much care and forethought as Nag Digs. Smaller Nag subs might be intended for short-range reconnaissance ops or to convey Nags into and out of sticky situations.

The NSS Marlin – **Deep Sea Explorer:** The NAGS Submersible Ship *Marlin* launched a new class of midsized craft intended to execute specific operations. Swift, stealthy, and painted to resemble marine fauna, the *Marlin* dives and surfaces with ease and can, in fact, break the surface in a whalelike leap. It is outfitted with powerful searchlights as well as sophisticated sensory equipment. The bow sports a retractable drilling apparatus that can pierce solid rock (or another craft, in desperation). Crew find accommodations aboard the *Marlin* close but comfortable. It carries a full complement of deep-sea diving gear.

Attributes
Quality: Good
Speed: Great
Maneuver: Fair
Range: Good

Gifts
Diving, Excavation, Reliable, Sensors

Fault
Spartan

ODF's
+15 (torpedoes)

DDF's
+1 (Good Quality) + 2 (steel plates) = +3

Damage
S: 10–11, D: 12–13, VD: 14–15, I: 16–17, ND: 18+



Nag Operations (Nag Ops)

Character, equipment, actions, Nag Tech, vehicles – you are now prepared to encounter Terra Incognita. NAGS Society operations generally begin with a Request for Attention (RFA). The Society generates a select few requests internally to clarify some point of fact or to address a situation. Most RFA's, however, come from individuals, businesses, groups, or governments with problems and a desire for discretion. Society members are often uninterested in the identity of a request's originator. It suffices for Nags to do a job well, with dignity, diligence, and discretion.

A Terra Incognita Manifesto

From time immemorial, humans have considered their world to be ultimately knowable. Paradigms change through the millennia – Ptolemy to Copernicus, Newton to Einstein – but history's greatest thinkers ingenuously assert their ignorance while proclaiming the latest theory that explains everything. While the NAGS Society holds all of history's scientists in great esteem – indeed, many were friends, colleagues, and mentors – members also have a clear understanding of the limits of traditional scientific inquiry.

On December 31, 1850, the Original Three members of the National Archæological, Geographic, and Submarine Society first met in the southwest of the North American continent. Grey Cloud was a youthful member of the Zuñi nation, exploring Pueblo Bonito for evidence of his ancestors, the Anasazi. Rebekah Winslow was an eastern schoolteacher with a passion for science. Captain John Arbuthnot Efland, late of Her Majesty's Army, had grown weary of his staid retirement and had sought diversion in the wilds of the American West. On the eve of the New Year, the three were inextricably intertwined when they discovered the moldering remnants of a document hidden in a cave.

The document was exceptional, considering its condition and setting. With Efland and Winslow translating passages alternately, they puzzled out a polemic of startling implications. It was unsigned and written in Latin of an indeterminate pedigree. The Three interpreted the discovery as a charge to action and a call to service. To this end, the Original Three members composed a brief treatise for members detailing the Society's position on the Earth's many mysteries: the *Manifesto of* Terra Incognita. Penned with their inimitable pedantry, the *Manifesto of* Terra Incognita continues to inform and guide Society operations. Fragments of the charter run thusly:

"We as humans have carved out a niche as rational, curious, improving creatures. From both the scientific and spiritual standpoints, we consider ourselves the pinnacle of creation. Through design or selection, humans reign supreme on the Earth, lord of all we see. We recognize that this skin of certainty is stretched over a shifting reality. Peering beneath the surface, the relationship of humans to their habitat becomes more complex and perhaps less favorable to humans. Terra Incognita Earth Unknown, is a living organism, a manifold entity – ancient and inscrutable – that harbors desires and possesses the means for accomplishing them. Humans are one of these means, but not necessarily the most important or effective....

"Humans embrace a variety of beliefs to explain and justify our innate sense of wonder: magic, animism, spiritualism, religion, the occult, conspiracy. The velocity with which humans gather and exchange information has increased but our capacity for assimilating these data has not. Traditional thinkers have constructed a careful web of rationalization, obfuscation, and deflection intended to protect delicate sensibilities from the maelstrom of truth. Reality glimpsed is epiphany, gazed upon is madness....

"By proclaiming this *Manifesto,* the National Archæological, Geographic, and Submarine Society assumes the stewardship of Earth Unknown. We do not assert that members possess understanding. Rather, by acknowledging the limits of human perception, members surrender themselves to the uncertain embrace of Terra Incognita."

Nag Ops

Types of NagOps

Each Nag Operation is unique, occasioning original procedures and affording new challenges. Through the years, the Society has identified several genres of requests. Below are certain illustrative archetypes that might be familiar to recent recruits.

Cartographic Clarification: Cartography is the science of humanity's efforts to write the story of Terra Incognita itself. Nags are regularly directed to clarify or confirm some anomaly that has arisen during the creation or revision of a map. Time and again, the Society has found that one can read between even the simplest geographic lines.

Extraction or Recovery: When discretion is paramount, Nags are employed to locate and recover an artifact, object, or individual. Extraction operations include the recruitment and societal extraction of potential Nags. While never discreet, the well recorded exploits of the American professor Indiana Jones are illustrative of extraction and recovery operations.

Investigation: Some RFA's involve exploring mysterious or inaccessible portions of Terra Incognita. Nags particularly relish traveling to some unknown quarter to illuminate a nettlesome enigma. England's Professor Challenger conducted an investigation, as recounted by Doyle in *The Lost World,* as did Professor Von Hardwigg and his nephew Harry in Verne's *Voyage au centre de la Terra*. Hodgson's acquaintance Carnaki represents an archetypal investigator.

Preservation: Such RFA's are emblematic of Society Operations. Green and Red Preservationists specialize in maintaining the continued existence of rare or endangered ecosystems, creatures, and cultures. Such operations must often be performed in complete secrecy to avoid unwanted public attention. Allan Quatermain recounts his adventures in preservation in the first and second installments of his autobiography (edited by H. Rider Haggard under the titles of *King Solomon's Mines* and *Allan Quatermain*). Some mysteries faced by H. P. Lovecraft's protagonists involve preservation (although often due more to abject horror than principle).

Miscellaneous Anomalies: These requests don't fit into any other category – they are often the most enjoyable. The above-mentioned Professor Challenger faced one in *The Poison Belt,* as did Rainsford in a fragment published by Connell as "The Most Dangerous Game."

Policy and Protocol

Unlike the typical adventurer who is free to swash his buckler to heart's content, Nags depend upon astonishing technology and demanding decorum in the execution of their duties. The delicate and sensitive nature of NAGS Society operations has occasioned the drafting of a body of regulations, formal and informal, that guides those operations. Accepting Society membership indicates an individual's respect for discretion. When one has finally caught a glimpse of the fabled Mokéle-Mbembe, however, enthusiasm eclipses judgment. Policy and protocol brick a clear path to tread through uncertainty.

Heeding the dictates of the *Policy and Protocol Manual* is the responsibility of all members, but it has fallen to the Heroes to compel propriety. The central dictate is to leave everything as you found it. As one would expect in an organization of global purview, there has been a tremendous quantity of discussion concerning how much latitude this allows Nags *before they leave.* One side of the balance holds that one must interfere as little as possible, only when necessity dictates, while the other side maintains that as long as one ties up every loose end, intervention is an effective tool. Society practice demonstrates that most operations fall somewhere within the bounds of this scale.

The sign of a superlative Nag Op is the complete absence of any sign at all.

– *From* NagSpeak: A Primer, *Li Xiaowen, editor.*

A Nag's work involves discretion, disguise, dissembling, duplicity, deception, and drama. During a typical operation a Nag might assume a role for an extended period of time – impersonating an individual of another profession, culture, religion, race, and occasionally sex. Such work necessitates placing personal beliefs and prejudices on a shelf. The more deeply one plumbs the mysteries of Terra Incognita, the harder it becomes to find absolute purchase. Nags often develop an intercultural adaptability that facilitates successful operations.

The NAGS Society proudly draws its membership from every nation (recognized and otherwise) on Earth. While the majority of Nags found at any campus were recruited locally, the balance represents the superb panoply of terrestrial beliefs. As would be expected in an institution of global purview, misunderstandings arise from this cultural concurrence. Nags endeavor to find common ground in their shared work and reverence for Terra Incognita. While contemporaneous institutions are prone to proselytize or otherwise impose values, the NAGS Society treads an onerous path. Members need not embrace all of the beliefs they encounter, but they are expected to accord appropriate tolerance.

All Nags are trained extensively at their home campuses following recruitment, and skill proficiencies are periodically updated during a Nag's career. While each instructor approaches the task differently, the overall goals of training are consistent throughout the Society. Society policy and protocol regulations dictate that Nag Operations proceed according to three precisely defined levels of engagement – Research, Observation, and Interaction.

Level I – Research

The initial level falls under the ægis of Bookworms. In fact, Bookworms claim that "93% of all Requests for Attention can be effectively resolved at the first level" (which immediately inspired Heroes to dub themselves "the 7% Solution"). The first and most important instruction given new recruits concerns investigative methods and techniques. Before any Nag charges into an operation, he will exhaust all available avenues of inquiry that might shed light upon a mystery or obviate physical confrontation.

Nag Ops

All Nags become comfortable in civic and private record halls, public libraries, and newspaper morgues. In addition, they are instructed in effective use of Society information extraction tools, which are usually slightly more advanced than those in general use. Some GM's might like the idea of a steam-powered Babbage engine for information storage and retrieval in Victorian and early twentieth-century campaigns. Nags are also educated in interviewing and other information-extraction techniques, in order to draw upon individual as well as archival knowledge.

Level II – Observation

The dreaded al-Kabali training sessions conducted for new recruits at the Oasis Campus involve an airdrop into a critical situation with one's hands securely manacled behind the back. Nags are thereby "encouraged" to observe before acting. Snoops assert that "in any given Nag Op report, the correct ratio comparing records of observation to records of activity is ten to one" (to which Heroes respond, "Agreed – show me the Nag who records all his actions").

The primary purpose of the NAGS Society is to gather and catalogue information regarding Terra Incognita. While collecting specimens is often necessary (see the next section), much of the Society's work can be acquitted with little or no direct contact. Nags utilize a variety of surveillance technologies, gathering volumes of information in order to determine if they must proceed to the final Level.

Level III – Interaction

Interaction is the most diverse and unpredictable level of engagement – it might involve cooperation, conflict, and occasionally specimen collection. Oversight of Level III engagements depends upon the specifics of the operation. Red or Green Preservationists take precedence over their areas of expertise, while Heroes direct conflict or otherwise sensitive sorties.

The nature of most operations requires Nags to employ stealth, excellent judgment, and often a well aimed tranquilizer dart. In addition, many operations require a physical component. Nags are well versed in combat, survival, and extraction techniques. Because discretion is vital to Nag Ops, Society members are skilled in the art of tranquilization and incapacitation, with and without weapons and other tools. For example, the Society has conducted extensive research into the use of breath weapons such as blowpipes and the various concoctions that a Nag might administer in order to render a person unconscious. Many Nags are trained to synthesize such compounds with available ingredients in the field. Some Nags study in Eastern countries to learn nonlethal martial arts methods – such techniques are uncommon and thus surprising to Western witnesses.

No Nag will, under any circumstances, initiate physical, mental, or spiritual contact with matter or entities of ab-, super-, or unnatural origin without benefit of appropriate prophylactic accoutrements.

– NagReg 6/32, sec. 23 ("The Carnacki Corollaries")

Because many Nag Ops require members to operate in the field for extended periods of time with little Society support, Nags are trained in survival skills. It is usual within a group of Nags to have several different areas of survival training represented, so that individuals can share their expertise with the group.

Nags are trained to take the path of least resistance, increasing the interference only when no alternative exists. If a particular situation has stumped the players, a benevolent GM might allow them to try to recall an Op Precedent. A Nag can spend a Fudge Point (or several, depending upon the gravity of the circumstances) to recollect an Op Precedent. The GM might choose to make a situation roll to determine how explicit a clue to give.

Nag Speak – Op Precedent

Through the voluminous records of Society operations, Nags have come to rely upon the work of their predecessors. When a Nag develops a particularly ingenious method for addressing a challenge with discretion, efficacy, and subtlety, his colleagues are quick to flatter through imitation. If the players are ever truly stuck in a situation, having no idea how to proceed, they might choose to call to mind an Op Precedent – a recollection of how a colleague resolved a similar challenge in the past. The GM should determine the cost in Fudge Points (perhaps several Nags could share the cost) according to the difficulty of the challenge. The GM might declare that the cost in Fudge Points increases according to the explicitness of the hint, or she may elect to make a situation roll if she would prefer to interject a little chance.

Because Society members are not, as a rule, swashbuckling egoists compelled to push the envelope of what is acceptable to the organization, NAGS Society policy and protocol will generally not be the focus of an adventure. ***Terra Incognita*** players will most often have already "bought" the concept of discreet heroism and therefore you will not frequently need to remind them of decorum. However, the existence of such a corpus of regulation affords the GM a variety of interesting scenario ideas:

The Society dispatches Nags to remind another member of the rules of comportment, or to mop up the results of a lapse.

For a comedic take, an NPC Hero is a particular stickler for strict protocol. He might have every regulation, paragraph, and section, on the tip of his tongue, freely offering his estimation of the other Nags' adherence thereto.

Leafing through the *P&P Manual,* a Nag discovers a curious regulation – perhaps the Carnacki Corollaries quoted above – and seeks an explanation. This would be an excellent prelude to a campus politics-type adventure.

Playing the Areas of Specialty

Most Nags select a particular Area of Specialty upon recruitment. Members of each AOS typically specialize in certain techniques and serve important functions within the Society. Gadgeteers, for example, afford technical assistance for all Nags when technology goes awry. Heroes provide support during critical operations and help to maintain discretion when others are involved in investigation.

Choosing an AOS does not unduly restrict or define a Nag's activities. Hacks do not always have to write, and Bookworms get outside from time to time. Areas of Specialty provide the Society with parameters for assigning Requests for Attention. Finally, remember that Areas of Specialty are a suggested guideline, not a mandatory rule. If your idea for a Nag does not fit into one of these categories, then don't choose one! The NAGS Society will still assign your Nag to operations. Following are some suggestions for playing Nags of each Area of Specialty.

Bookworms: To a Bookworm, Terra Incognita consists of archives, bookshops, libraries, newspaper morgues, private collections, and even notes scribbled carelessly on a napkin. Language is a Bookworm's æther and all matters of consequence can be discerned between recorded lines of text. Bookworms are perhaps the AOS most specialized and easily reduced to a series of Research rolls. They will be responsible for unearthing background and supplementary information for an adventure. Rather than simply making a skill test, ask specific questions to elicit details from the game master. Players will need GM support to realize the full potential of this AOS. Poring over handouts will help to concretize the experience of bibliosurfing back to the Library of Alexandria.



Gadgeteers: They are responsible for the creation and maintenance of sundry ingenious engines employed by Nags in the field. Members of this AOS may be assigned to maintain gadgets during a Nag Op or to construct new devices *in situ* from materials at hand.

Hacks: The imperative for a Hack is to write, of course. Distill the facts from each gaming session into an article for the *Journal*. I don't suggest that you stay up nights to come up with publishable stuff – even ten minutes of reflection in a notebook can convey the flavor of your specialty. The benevolent game master may even reward you with Fudge Points for contributing to the atmosphere of the ***Terra Incognita*** campaign. She may even institute the tradition of winding up each session or adventure with a reading of your article before it is put to bed for the required ten-year interval.

Heroes: This can be the most diverse and diverting AOS. Masters of the art of circumspect combat, Heroes anæsthetize, incapacitate, and otherwise discredit their opponents. Heroes likewise police the actions of their companions in order to ensure their adherence to Society policy and protocol. You might play your Hero as an efficient and imposing ex-militiaman bristling with secret weaponry, or a pedantic adventuring bureaucrat quoting protocol by article and section.

Preservationists: Reds and Greens have their fingers on the pulse of Terra Incognita itself. Greens are masters of wilderness survival and take the lead during "Lost World"-type excursions. Reds lead "Forgotten Culture"-type operations. Pioneering techniques later employed by non-Nag adventurers such as T. E. Lawrence, Sir Richard Burton, and Harry Flashman, Reds frequently "go native", adopting the dress and customs of a culture in order to learn and preserve. Preservationists of both types are often called upon to provide creative solutions for masking the existence of a forgotten civilization in order to prevent its exploitation at the hands of the general public.

Snoops: From a high-society party to the depths of the Mammoth Cave, Snoops follow a trail of clues back to its enigmatic origins. A Snoop might resemble a cigar-chomping gumshoe in rumpled trenchcoat who makes a few inquiries and then fades into the night, a master of disguise always at the scene of the action, or an infiltration expert who comes and goes without leaving a trace.

Part II: Game Master Information

A good bit of the hard work involved in a successful roleplaying campaign comes from the players. They interact through their characters, use the skills, attributes, Gifts, and Faults they have chosen, and try not to reduce the experience to a series of die rolls. The balance of the responsibility of a rich and exciting campaign falls to the game master. This part of **Terra Incognita:** *The NAGS Society Handbook* is addressed to the game master and devoted to information that she can draw upon to facilitate a successful campaign.

The first chapter provides an in-depth discussion of ***Fudge*** rules to complement those provided in Part I. The second chapter offers a detailed description of the NAGS Society and its role as support for Nags during play. The third chapter contains a *Terra Incognita Almanac,* describing the history of the Society's activities from 1850 to 1940. The fourth chapter offers information regarding ***Terra Incognita*** campaigns, including a sample campaign, complete with characters, equipment, and adventure ideas, that you can begin using immediately. The fifth chapter gives advice on how to design adventures set in the World of NAGS and culminates with a sample adventure. We close with a discussion of the denizens of Terra Incognita, a collection of beasts and other adversaries Nags may encounter.

Fudge Rules

This chapter amplifies many of the ***Fudge*** rules presented in the first part. The most important rule is simple to impart: **Just fudge it.** Always trust judicious reasoning in the name of rousing adventure. The guidelines below can help you set up your campaign and make adjustments as you go. In the heat of the moment, though, don't flip pages. Choose the most appropriate skill, decide how difficult the task will be, and roll!

Adjusting Campaign Power Levels

Terra Incognita allows for a range of power levels, from gritty realistic to superhero outrageous. Most ***Terra Incognita*** campaigns begin at a happy medium, concerning NAGS Society members soon after recruitment. Such Nags possess enough skills to look out for themselves, but will still be hungry to develop more. The game master can always fine-tune the characters' capabilities through the Nag Tech gadgets the Society assigns. If you decide to modulate your campaign, you have several options for adjusting characters as they are created.

Creating Legendary Nags

Nags who survive a number of operations hone their initial talents and develop new skills. If you are planning a campaign based upon the exploits of experienced Nags, you may want to augment the characters' capabilities. Use these same modifications to create legendary Nags whom characters might encounter at Society campuses or in the field.

Fudge Rules

To increase a Nag's initial capabilities, introduce two modifications to standard character creation guidelines. After players have created their Nags, allow them five extra levels with which to raise skills, each with game master approval. In addition, expand the possibilities for trading skills. Allow players to trade two skills of the same level for one skill of the next higher level (trade two Fair skills for one Good skill, for example). All skills involved must be in the same skill group, and players may not do it more than twice in any skill group. GM's should not use narrowly focused points when employing this suggestion, as the characters will not receive enough skills.

Creating Youthful Nags

Players or game master s may occasionally need to create Nags who are younger than the typical age range. Because ***Terra Incognita*** traits assume a certain amount of formal or informal training and experience, the easiest manner in which to create youthful Nags is to limit traits while creating the character.

These guidelines can help create Nags of various ages. Take care to select reasonable skills – it would be a rare youngster who can claim Profession (Doctor), for example. Of course, young Nags do exceed the abilities of their peers, or the Society would not have engaged their services.

Refer to the following table for specific guidelines. Players may not spend all points in a single skill group and they may choose a narrowly focused skill group. Nags of the age of majority (21) employ standard character creation guidelines – their limits are provided for comparison. Attribute levels are curtailed not to prevent youngsters from possessing raw physical and mental endowments, but because we consider ***Terra Incognita*** attributes to be refined by experience. Young Nags can add free levels as they garner such experience.

Age:	*8–15*	*16-20*	*21+*
Points	3	4	5
Free Attributes	0	1	2
Gifts/Faults	2/2	2/2	2/2

Adjudicating Actions

Most of the actions attempted by Nags and their adversaries can simply be described by the players or game master. If successful completion of a task is essential to the story and the character is reasonably qualified to accomplish it, engaging narrative will suffice. Fall back on the dice for those equivocal gray areas or to add the spice of uncertainty. Too much, and the game seems determined by probability; not enough, and it seems slave to certainty.

Other Dice Techniques

Terra Incognita suggests using Fudge dice to resolve actions. Fudge dice are available at your Friendly Local Game Shop (ask them to order the dice for you if they don't usually carry them), directly from Grey Ghost Press at http://www.fudgerpg.com, or from other online vendors. You can also make your own Fudge dice easily. Get four normal white d6's. Using a permanent marker, color two sides of each die green, two sides red, and leave the other two sides white. When the ink has dried, spray the dice lightly with clear matte finish to prevent the ink from staining your hands. You now have 4dF: the green sides= +1, the red sides= –1, and the white sides= 0. Or use sticky labels with plusses and minuses marked on them.

For those who don't want to make or buy Fudge dice, here are two additional options:

3d6: Roll three six-sided dice. Add the numbers and look up the results on the table below:

Rolled:	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
Result:	–4	–3	–2	–1	+0	+1	+2	+3	+4

d%: Roll d% and consult the table below:

Rolled:	1	2-6	7-18	19-38	39-62	63-82	83-94	95-99	00
Result:	–4	–3	–2	–1	+0	+1	+2	+3	+4

Describing Die Rolls

One of the most engaging aspects of ***Fudge*** is the word-based mechanic. One may argue the intuitiveness of polyhedral die rolls, but one can't deny that Great is Great and Terrible is Terrible!

Use the terms to enrich the roleplaying experience. Let the adjectives suggest the nature of the outcome and use your imagination when describing it to the players. For example, not only did Lady Hélène fail her Climbing skill roll, but her climbing was Terrible! Decide what Terrible would mean in these circumstances. You could state, "Terrible. Oh – too bad. You fail!" You might, however, try something more along the lines of, "As you inch along the crumbling edge, growing increasingly anxious as the automobiles whiz by below, your foot catches in the hem of your skirt! You lose your balance and begin to pitch forward!" If you endeavor to establish this practice during initial gaming sessions, astute players will undoubtedly get the idea and begin sketching in the details themselves.

Fudge Rules

Action Modifiers

Rolling the dice "as is" results in a typical bell curve. Players will most often roll a 0 – equaling the level of the trait being tested – with decreasing probability for extremely positive or negative results. Refer to the Appendices for a table that describes the exact probabilities. You may decide, however, that certain modifiers affect the odds of a character's action. Modifiers temporarily improve or reduce the traits of a character. Players may suggest appropriate modifiers when attempting an action and the GM will impose others according to the circumstances. Extremely high or low attributes may suggest modifiers to untrained skill rolls. Some modifiers arise due to circumstances. For example, injuries sustained by a character incur a penalty to actions, while using equipment might augment a skill. In ***Terra Incognita***, +/–2 is a large modifier; and +/–3 is the maximum that should ever be granted except under extremely rare conditions.

Action Modifier Examples

Lady Hélène Bideux possesses Poor Strength. The GM might impose a –1 modifier due to this deficiency if she attempts to engage in Unarmed Combat, a skill in which she is untrained. Ésteban Alonzo's Superb Perception could positively affect attempts at Bargaining or Diplomacy because he is so perceptive of people's reactions. Sunita Rao, Good with a blowgun, is Hurt (–1 to all actions). She is therefore only Fair with her weapon until healed. Winston Higgins has Fair Wilderness Survival skills, but an exceptionally fine set of camping equipment affords him Good skill while he uses it.

Using Traits

Most tasks will test a Nag's skills. ***Terra Incognita*** skills are sufficiently broad in definition to allow a variety of implementations. Rely upon your common sense, the examples in the skill descriptions, and perhaps the eager supplications of players to determine the appropriate talent. Note that it is possible that a Nag will not possess the skill you select and must therefore use it at the default level. Most skills default to Poor, but some technical skills may default to Terrible. The GM is the final arbiter.

Terra Incognita does not explicitly link attributes and skills, except by the dictates of character consistency. If a character has a low Perception attribute, he will probably not have a high Research skill, unless the player can explain it (which, as a creative soul, he probably can). Attributes function as extremely broad skills. While you will typically want players to roll against the most specific skill that is appropriate, on occasion you may ask for a roll against an attribute instead. You may also allow players to use attribute rolls as a "fallback" when a crucial skill roll has failed. Perhaps a successful attribute test will not afford the success the skill roll would have, but it's better than outright failure! Following are some general guidelines for using attributes during play.

Perception is a raw Discern skill and can be used to unearth those obscure clues that you hope players will discover but somehow overlook. If a Nag manages to fail an important Research or Discern roll, you might allow a Perception roll as a back-up, allowing the character to descry at least a tidbit. High Perception attributes could also confer positive modifiers to characters engaged in investigation or pursuit.

Reasoning is how a Nag's mind organizes perceptions. If the players themselves are stumped by a puzzle or problem, the GM might, with a successful Reasoning roll, divulge a clue – or the solution, if you are particularly benevolent.

Resolve measures a Nag's ability to martial mental forces. Resolve is called into question when a Nag desires to stand firm in the face of adversity or to succeed in a spiritual challenge. You might also call for a Resolve roll for a Nag to avoid succumbing to his Fault.

The Lost Sachem of the Motocs is conducting a ceremony to bring Nags to their spirit guides. The GM requires a Resolve roll of Great difficulty for a Nag to encounter his guide in a vision. I roll a Mediocre result. The GM describes Cecil's puzzling vision: Cecil recalled the ceremony – chanting, dancing, a long tube of sacred powder. Following that, his memories were fragmented. He had found himself running in what could only be called a scuttle. He was without benefit of light, yet he could sense subtle scintillae dancing about him. The vague rushing that enveloped him gradually resolved into a familiar clack. The final image endured as Cecil leapt back into consciousness – a London tube station.

Strength is a catch-all for physical activity. Numerous physical actions are covered by skills, but simple things such as breaking a rope or pummeling a door can be dispatched easily with a Strength roll. If a character misses a Climbing roll and begins to slide down a sheer cliff face, the GM might allow him to make a Strength roll to hang on for dear life.

Dexterity governs adroitness and agility. Ask players to make a Dexterity roll for various tasks involving grace that are not otherwise covered by skills. In addition, if you are benevolent, you might allow a player to make a Dexterity roll to allow his character to recover from a failed maneuver.

In attempting to descend from the window ledge, Lady Hélène muffs a Climbing roll, with Terrible results. The GM rules that she has caught her foot in her skirts and pitches forward. Thinking quickly, I tell the GM that she drops her camera and attempts to tumble through the nearest window. I roll against her Good Dexterity – 0: Good – and the GM informs me that Lady Hélène successfully smashes through the window, landing in the lap of a surprised secretary.

Vigor measures the character's physical fortitude as Resolve quantifies the mental. The GM might call for a Vigor roll when a Nag faces extreme physical circumstances. An exceptionally high or low Vigor attribute affords a bonus or penalty to a character's defensive damage factor, thus affecting the severity of his wounds.

Fudge Rules

Situation Rolls

You will often determine how a character reacts to Nags according to the needs of the story – you might intend for him to be an enemy or perhaps the party has rescued him and earned his gratitude. But there will be some characters who don't have predetermined reactions. When Nags request information or aid of a stranger, things could progress smoothly or erupt into conflict.

When in doubt, make a **situation roll** – a die roll not based on a character's trait, but on the overall situation or circumstances. Roll 4dF and consult the seven-step scale. Zero indicates a Fair result, +1 is Good, −1 is Mediocre, &c. The higher the reaction roll result, the better the reaction. On a Fair result, for example, the character will be mildly helpful, but only if it requires little effort. He won't be helpful at all on Poor or worse results, but will react well on a Good result or better.

If the Nag in question has a trait that can affect a stranger's reaction, you might allow a modifier to the roll. Examples include a Gift like Charisma or a Fault like Blunt and Tactless. The situation roll might be modified up or down by the circumstances: offering bribes, suspicious or friendly nature of the character, or how the Nag acts.

Without offending with his Western impatience, Cecil would like to have the Motoc sachem interpret his vision and tell him about the rare embalming beetle. I inform the GM that Cecil listens to the sacred chant, smokes the sacred pipe, and finally introduces the topic of the beetle into the discussion. The GM decides that the care Cecil took warrants a +1 bonus to the situation roll. A 4dF roll comes up 0: Fair, +1 for the bonus is Good.

"Uff," exclaims the sachem. "You are troubled. Your cities burn gas to defy the night, yet you still find places of darkness. Yes, I know of such a beetle. Long ago it lived among us. Now it keeps to the dark corners." Cecil then inquires how such an insect might have traveled from the Amazon rainforest to the London tube. The GM calls for another roll – Mediocre. "What use is learning without wisdom?" the sachem continues. "What did you take from your vision? Return to your gas-lit city and talk to your elders. Ask them what they found when they began digging your tube. Do you really believe you are the only people who have learned to travel underground?"

Adjudicating Combat

The game master has to make a variety of decisions while facilitating conflict situations. She will decide upon appropriate skills to test, assign modifiers for narrative combat, set the difficulty level for ranged combat, determine and describe critical results, and generally keep things moving smoothly. Following are some guidelines to help facilitate fair and consistent combat. As always, the most important guideline is permission to fudge things to keep them fun and exciting for the players.

Narrative Combat Modifiers

Once the GM has decided which trait (or traits) each combatant should use for narrative combat, she then gives them a modifier, ranging from −3 to +3. The most common modifier should be 0. The modifier is based partly on how well the Nag's plan would work, given what the GM knows of the opponents, and partly on circumstances: fatigue, lighting, footing, surprise, weapon superiority, bravery or cowardice of the opponents, wounds, &c. Here are some examples:

If one fighter has a **positional advantage** over the other, there may be a penalty (−1 or −2) to the fighter in the inferior position. Examples include bad footing, lower elevation, light in one's eyes, and kneeling.

Subtract the value of a **shield** from the opponent's weapon skill. A small shield has a value of +1 in hand-to-hand combat, while a medium shield has a value of +1 in mêlée combat and +1 to defense against missile attacks, providing the shield material is impervious to the missile in question! A large shield is +2 in all combat. Shields can be used offensively to push an opponent back or knock him over.

Aiming at a specific small body part (such as an eye or hand) will require a minimum result of Good or Great to hit and also incurs a −1 penalty to the trait level. If a result of Great is needed and the fighter gets only a Good result but still wins the opposed action, he hits the other fighter – but not in the part aimed for.

All-out offense, such as a berserk attack, grants a +1 to the combat skill (and an additional +1 for damage, if successful). However, if an all-out attacker ties or loses the opposed action, the other fighter wins and gets +2 to damage!

An **all-out defense** earns a +2 to the combat skill, but such a combatant cannot harm his foe except with a critical result.

A successful **all-out defense** combined with a successful **Perception** roll produce a −1 penalty to the opponent on the next round. The fighter takes a few seconds to scope out the area and maneuvers to take advantage of any terrain or conditional irregularity. Similar combat subtleties are possible and encouraged – taking a successful all-out defense one round can allow a player to try an Acrobatic maneuver the next combat round without risk of being hit, for example.

Fudge Rules

Difficulty Levels for Ranged Combat

Rely upon good sense to establish an appropriate difficulty level for attacks with missile weapons. Include all of the environmental concerns – distance, lighting, cover, movement – when setting the difficulty level.

Establish the initial challenge of the shot according to the distance between shooter and target. The ranges noted below are suggestions; you may change them if you prefer. Missile weapons have maximum accurate ranges; adjust them if you like. If a Nag intends to hazard a shot beyond this range (to shoot down a biplane with a derringer, for example) you can either humor such harmless futility or assign an appropriately challenging difficulty level.

Make adjustments according to the environment, motion of either combatant, the availability of cover, or any other relevant factors.

Pluses make a shot easier (a Fair rather than Great shot is needed, for example), while minuses make a shot more difficult.

Difficulty	*Range*
Superb	Extreme (as far as one can see)
Great	Very Long (length of several football fields)
Good	Long (length of a football field, several blocks)
Fair	Medium (down the block)
Mediocre	Short (across a room)
Poor	Very Short (across a table)
Terrible	Point Blank (in contact)

Other Factors	*Modifier*
Shooter standing still to aim	+1
Target immobile	+1
Shooter in moving vehicle	−1
Shooter running	−1
Shooting from hip	−1
Target behind partial cover	−1
Shooter in evading vehicle	−2
Target behind substantial cover	−2

Missile Weapons:	*Maximum Accurate Range*
Derringer	Short
Small pistol	Medium
Medium pistol	Long
Submachine gun	Short
Large pistol	Long
Shotgun	Short
Small rifle	Very long
Large rifle	Very long
Bazooka	Extreme
Blowgun	Short
Sling	Short
Bow	Short
Longbow	Medium
Compound bow	Medium
Hand crossbow	Short
Medium crossbow	Medium
Large crossbow	Long
Shuriken	Very short
Bolas	Very short
Boomerang	Good
Knife, thrown	Very short
Hatchet, thrown	Very short
Javelin	Short
Spear	Very short

Automatic Weapons

Automatic weapons can be roughly simulated by allowing more bullets to hit with higher relative levels. That is, blasting away with a weapon that fires 20 bullets in a combat round and hitting with relative level +1 – a graze – means only one or two hit the target. If a relative level +8 represents the maximum amount of ammunition on target (whatever that may be for a given weapon), then hitting with a +4 means about half the maximum hit the target, while +2 means only one quarter.

If the victim is not wearing armor, add a big damage number if lots of bullets hit – this is going to Incapacitate anyone, at the very least. If armor is at all likely to slow down a bullet, you can't just add a bigger and bigger damage number if more bullets hit – the armor has a chance to slow down each bullet. In this case, rather than roll damage for each bullet or have them all stopped, the GM needs to fudge some medium result: Give a slight damage bonus if more projectiles hit the target.

Hit Location

An attacker can announce that he is aiming at a specific body location before rolling to hit. The GM decides the minimum level for success – Good, Great, or perhaps Superb for an eyeball. If a player wishes his character to hit his opponent's weapon arm, the game master can respond, "You have to make a Good shot." If the player achieves the minimum level set and wins the opposed action, his Nag hits the weapon arm and the wound is specific to that arm. If the attacker wins the combat round with a Good hit when the minimum level for success was Great, he hits some other body part. The attacker misses entirely if he fails to hit a Superbly difficult body part.

A damaged specific body part can be described as being Scratched (no real game effect), Hurt (a penalty to use, but the body part still functions), and Incapacitated. After battle is the time to decide if an Incapacitated body part can be healed or is permanently Incapacitated. A Hurt body part is generally at −1 to its normal use. A Hurt arm gives a −1 penalty to combat, for example, while a Hurt leg is −1 to any running, acrobatics, &c. A Hurt eye is −1 to vision, &c.

Fudge Rules

Critical Results

A naturally rolled +4 indicates critical success – the character has done exceptionally well and may be granted some special bonus to the action. Likewise, a natural –4 is a critical failure, and the character has done as poorly as he possibly can in the given situation. Achieving +/–4 with modifiers does not count as a critical result, although the character has done exceptionally well or poorly. You may certainly determine such results on the spot according to the circumstances. Simply decide what would be the best or worst possible thing that could happen. For combat situations, the following tables provide suggestions for critical results:

Critical Failure Table (roll 2d6)

2	Inflict wound on self!
3	Blinded – no defense or offense next round
4	Fall down – skill at –2 for one round
5	Weapon jams or catches – take one round to free
6	Knocked off balance – skill at –1 next round
7	Drop weapon; still within reach
8	Weapon breaks, but still useful; –1 to damage
9	Slip – skill at –1 next round
10	Knocked to one knee – skill at –1
11	Disarmed by opponent; weapon out of reach
12	Weapon breaks and is now useless

Critical Success Table (roll 2d6)

2	Inflict double damage
3	Blind opponent – no defense or offense next round
4	Knock opponent down – your skill at +2 next round
5	Oppt.'s weapon jams or catches – one round to free
6	Knock opponent off balance – skill at +1 next turn
7	Make opponent drop weapon; still within reach
8	Break oppt.'s weapon, still useful; –1 to damage
9	Cause opponent to slip – skill at +1 next round
10	Knock opponent to one knee – skill at +1
11	Disarm opponent; weapon out of reach
12	Break opponent's weapon – now useless

Minions in Combat

Many villains in ***Terra Incognita*** evenly match Nags in skills and training. Refer to the section "Creating Named Characters" (page 129) for more information. Such "named" villains generally have a retinue of loyal underlings at their beck and call. In the spirit of adventure stories, such minions are decidedly less effective than their leaders. This section discusses a variety of techniques you can use to approximate the expendability of minions.

When a Nag is fighting an unimportant minion, the GM can treat combat as an unopposed action by assuming the minion will always roll his trait level. In this case, the Nag will have to tie the minion's trait level to achieve a stand-off and beat the minion's trait in order to inflict damage. This option stresses the Nag's abilities by disallowing exceptional rolls by lesser opponents.

To reflect their expendability, minions don't use the standard system for recording wounds. A simple three-stage system of **Undamaged**, **Hurt**, and **Out of the Battle** is good enough for the likes of them. Simply make a mark under a minion's name when he is Hurt, and cross out the name for Out of the Battle. Refer to the section regarding denizens of Terra Incognita (page 131) for more about typical minions.

Minions often offset their expendability by fighting in concert. When several minions attack a lone Nag, he suffers a –1 penalty to combat skill for each additional foe beyond the first. To resolve combat, the lone Nag rolls once and compares the result with each of the opponents' skills, one after the other. The solo combatant has to defeat or tie all of the opponents in order to inflict a wound on one of them. If he beats all of his foes, he may hit the foe of his choice. If he ties his best opponent, he can only wound another whose result is at least two levels below his.

The lone fighter takes multiple wounds in a single round if two or more enemies hit him. Usually, he can inflict damage on only one foe in any given round – his choice of those he bested. It's also possible to allow a sweeping blow to damage more than one foe at a time. Of course, this slows a slash down – reduce damage done by 1 or 2 for each foe cut through.

There is a limit to the number of foes who can simultaneously attack a single opponent. Six is about the maximum under ideal conditions (such as wolves or spear-wielders), while only three or four can attack if using mêlée weapons or martial arts that require a lot of maneuvering space. If the lone fighter is in a doorway, only one or two fighters can reach him.



Minion Combat Example

While Cecil participates in arcane ceremonies, three Motoc warriors challenge Sunita Rao to ritual combat. The warriors, Fair in combat skills as are all minions, have just rolled Fair, Good, and Mediocre results. Rao is Good at Unarmed Combat, but is at –2 for having two extra fighters attacking her at once: Her skill is Mediocre for this combat. She gets a +2: Good result, tying the best thug. She hits the thug who scored a Mediocre result (at least two levels below her result) and is not hit herself (she tied the best thug).

Wounds

Wounds in ***Terra Incognita*** progress along the following stages of severity:

Undamaged: No wounds at all.

Just a Scratch: No real game effect, except to create tension. This may eventually lead to being Hurt if the character is hit again. This term comes from the famous line "I'm all right – it's just a scratch." The actual wound itself may be a graze, bruise, cut, abrasion, &c., and the GM whose game is more serious in tone may choose to use one of these terms instead.

Hurt: The character is wounded significantly, enough to slow him down: –1 to all traits that would logically be affected. A Hurt result in combat can also be called a Light Wound.

Very Hurt: The character is seriously hurt, possibly stumbling: –2 to all traits that would logically be affected. A Very Hurt result can also be called a Severe Wound.

Incapacitated: The character is so badly wounded as to be incapable of any actions, except possibly dragging himself a few feet every now and then or gasping out an important message. A lenient GM can allow an Incapacitated character to perform such elaborate actions as opening a door or grabbing a gem.

Near Death: The character is not only unconscious, he'll die in less than an hour – maybe a lot less – without medical help. No one recovers from Near Death on his own unless very, very lucky.

Dead: The character has no more use for his possessions unless he belongs to a culture that believes they are needed in the afterlife.

Automatic Death: Sometimes you don't have to roll the dice. Holding a knife to a helpless character's throat is a good example – no roll needed to kill such a character, but the killer's karma suffers.

The Gift of Pain Tolerance reduces penalties by one level, while the Pain Intolerance Fault increases penalties by one level. Successful Resolve rolls at the Good, Great, and Superb difficulty levels allow Nags to nullify penalties for Hurt, Very Hurt, and Incapacitated level wounds.

Tranquilizing Weapons

Most Society operations demand discretion – wounding and killing draw attention and raise suspicion. Therefore, the NAGS Society pioneered the use of specially modified weapons to propel tranquilizer darts. Such modifications do not affect the appearance of weapons, but restrict the weapons to one firing before reloading. In addition, many Nags train in the art of traditional tranquilizing weapons such as blowpipes.

Tranquilizing weapons require characters to achieve a hit as with standard weapons. While scratches have no effect at all, hits causing wounds of Hurt or worse require the wounded party to make a Vigor roll of Great or better to avoid falling into anæsthetized slumber for fifteen minutes. A critical failure indicates that the tranquilized soul will remain so for twice the standard period. A critical success means that the target is immune to the tranquilizer; subsequent hits by the same weapon will be ineffectual.

Death

Sometimes the dice try to kill a Nag. In most campaigns, character death shouldn't occur through a bad die roll, but only if the character's actions were truly self-sacrificing – or stupid – enough to warrant death. Following are three methods of preventing accidental death. They may be used separately, together, or not at all. These should not be used for run-of-the-mill villains, but could be used for major ones. The "automatic death" rule in Wounds, above, takes precedence over these suggestions.

A character cannot take more than three levels of wounds in one blow. For example, an unwounded character could be Scratched, Hurt, or Very Hurt in one blow, but any excess damage points beyond that would be lost. A Hurt character could go all the way to Near Death in one blow, but not be killed outright.

A character cannot be rendered Near Death unless he began that combat round Incapacitated. This is simpler to keep track of than the first system and assumes there is some great difference between a severe wound and a mortal wound. There probably isn't, but the rule isn't intended to be realistic: It's to make the Nags more heroic than real life.

A player may spend a Fudge Point to convert a deadly wound to a merely serious one.

Healing

Once the conflict is resolved and the villains vanquished, Nags inevitably have injuries requiring medical attention. Wounds are healed through application of medical skill or Nag Tech gadgetry. For Nags in the field, a comrade with medical training will be essential. Visits to the hospital require one to answer so many questions! Nags within reach of a campus needn't worry – the Society provides for all its members' needs.

A Scratch is too insignificant to require a roll on a healing skill. Scratches are usually erased after a battle, provided the characters

have five or ten minutes to attend to them. An individual GM may rule otherwise, of course – they may linger on for a day or two.

A Good result on a Medicine skill roll heals all wounds one level (Hurt to healed, Very Hurt to Hurt, &c.). Scratches do not count as a level for healing purposes. That is, a Hurt wound that is healed one level is fully healed. A Great result heals all wounds two levels, and a Superb result heals three levels.

Healing with medical skills takes time. The success of the roll merely ensures the wounds will heal, given enough rest. As a general rule, each Hurt wound requires five days, Very Hurt requires ten days, and an Incapacitated character needs twenty days to recuperate. A character who returns from Near Death requires a month and possibly longer, depending upon the nature of the wounds.

A character with two wounds (one Hurt result and one Very Hurt) receives a Good result on a healing roll. After five days, the Hurt wound will be fully healed, while the Very Hurt wound will become a Hurt wound (and carry a –1 modifier as such) after ten days.

If unattended by trained medical personnel, wounds heal on their own at one wound level per week of rest. That is, after a week of rest, an Incapacitated character becomes Very Hurt, &c. The must make a Fairly difficult Vigor roll for Hurt wounds, a Vigor roll of Good difficulty if he was Very Hurt, and a Greatly difficult roll if Incapacitated. Failing this roll doubles the healing time: two weeks for one level of improvement.

Rewarding players

Terra Incognita uses *Fudge Points* (FP) as a flexible system for rewarding players for roleplaying and facilitating character development. Fudge Points function at the metagame level – the game master awards them to players rather than characters. Players use FP to buy luck (see "Fudge Points" on page 33) or to develop traits. This section offers the game master advice for awarding FP and adjudicating their use by players.

Using Fudge Points

Award each player 5 Fudge Points for a new character. Players may not use this initial pool of Fudge Points for character improvement until they execute their first adventure. Players may save unused Fudge Points from one gaming session to the next. If you disallow particular uses of FP described in ***Terra Incognita:*** *The NAGS Society Handbook*, make this immediately clear to players.

The following are guidelines for the cost in FP of particular actions. The GM should consider the importance of the action to the plot, whether or not the character has attempted (and failed) alternate means of addressing a situation, and what the future implications of the action will be. Players will probably elect to use FP judiciously, as they are the only means for character development. However, the GM must be attentive when setting precedents as they can recur unexpectedly.

Proposed Action	*Cost in FP*
Success in an unopposed action	1
Alter a die roll one level	1
Purchase abstinence from Fault	1–2
Lower wounds by one level	1
Reduce any wound to Scratch	2
Roll an automatic +4	2
Ensure a favorable coincidence	1–4

Awarding Fudge Points

Award Fudge Points to players upon completion of an adventure. You should be consistent in awards among players and from adventure to adventure. Reward players for innovative thinking, persuasive roleplaying, and good teamwork. As an example, good roleplaying should be rewarded with 1 to 3 Fudge Points per gaming session – one for showing up and remembering everyone's name to three for flawless roleplaying. Successfully completing an adventure warrants another point, while completing an epic quest merits two.

Using FP for Development

Nags are required to spend the requisite amount of training time at a Society campus in order to develop their skills. In some circumstances, you might allow the character to develop a skill independently by finding a teacher (which would cost money) or taking an appropriate job (which may not be totally dedicated to the skill the character wishes to learn, and so takes longer). It's also possible for a character to learn something on his own, but you should double the time required.

The GM sets training time. The teacher has two skills that must be considered: Teaching skill and the appropriate skill being taught. The player may need to roll the dice to see how diligently the character studied the skill. The die roll can be on the Nag's Reasoning or Resolve. If the player can give a valid reason why the character is extremely motivated to learn this skill, the GM may grant up to +2 to the trait tested. The GM may request a single die roll, or a roll per week, month, &c. If multiple rolls are called for, at least half of them should succeed to earn the skill improvement.

Players can trade Fudge Points at the following rates to develop a Nag's skills:

Raise Skill from:	*To:*	*Costs:*
Terrible	Poor	1 FP
Poor	Mediocre	1 FP
Mediocre	Fair	1 FP
Fair	Good	2 FP
Good	Great	4 FP
Great	Superb	8 FP
Superb	Legendary	16 FP + GM permission
Legendary	Legendary 2nd	30 FP + GM permission
Each add'l level of Legendary:		50 FP + GM permission

Raise an attribute: Triple the cost for skills of same level.

Add a Gift: 6 FP (or more) + GM approval.

A trait can be raised only one level at a time. It is much easier to improve a skill from Poor to Mediocre than from Great to Superb. Require more time or set higher Difficulty Levels on the Resolve rolls to raise an already high skill.

Character Development Example

Cecil St. John-Smythe, our Preservationist parson, is back at the Oxford Campus after successfully completing his first Nag Op. He considers his Mediocre Firearms (Pistol) skill to be substandard. He takes a six-week training course in pistol use, taught by an instructor of Superb Pistol skill and Great Teaching skill. The GM decides that Cecil needs to make a Resolve roll for each two-week period to see how dedicated he is to studying. If at least two of the three rolls are Mediocre or better, Cecil can raise his pistol skill from Mediocre to Fair, given the length of training and quality of the instructor. Had the training been shorter or the instructor worse, he would have needed a preponderance of Fair or even Good rolls to have raised his Firearms (Pistol) skill successfully.

Developing Nag Technology

Players and game masters should keep several factors in mind while developing original Nag Tech gadgets. First of all, in order to find a proper place in the world of Nags, gadgets should be stylish, outlandish, inordinately complex, and slightly humorous. Even the simplest processes should require elaborate machinations to complete. Examples include various clockwork gadgets of the Victorian period and items used by fictional adventurers.

In order to maintain game balance, players and game masters should explicitly describe a gadget's intended functions. Generally speaking, an item should do one or possibly two things well, and might also perform a small auxiliary function or two at lesser capability. A Nag Tech gadget can perform a standard skill that might be possessed by a Nag. An example is a skeleton key, which picks locks and sets keyhole traps. Other items, such as the BAT, perform unique functions.

For the game master, creating Nag Tech is as simple as coming up with a concept and deciding upon the item's quality, creator, date of creation, and intended uses and effects. All of this information can be recorded on a Nag Tech gadget card (see section "Recording Nag Tech" on page 53). Finally, the GM should decide if the item will use the Standard Glitch Table or create a custom Glitch Table for the item.

Players desiring to create original Nag Tech must undergo a more rigorous process. First of all, the Nag must possess the Gadgeteer skill. Characters who do not possess the skill themselves could communicate their ideas to the Research and Development Department at a Society campus. The GM will then determine how long the item will require to produce.

For the do-it-yourself crowd, the GM will require the player to outline the gadget's specifications, including the item's intended uses and effects, possible malfunctions, and, for strict GM's, a description of the "scientific" processes involved. If the character is attempting to produce an item that replicates a skill (such as picking locks), then he either needs to possess the skill at the item's desired level of quality or better, or consult closely with someone who does.

The GM will then determine the difficulty level of production, how long the item will take to produce, and how frequently the player should make production rolls against the appropriate skill. The GM will want to account for the complexity of the device, its similarity to existing technology or Nag Technology, the completeness of the player's description of the item, and the desired quality of the item. Low-quality items will be easier to produce than the good stuff. The GM should also note if the Gadgeteer is creating the item in the field or is taking advantage of a well appointed Society lab.

If the Gadgeteer continually fails production rolls, he may elect to lower the quality of the item. For example, the GM may inform a player that he must make six Great Gadgeteer rolls at one-week intervals in order to produce a particular item. If the inventor gets stuck, missing his rolls for several weeks in a row, he may elect to lower the item's quality to Good or Fair. The GM may then shorten the production time, and the Gadgeteer should have a better chance to complete the item successfully.

The GM may also decree that production has failed if the Gadgeteer successively fails too many rolls. Perhaps she will require the Gadgeteer to wait a certain period of time before attempting the particular item again. Creative GM's and players could turn Nag Tech creation itself into a mini adventure!

Developing Nag Tech Example

With the perfect idea bouncing around in his head, Cecil St. John-Smythe consults a colleague, Thaddeus Quigley, generally known as a Great Gadgeteer. Cecil's brainstorm is to create a walking stick that doubles as a blowgun for propelling tranquilizer darts – something to help him out of difficult situations with discreet style.

We present the GM with a complete description of the item's specifications. It appears as an ornately carved walking stick with a gold handle. By pressing a certain gemstone, both ends spring open, revealing a finely honed firing barrel. The handle contains a cache of feathered darts coated with a powerful tranquilizer. We would like Q to produce a Great quality item.

As possible glitches, we suggest that the stick not open, the barrel becomes bent (requiring a more difficult skill roll to succeed), the tranquilizer has evaporated and is ineffective, and, finally, that the dart misfires and tranquilizes the shooter!

Mulling over this information, the GM decides that this item is not particularly complex or difficult to produce. She thinks that four weeks of production time should be sufficient, and she requires that Q make a Fair Gadgeteer roll each week in order to achieve success.

Fudge Rules

Creating Vehicles

The NAGS Society most often assigns vehicles one finds in the Catalogue (see pages 64-70). However, circumstances periodically warrant novelty. This section offers guidelines for creating vehicles from scratch. If Nags desire to modify or create a new vehicle, use the rules in the previous section for creating Nag Tech gadgetry to role-play the process. The game master is, of course, free to innovate according to the needs of her campaign. The following guidelines were employed for detailing the vehicles in the catalogue and yield vehicles of similar potency.

Selecting Attributes

If the new vehicle is of a standard type – a boat or aeroplane, for example – begin with attributes at the appropriate default level. The default attribute levels for mundane vehicles vary according to the type of craft. Of course, the judicious application of Nag Technology allows Society vehicles to transcend such parameters (but you should plan to provide an explanation of the applicable technological innovation). If the desired vehicle does not fit into any of the listed types, use your best judgment, or have all attributes default to Fair. Refer to the table below for guidance.

Use two free levels to customize attributes. You may lower a default attribute to raise another. Quality defaults to Fair.

Vehicle Type	Quality	Speed	Maneuver	Range
Aircraft:				
Aeroplane	Fair	Superb	Good	Fair
Balloon	Fair	Fair	Terrible	Superb
Dirigible	Fair	Great	Terrible	Great
Land Craft				
Automobile	Fair	Fair	Good	Fair
Bicycle	Fair	Poor	Superb	Terrible
Horse-drawn	Fair	Terrible	Fair	Poor
Mole	Fair	Poor	Terrible	Great
Motorcycle	Fair	Fair	Great	Fair
Train	Fair	Good	Terrible	Great
Water Craft				
Boat	Fair	Poor	Mediocre	Variable*
Ship	Fair	Mediocre	Terrible	Superb
Submersible	Fair	Great	Mediocre	Good

*The range for boats depends upon the source of locomotion – Terrible if rowed, Superb if sailed.

Selecting Gifts and Faults

Gifts and Faults define a vehicle and its operation. Select four Gifts and one Fault. No function is assumed – an aeroplane, for example, must possess the Flying Gift or it will languish in the hangar. Refer to pages 58-60 for a descriptive list of vehicle Gifts and Faults.

Finishing Up

The final step includes tallying the offensive and defensive damage factors. Damage factors depend upon the manner of armament, the vehicle's size, relevant Gifts and Faults, and the material from which the craft is constructed. Refer to the guidelines on page 63.

Adjudicating Vehicle Combat

Vehicle combat can be as abstract or as detailed as you wish. Use narrative combat for quick and easy vehicle conflict resolution. When an epic battle of tactics and position is the order of the day, vehicle combat rounds allow for precise skirmishes.

Difficulty Levels for Vehicle Combat

The game master should account for a variety of factors when setting the difficulty level for vehicle maneuvers and attacks. Begin by establishing the range of the vehicles, derived either from the description of the conflict or the number of hexes between vehicles when appropriate. Then consider the movement of the vehicles, the size of the target, and relevant environmental factors. Pluses make a shot easier (+1 means Fair rather than Good, for example), while minuses increase difficulty.

Difficulty Level	*Range*
Superb	Extreme (33+ hexes)
Great	Very long (17–32 hexes)
Good	Long (9–16 hexes)
Fair	Medium (5–8 hexes)
Mediocre	Short (2–4 hexes)
Poor	Very Short (1 hex)
Terrible	Point blank (in contact)

Other Factors	*Modifier*
Vehicle Size:	
Superbly huge	+3 (dirigible, entire train, ocean liner)
Great size	+2 (ship, individual train car)
Good size	+1 (boat, aeroplane)
Fairly large	+0 (automobile, helicopter)
Mediocre size	–1 (cart, wagon)
Poor little thing	–2 (bicycle, velocipede)
Terribly small	–3 (jet pack, kite)
Maneuvers	
Vehicle hovers to aim	+1
Target immobile	+1
Shooting vehicle moving rapidly	–1
Shooting vehicle is evading	–1
Environment	
Calm, clear conditions	+0
Aquatic or aerial turbulence	–1
Storm conditions	–2

Fudge Rules

Determining Traits to Test

Determining appropriate traits to test during vehicle combat is more complex than in personal combat because both the pilot and the vehicle itself possess relevant traits. It is necessary to determine which trait is most relevant to the task at hand and apply modifiers due to other traits. Use common sense and try to be fair and consistent.

The most important trait possessed by the character is the Pilot skill for a vehicle. If a Nag pilots an unfamiliar vehicle but possesses a similar skill, allow him to use it with a one-level penalty. Most Pilot skills default to Poor.

Test the Nag's skill for all tasks in which the pilot's abilities are the most important factor. In such cases the vehicle's traits can serve as modifiers. Evading an enemy torpedo might test a Nag's Pilot (Submersible) skill modified by the sub's Maneuver ability. Attempting to fly through a hailstorm might challenge a Nag's Pilot (Aeroplane) skill modified by the plane's Quality. Tipping a Model T on two wheels to negotiate a twisty mews would test Driving (Automobile) modified by the automobile's Maneuver ability, &c.

Some few tasks are more relevant to the vehicle's traits. A race on a level straightaway, for example, might contest the participants' Speed abilities. A long-range chase would better pit Range against Range.

Finally, circumstances that arise during conflict situations might challenge a Nag's other skills. Vehicles with complex systems, such as dirigibles and large submersibles, could test Engineering, Mechanic, or Gadgeteer skills during a conflict. Refer to the sections below on Vehicle Hit Location and Repairs.

Vehicle Hit Location

Sometimes it is important to know just where a particular shot has damaged a vehicle – a solid hit to the bridge is different from a shot to the cargo hold. The simplest system is not to worry about "called shots." Merely say the better the relative level, the better the location of the shot. Winning a round by +8, for example, allows the attacker to destroy the bridge or cockpit. One hopes the players will describe their actions in such detail that the GM will know how close they came to their objective merely by looking at the relative level.

For a more complicated system, the attacker can announce that he is concentrating fire on a particular part of the opponent's craft – the bridge, the tail, the fuel tank, &c. – before rolling to hit. Decide the minimum difficulty level necessary for such a hit – Good, Great, or Superb (to hit a specific porthole, for example). Success indicates the vehicle hits the desired target and damage affects only this system.

If the attacker wins the combat round but makes only a Fair, Good, or Great shot when a Good, Great, or Superb shot was required, respectively, the attack hits another part or system that the GM specifies.



Attackers may also specify that they are aiming for a craft's pilot, gunner, or other crew member. Determine the difficulty level for such a shot according to the amount of cover afforded by the vehicle. Targets who are aware of an attack may be able to Dodge or execute other defensive maneuver, unless they are buckled into a seat or otherwise restrained. If the attack is successful, use the system for recording personal damage. Of course, a vehicle's weapons will undoubtedly be endowed with hefty offensive damage factors! Prudent Nags avoid being hit by vehicular weapons.

Refer to a craft's damage template (as described on page 63) to describe the damage sustained to a specified system. A Scratched component or system suffers no immediate effect – "That was a new paint job, blast you!" A Damaged system suffers a –1 penalty but continues to function – a Damaged propeller gives a –1 penalty to Speed and Maneuverability, while a Damaged fuel tank is –1 to Range as the fuel leaks out. Finally, an Incapacitated component or system no longer functions – an Incapacitated propeller no longer propels, a wing doesn't provide lift. Refer to the section concerning repairs (below) for a discussion of how characters restore function to damaged systems during combat.

Repairs

Damaged vehicles require repairs to restore function. If you can coax a vehicle back to the nearest campus, most repairs are effected transparently. The Society will even assign you a replacement, with the only cost being the reproachful looks of overworked Gadgeteers. More exciting are circumstances where Nags must effect repairs in the field or even during conflict!

Repairing damage requires application of the Mechanic or Gadgeteer skill. For Nags in the field, a comrade with appropriate training will be essential – most garages don't stock reticular capacitors or Ruhmkorf coils!

A Scratch is too insignificant to require a repair roll. Scratches can be buffed and polished into memory. If a vehicle has ticked off all three scratch boxes, the GM might ask for a Fair roll to repair the lot.

Good results on a Mechanic or Gadgeteer roll repair all damage by one level (Damaged to repaired, Very Damaged to Damaged, &c.). Scratches do not count as a level for repair purposes. That is, Damaged vehicles are repaired with one successful roll. A Great result repairs all damage two levels, and a Superb result repairs three levels.

High-quality vehicles are easier to repair than jalopies. Assign appropriate modifiers to the mechanic's repair roll according to the vehicle's Quality attribute – +1 or –1 for each step away from Fair Quality.

Repair work takes time. As a general rule, a Damaged vehicle requires one day, a Very Damaged vehicle requires five days, and an Incapacitated vehicle requires a fortnight for a complete overhaul. A craft restored from Near Destruction requires a month and possibly longer, depending upon the nature of the damage. If the individual repairing a vehicle fails a skill roll, the necessary time passes before he may roll again.



Improvements

In many campaigns, the game master can oversee the improvement of vehicles. As the capabilities of the adversaries progress, the GM can increase the abilities of vehicles she assigns to Nags. In campaigns where Nags possess cherished signature vehicles, the characters themselves may desire a larger role in improving vehicle competence.

Improving Nag Tech vehicles requires application of the Gadgeteer skill. Mechanics may repair such vehicles (as described in the previous section) and improve mundane vehicles. The technological eccentricities of Nag Technology require the hand of a Gadgeteer. Nags who do not themselves possess such skill may of course seek them out at a Society campus.

Submit to the GM an outline of the desired modifications – you may want to improve a craft's current traits or add new capabilities. The GM will then determine the difficulty level and time table for the modification(s) and will specify how often the Gadgeteer should make skill rolls. The Gadgeteer must roll the level of the desired improvement (Good for Good-level improvements, Mediocre for Mediocre-level improvements, &c.) for the specified time in order to add the capability to the craft.

Because vehicles confer capability to their users, the game master may exact a cost in Fudge Points to improve vehicles as with character development (see page 33). In such cases, Nags who are not personally effecting the modifications may "channel" their Fudge Points through the Gadgeteer engaged for the job. The Gadgeteer's skill level is unaffected by any such transfer of Fudge Points. Players should of course bear in mind that if a vehicle is lost or utterly destroyed, expended Fudge Points are forever lost.

If the Gadgeteer continually fails skill rolls, the Nag may elect to lower the level of the improvement. For example, the GM may inform a player that he must make six Great Gadgeteer rolls at one-week intervals in order to add the Great Diving skill to a Rodham Roadster. If the Gadgeteer gets stuck, missing his rolls for several weeks in a row, he may elect to add the skill at only the Good or Fair level. The GM may then shorten the production time, and the Gadgeteer should have a better chance to complete the item successfully. The GM may also decree that production has failed if the Gadgeteer successively fails too many rolls. Perhaps she will require the Gadgeteer to wait for a certain period before attempting the particular modification again.

Running the NAGS Society

Roleplaying the National Archæological, Geographic, and Submarine Society is the game master's responsibility. This chapter provides the GM with a detailed background of the Society, some ideas for guiding and supporting Nags during adventures, and descriptions of seven Society campuses.

The Society's Role

The Society is a benevolent patron, supporting the work of its members to the best of its abilities. The game master should strike a balance between facilitating the independent work of Nags and doing the job for them. Nags might call upon the Society for assistance when they are in dire straits, but they should not expect to be bailed out of every precarious situation. The discreet nature of the work often precludes the Society from acknowledging its members at all.

The GM can use the Society as a means of providing clues that might assist Nags during an investigation. For example, if a party of Nags were to reach a dead end during an inquiry, the GM might introduce a Society member who has unearthed a particular clue or who points the characters in the right direction to find one. One can rest assured that in whatever time period a campaign is set, the NAGS Society places advanced information-gathering, -storing, and -disseminating technology at its members' disposal. This does not mean that all research can be completed at a Society campus, but when other avenues of inquiry are exhausted, the Society might provide the means for unearthing a necessary clue.

During an adventure that has gone awry, the GM could introduce a Society representative to refocus the Nags or to bail them out completely. In such cases, the Society might even choose to reassign Nags until they have acquired further experience. Characters who rely too often on the Society's assistance could find themselves out of communications range for a time. On the other hand, hard-working Nags who catch a bad break on a die roll might deserve a helpful Society intervention. The GM should operate the *deus ex machina* as she sees fit.

The Society also serves as the GM's gateway for distributing Nag Tech. ***Terra Incognita*** characters should not run across gadgetry lying about higgledy-piggledy. The usual method for acquiring Nag Tech is through assignment from the Society. In this manner, the GM can maintain some control over game balance – an overly powerful item might be unexpectedly recalled by the Society for its annual safety inspection, for example. The GM will probably outfit Nags with small gadgets for their early adventures, reserving the "big guns" until the campaign develops. During the course of an adventure, the Nags might also recover an enemy's technology or save some "rogue" Nag Tech that has been captured and modified by some nefarious villain. This could, of course, provide an excellent starting point for a campaign – to recover the disintegrator/reintegrator pistol that has fallen into the wrong hands!

Society Campuses

The NAGS Society maintains offices in a variety of locales throughout the world. The Society often purchases old colleges, monasteries, or factories to refurbish as local campuses (as each branch office is known). In order to maintain Society discretion, each campus continues to maintain a "front" operation. The Roosevelt Island Campus in New York City is a perfect example – it appears to function as a hospital.

Running the NAGS Society

Despite the differing history of Society campuses, the internal organization of each is consistent. Each Area of Specialty maintains a college devoted to its field. Although free to utilize all of a campus' resources, individual Nags are generally associated with the college of their AOS. Many campuses are known for a preeminent college – for example, the Roosevelt Island Campus is known for its College of Hacks, the Oxford Campus for its Bookworms, and that in Bangkok for its Heroes.

Each campus maintains Society members in comfort. In between adventures, injured Nags will be restored to health. Nags may also spend time at a campus to pursue further training for development or improvement of skills. A wise GM might assign Nags to develop certain skills that might be valuable on an upcoming RFA or to bolster a weakness that has been evident on previous adventures. The GM should probably not have each campus of the Society provide a smorgasbord of skills for the taking. Perhaps the Nag will have to travel to another campus – in Siberia – to cultivate a particular talent. Perhaps the GM could role-play a training session as a one-shot adventure.

The affairs of the NAGS Society are not conducted as a military organization or as an ivory tower of academe, but an effective, if informal, protocol exists. The membership determines its leadership at ten-year intervals through an open vote (Nags have a long view and nothing to hide from one another). The most important charges of the leaders are to facilitate Requests for Attention, to ensure that the Society continues the vision of the Original Three, and to prod a conservative organization into the future.

This is not to assert that campuses are bastions of tranquility. As with any aggregate of individuals, NAGS Society campuses harbor some intrigues, professional rivalries, intellectual squabbles, and friendly competition. As a rule, however, most disagreements never come to blows.

This section will describe some of the more notable campuses, one from each continent. These are certainly not the only headquarters for the NAGS Society – you can find the Society's presence wherever you choose to look. The following campuses have managed to distinguish themselves within a distinctive organization, and therefore we will examine each in some detail.

Africa - Oasis

From Egyptian antiquities to Dogon mysteries, Kush to Great Zimbabwe, impenetrable jungles to unforgiving desert, Africa is an unknown world unto itself. Apart from a narrow fringe around the edges, Africa is largely a mystery to outsiders. Many major "discoveries", such as Burton and Speke's quest for the source of the Nile at Lakes Tanganyika and Victoria-Nyanza, occur toward the beginning of the ***Terra Incognita*** timeline. By the end, Africa has been largely carved up into colonies administered by European nations.



Running the NAGS Society

Scoured by winds and harassed by bandits (some of them, undoubtedly, veteran Nags), new recruits make a four days' journey into the Sahara by camel caravan as a sort of "boot camp." When they arrive, exhausted and sand-blasted, new Nags are dazzled by a campus dubbed, appropriately enough, Oasis.

Oasis was constructed on the model of a magic city from ancient stories. One is not certain exactly what is real and what is mirage, who is a Society member, who is a Bedouin just passing through, and who might be a djinn conjured from some lamp. Nags often request refresher courses in investigative techniques in order to spend a month in Oasis!

Nags make only the initial journey to Oasis by camelback; the campus houses a fleet of aircraft, autogyros, helicopters, aeroplanes, airships, and other vehicles to expedite the commute. Sand skimmers, a version of the ice sled developed by Oasian Gadgeteers, are coming into widespread use by Nags in remote desert locales the world over.

Because Africa is so thoroughly steeped in mystery, Oasis is the proving ground for Snoops. The campus comprises a kaleidoscope of cultures, languages, and faiths. The Society finds its doctrine of cultural respect daily tested as individuals of diverse backgrounds come together to work and learn. Leadership of Oasis rotates regularly among experienced Nags so that no particular perspective becomes entrenched.

Nags of Note - Zora Neale Hurston

Zora Neale Hurston (c.1901–1960, recruited in 1927) was an American writer, folklorist, and anthropologist. She extensively documented nuances of black American culture and its roots in Caribbean nations, particularly Haiti, and ultimately Africa. Hurston assumed myriad roles to gather her data, posing as a vaudeville singer, a bootlegger's moll on the run, and even selling hot dogs just to observe speech patterns. Hurston was never associated with any particular campus, preferring to handle Nag Ops as part of her research.

Antarctica - Mt. Erebus

Although uninhabited and nearly unexplored in the 1850's, Antarctica immediately attracted Society attention as integral to the enigma of Terra Incognita. Ice-wizened matriarch Lena Asgirsdottir, the Society's first recruit from the island nation of Iceland, led the initial explorative team to the Earth's southernmost landmass in 1851. The first investigation involved verifying information reported by A. Gordon Pym, whose exploits had been sensationalized by the recently deceased journalist E. A. Poe.

Asgirsdottir selected Ross Island to establish a permanent campus. The early incarnation consisted of a half-dozen tents and wooden buildings huddled in the shadow of Mt. Erebus. As Nag Technology matured and the outside world became increasingly intrigued by Antarctica, the Society carved its southernmost headquarters into the side of the volcano itself, drawing upon its immense geothermal energy to power steam turbines.



Asgirsdottir remains the longest-serving campus head, remaining at Mt. Erebus until her death in 1910. Icelandic records, which are admirably complete, record her birth in 1800. The Mt. Erebus Campus continued under interim leadership until 1912, when Robert Scott, English polar explorer, was brought into the fold.

As the last unspoiled wilderness and the only continent without indigenous human habitation (or so they say ...), Antarctica is home to Green Preservationists. The Society is particularly reticent about the mysteries of "the ice planet" – the rest of the world is more interested in the possibility of resources for exploitation. Mt. Erebus Campus is the recipient of several Society grants for studying anomalies, notably the Institute for Investigating Magnetic Polar Shift and the Symmes Center for Intra-Global Studies. Generous stipends were awarded to "crackpot" *fin de siècle* authors to confound the credibility of mainstream students of these sciences. Fictional works by Verne, E. R. Burroughs, and Lovecraft served these ends admirably.

Nags of Note - Robert Falcon Scott

Scott (1868–19––; recruited in 1912) was an early Antarctic explorer, the first to reach the South Polar plateau, but lost the race to the Pole itself by five weeks to Norwegian Roald Amundsen. While history records that Scott and his companions froze to death on the return trip, they were in fact recruited by the NAGS Society. Scott became head of Mt. Erebus Campus in 1912, remaining irascibly ensconced in 1940. He pursues increasingly outré theories regarding plate tectonics and cryptogeology. Scott is considered the foremost authority on the Polar Shift Hypothesis.

Running the NAGS Society

Asia - Bangkok

Nestled in a quiet corner of the Siamese capital, Bangkok Campus is a springboard to all of Asia. Events during the ***Terra Incognita*** timeline – from the Taiping and Boxer Rebellions to Japanese expansion into Korea, Manchuria, and Taiwan – afford Nags the opportunity to operate anonymously amid larger political machinations. Never having been colonized by western powers, Siam exudes tranquil independence that is inspirational to the NAGS Society.

The Siamese king Rama IV (who will be caricatured in 1951's *The King and I*) welcomed an English governess for his children. Accompanying her, at the king's invitation, was a small team of Nags who established a campus in an abandoned Buddhist monastery. For comfort and ease of movement, Nags in Bangkok typically affect the flowing yellow robes of the Buddhist monks.

The Society is particularly interested in training Nags in defensive and noninvasive combat techniques. Because Asia has nurtured a mind/body integration that has atrophied in the West, Bangkok is home to the Heroes. Jihan Lee, a Korean master of tae kwon do as well as thirty-nine other forms of martial arts, currently heads Bangkok Campus. Lee instructs new recruits in a combination of philosophy, balance, and potent combat techniques.

Most major cities in Asia host Society campuses, including Calcutta (1857), Peking (1859), Seoul (1895), and Tokyo (1862).

Nags of Note - Jack London

London (1876–19––; recruited in 1916) was a noted author, journalist, and political activist. He joined the Society via societal extraction in 1916, the year of his supposed suicide. Although he would seem an obvious Hack, London's love for the environment prompted him to become an ardent Green Preservationist. London is extreme even by Society standards – he believes that humans do not belong in the Earth's more primitive locales unless they can persevere on the terms of Terra Incognita. *He is seldom found on any campus, but might conduct field training for Nags who can withstand the rigor.*

Australia - Melbourne

The city of Melbourne was founded in 1835, initially as merely the noting of a likely location for a village on explorer John Batman's map. However, by 1880 it was the cultural and administrative capital not only of Victoria but also of Australia, and had a population of more than 280,000. Despite its eventual outpacing expansion by Sydney, and the later building of a new national capital at Canberra, Melbourne remains the home of Australia's principal campus.

This first campus in Australia was set up at Melbourne University in 1881, the same year that women were first admitted. It was initially a shoestring operation within a series of attic apartments above the Classics and Ancient History Department. The founders, Willem and Martha Van Turborg, a Dutch immigrant couple, built the operation over the following decade, quickly drawing new recruits from overseas in response to a series of unique mysteries across the state of Victoria.

In 1889 the campus was large enough to also house a Tech Office (in the basement of the Engineering Department), and this eventually grew so big (and such an inconvenience to the regular university goers) that it relocated to Jupiter Well in 1907. This new location proved suitably isolated for protecting the unknowing public from its various controlled explosions and field-testing of the more eccentric devices.

In the 1920's, the campus at Melbourne University moved almost entirely underground to protect itself from accidental discovery and prying eyes. The university environment remains the ideal location to obscure their comings and goings, as normally the mass of students and staff provides excellent cover for any number of unofficial university "visitors."

Other Australian campuses include those in Sydney (1884), Jupiter Well (1907), and the Pacific Campus (1889) – the first entirely submarine facility.

Nags of Note - Willem and Martha Van Turborg

Willem Van Turborg (1850–1932) was a doctor who emigrated to Australia with his wife in 1876. His wife, Martha, had a family history of interactions with certain nature entities, and fortunately Willem had an open mind. What the couple discovered in Australia prompted them to seek help from the NAGS Society, and the couple was assessed as very worthy to be the first official Australian operatives. Funds were allocated to create a set of discreet offices in the blossoming Melbourne University (whose chancellor was only too pleased to receive the money in return for allowing them the space and privacy to conduct and codify their "anthropological research" unhindered by public exposure).

Martha Van Turborg (1851–1947) found an immediate connection with the unimaginably ancient continent of Australia, drawing upon a hereditary affinity with things often completely overlooked by the residents of the modern world. The couple soon discovered that Australia was rich in unique mysteries and creatures, many surviving from an era long before civilization existed in any form recognized in the Victorian Age. She and her husband took on the roles of unsung arbitrators of the often hazardous interactions between the old world and the new.

Europe - Oxford

The first campus of the NAGS Society is located in Oxford, England. The newly formed Society purchased buildings in 1851. Because the University comprises numerous individual colleges ("Where can I find the University?" is a question asked only by tourists), no one notices unusual activities at the old Cædmon College. Ravi Singh, a scholar of impeccable credentials and prodigious memory, heads the campus.

In order to maintain a functioning appearance, the Society periodically sponsors lectures attended by students from other

Running the NAGS Society

Oxford colleges. Some of the more perceptive youth appreciate the esoteric quality of the presentations offered – "Cartography in Crisis", "Geology of Wonder", and "A Brief Introduction to Certain Archæological Anomalies." The Society was pleased, but admittedly mystified, to discover a subterranean connection to the nearby Bodleian Library. Many an undergrad has been startled when a studious-looking chap unexpectedly appears behind a bookshelf.

With a monastic devotion, Oxford Campus cultivates the art of the Bookworm. Advanced training is available in information location, retrieval, storage, interpretation, and dissemination. Although characterized as crusty old academics, members from Oxford Campus serve as the backbone of the organization.

Nags of Note - Theodore Roosevelt

Theodore Roosevelt (1858–1919) never agreed to full recruitment, instead regarding himself a Society Associate. As Police Commissioner of New York City, Governor of New York State, and finally President of the United States, Roosevelt has proven invaluable in facilitating Society operations. Following his failed bid for a third Presidential term in 1912, Roosevelt volunteered to head a crucial Nag Op into the Brazilian jungle, the repercussions of which are felt to this day.

Privately, the Society dubbed the site of the New York campus Roosevelt Island in honor of its benefactor. When the island's name became public in the 1960's, it was mistakenly attributed to his less interesting relative, Franklin *Roosevelt.*

North America - New York

A major campus located in several buildings on Roosevelt (originally Hog, then Blackwell, then Welfare) Island, nestled in the East River between Manhattan and Queens. The north building was briefly the New York City Lunatic Asylum (built in 1839; the Society added its famous dome in 1880) and the south was the Smallpox Hospital (built in 1856). Both facilities were acquired by the Society in 1880 and their original operations maintained as cover according to standard Society practice.

The New York campus is known particularly for its Hacks – perhaps due to New York City's long association with the publishing world. The headquarters of the *Journal* are in nearby Manhattan.

Roosevelt Island Campus has an interesting story – the Society's existence was almost exposed. Crusading reporter Nellie Bly became suspicious about the goings-on in the lunatic asylum and had herself committed. The Society immediately recognized a potential Hack and proposed membership. Bly went on to write a scathing article, thus prompting a government investigation (that is, a bureaucratic avalanche) that would effectively maintain the Society's cover in the midst of a bustling metropolis.

Because the Society moved to more discreet quarters in 1940, visitors to New York today can take the subway or an aerial tram to Roosevelt Island and see the ruins of the campus for themselves. The shells of the facilities are considered "maintained ruins" by the Parks Department, dramatically lit by night while being slowly reclaimed by the surrounding vegetation.

Other notable North American campuses include those in Charleston (1855), Mexico City (1859), Minneapolis (1868), Québec (1851), and San Francisco (1906).

Nags of Note - Nellie Bly

Nellie Bly (pen name of Elizabeth Cochran, 1867–1922) is the archetypal female investigative reporter, writing about such "unfeminine" (yet crucial to women) topics as divorce and life in the slums. Bly came to the Society's attention in 1887 when she affected insanity and was committed to the New York City Lunatic Asylum, a front for the Roosevelt Island Campus.

Bly is perhaps unique among members in that she maintained an extremely high public profile in order to cover for her Nag Operations. For example, while her 1879–1890 trip around the world in 72 days seemed a publicity stunt (she stopped in Paris to see Verne), Bly in fact resolved a number of critical RFA's on her whirlwind tour. Bly's notoriety ensures the anonymity of her work.

South America - Quito

A major campus is located in Quito, Ecuador, in a number of 16th-century Spanish buildings that appear to be used as a llama farm. Established in 1856 by Brazilian Esperança Costa (an expert on indigenous peoples), Quito Campus sponsors investigations into such historical enigmas as the Nazca lines in Peru, the ancient cities of Machu Picchu, Muribeca, and Vilcabamba, and the Amazon River. With the rainforest as home to some of the few extant people living in traditional manner in spite of modernity's onslaught and the nearby ruins of ancient Incan and Mayan cultures, Quito is home to Red Preservationists. Greens have established a strong presence as well, to the chagrin of their counterparts, who cannot enjoy a reciprocal benefit at Mt. Erebus. The Conan Doyle Department of Cryptozoology sponsors cutting-edge research into some of Terra Incognita's more interesting fauna.

Nags of Note - Alberto Santos Dumont

Alberto Santos Dumont (1873–19––, recruited in 1932) was a Brazilian aviator who created the first aeroplane to take off without external assistance. His requirement for an accessible timepiece inspired Cartier to create the wristwatch. Nags in a pinch often remark, "Just bring it to Dumont – he'll put wings on it." A fervent pacifist, Dumont specializes in gadgets that incapacitate or otherwise avoid violence. Dumont suffered debilitating sclerosis at the height of his career, gradually restricting his ability to fly. His Societal extraction in '32 appeared as suicide. Dumont wears a supple "scaffold" of his own invention to support his failing body.

A Terra Incognita Almanac

The time period covered by ***Terra Incognita*** is 1850–1940 – roughly coinciding with the Victorian and Pulp eras. To the uninitiated, the world of Terra Incognita is indistinguishable from our own. The people and their beliefs are the same, scientific and technological discoveries occur on schedule, and history unfolds as one learned it in school. We owe this aura of certainty to the unceasing labors of the membership of the National Archæological, Geographic, and Submarine Society. The world of the known is much safer than the uncertain embrace of Terra Incognita. Nags are midwives to mystery, bringing truth to light when the time has come.

1851:
Jean Foucault invents his pendulum; Cuba declares independence; coup d'état by Louis Napoléon; Great Exhibition in Crystal Palace; Mongkut (Rama IV) rules Siam (–1868); Verdi: *Rigoletto*; Hawthorne: *House of Seven Gables*; Melville: *Moby Dick*; New York Times debuts; James Fenimore Cooper d. (b. 1789); Louis Daguerre d. (b. 1789); J. M. W. Turner d. (b. 1775).

National Archæological, Geographic, and Submarine Society founded by Original Three members; initial campus established at Cædmon College, Oxford University; Lena Asgirsdottir leads Antarctic exploration.

1852:
South African Republic (Transvaal) established; Napoléon III proclaims self emperor (Second Empire to Sept. 1870); Second Burmese War: British annex Pegu; Leopold Deslisle (1826–1920) begins the study of modern paleography at Bibliothèque Imperiale; Livingstone explores Zambezi (1852–1856); Pierce elected; Stowe: *Uncle Tom's Cabin*; Gogol d. (b. 1809).

Second campus established, at Mt. Erebus, Antarctica; Nags infiltrate archæological dig at Villa of the Papyri in Herculaneum (buried by Vesuvius in A.D. *79) to oversee recovery of critical documents, including the lost second portion of Aristotle's* Poetics *(concerning comedy) and notes left by underground Roman group called "The Whisperers."*

1853:
Pierce inaugurated; Crimean War (1853–1856): Russia vs. Turkey; Taipings establish capital at Nanjing; Haussman begins reconstruction of Paris; Colt makes men equal with his pistols; Burton enters Mecca; telegraph in India; *Wellingtonea gigantia* tree discovered in California; Crater Lake, Oregon, sighted by prospector John Hillman; Prince de Joinville, third son of Louis Philippe, travels to New York looking for Eliazer Williams, supposed Dauphin of Louis XVI; crystal lens unearthed during excavation of Nineveh; Maxim b. (d. 1927); Cecil Rhodes b. (d. 1902); Van Gogh b. (d. 1890).

American gun manufacturer Samuel Colt prevailed upon to make Nags "just a little more equal" – in cooperation with Gadgeteers, Colt develops first reliable needler pistol, which projects darts by means of compressed air; initial model nicknamed "the Popper" as silent operation is not yet perfected. Gadgeteers at Mt. Erebus pioneer fully submersible craft; two-person Manatee class.

A Terra Incognita Almanac

1854:
Britain and France ally with Turkey to declare war on Russia; Perry negotiates American-Japanese treaty; U.S. Republican party formed; Tennyson: *Charge of the Light Brigade;* Thoreau: *Walden*; George Eastman b. (d. 1932); Poincaré b. (d. 1912); Rimbaud b. (d. 1891).

Gadgeteers at Mt. Erebus develop dependable dirigible, the NAS Serendipity; notes left by Jonathan Swift discovered in attic of Trinity College, Ireland, concerning his inspiration for Lilliputians in Gulliver's Travels *– based upon the experiences of a sixteenth-century Portuguese sailor whose memoirs and charts Swift claimed to possess in his library.*

1855:
Czar Nicolas I d., succeeded by Alexander II (who rules until 1881); Russians capitulate; Livingstone discovers Victoria Falls on Zambezi River; Florence Nightingale (1820–1910) introduces hygienic standards; Paris World Fair; Burton: *Pilgrimage to Mecca*; Maury: *Physical Geography of the Sea*; Percival Lowell b. (d. 1916); Charlotte Brontë d. (b. 1816); Andrew Crosse, "the man who was Frankenstein", d. (b. 1784).

The Devonshire Devil Affair – prototype Nag Tech device eludes Gadgeteers in southwest England, leaving 40-mile-long row of continuous footprints through Exeter area; Nags fabricate and disseminate rumor that prints are of fiendish origin.

1856:
Massacre at Powtawatomie Creek; Anglo-China War begins; British-Persian War; Buchanan wins election; pure cocaine extracted from cocoa leaves; Neanderthal skull in Feldhofer Cave near Dusseldorf; Big Ben cast; 40-foot sea monster sighted in Leurbost, Scotland; Flaubert: *Madame Bovary*; Sigmund Freud b. (d. 1939); Robert Peary b. (d. 1920); George Bernard Shaw b. (d. 1950); Oscar Wilde b. (d. 1900); Woodrow Wilson b. (d. 1924).

South American campus established at Quito, Ecuador by Esperança Costa. Andrew Crosse's wife, Cornelia, donates to NAGS Society her father's notes describing the process by which he created life in his laboratory.

1857:
Anglo-Persian War ends; Buchanan inaugurated; Indian Sepoy Rebellion; British/French take Canton; Fenians founded in New York; Transatlantic Cable laid (1857–1866); first Mardi Gras in New Orleans; William Walker burns Granada; Baudelaire: *Les Fleurs du Mal*; Hughs: *Tom Brown's Schooldays*; Conrad (né Józef Teodor Konrad Nalecz Korzenioswki) b. (d. 1924); Taft b. (d. 1930).

Enigmatic Indian prince spends one week aboard NSS Marlin *(first Nag Sub intended for extended voyages – Captain Strickland asserts it can travel "20,000 leagues under the sea").*

1858:
Treaty of Tientsin ends Anglo-China War; Britain proclaims peace in India; Virgin Mary appears to Bernadette Soubirous (1844–1879) at Lourdes; Richard Burton and John Speke discover Lakes Tanganyika and Victoria Nyanza; Sir Harry Johnston, climber of Kilimanjaro (1884), b. (d. 1927); Theodore Roosevelt b. (d. 1919); Eliazer Williams, rumored to be French Dauphin, d. (b. c. 1789).

Infused with spirit of Romantic poets, Nag Rupert Carstairs leads excavation of Xanadu (Shangdu), pleasure city constructed by Kublai Khan, grandson of Genghis.

1859:
Anthropological Society founded in Paris; Central Telegraph Office established in London; Franco-Austrian War; Gaston Plante develops lead acid storage battery; Joshua Norton (1810?–1880) proclaims himself Emperor of the United States; Urbain Leverrier (1811–1877) discovers the planet Vulcan between Mercury and the Sun; Darwin: *Origin of Species*; John Dewey b. (d. 1952); Doyle b. (d. 1930); Knut Hamsun b. (d. 1952); de Quincey d. (b. 1785); Wilhelm Grimm d. (b. 1786); Washington Irving d. (b. 1783).

Society member Joshua Norton installed as Emperor Norton I of the United States, based in San Francisco. Humored as a daft beggar, Norton in fact facilitates the Society's North American operations for the next 21 years.

1860:
Garibaldi conquers the kingdom of the Two Sicilies; Second Maori War (–1870); Lincoln elected; Lenoir constructs internal combustion engine; primitive typewriter by Sholes; Angkor Wat discovered by naturalist Henri Mouhut; Lizzie Borden b. (d. 1927); Lord Carnarvon b. (d. 1923); Chekhov b. (d. 1904).

Nag Henri Bergstrom utilizes topophone (of his own devising) to locate tunnel beneath Sphinx of Giza (at this time, still buried to its neck in sand); Bergstrom ascertains its true age (older than previously thought) and function (beyond imagination).

1861:
Italy proclaimed kingdom with Vittorio Emanuele II king; American Civil War begins; Alexander II emancipates Russian serfs; *Archaeopteryx* discovered; Dickens: *Great Expectations*; Dostoevsky: *House of the Dead*; Browning d. (b. 1806).

A Terra Incognita Almanac

Investigation at Crater Lake, Oregon reveals passage into Earth's crust; over course of the year, Nags able to follow the circuitous passage all the way to exit in northern Minnesota; no inhabitants sighted.

1862:
Lion Foucault (1819–1868) measures speed of light; Gatling begets his gun; Julius Sachs demonstrates that starch is produced by photosynthesis; London's International Exhibition; Sirius B first observed; Peruvian slavers carry Easter Islanders to Peru; Hugo: *Les Miserables*; D. G. Hogarth b. (d. 1927); Edith Wharton b. (d. 1937); Thoreau d. (b. 1817).

Eschewing "Glastonbury contingent", Nags excavate in northern Wales, revealing compelling evidence of King Arthur and his court; investigation confirms some aspects of Arthur legend while further enigmas are unearthed.

1863:
Emancipation Proclamation; French capture Mexico City, proclaim Archduke Maximilian of Austria emperor; Napoléon III's "Salon de Refuses"; John Speke and James Grant descend Nile, meet Samuel White Baker going upriver; beginning of construction on London underground; Nadar (real name Gaspard-Félix Tournachon) ascends in balloon *La Géant*; baseball's first stolen base; W. R. Hearst b. (d. 1950); Arthur Machen b. (d. 1947); Munch b. (d. 1944); Jakob Grimm d. (b. 1785).

Jakob Grimm contacts Society, offers deathbed disclosure of collection of suppressed of folk tales; Nags dispatched from Berlin Campus to make clandestine inquiries among country folk.

1864:
Maximilian Emperor of México (–1867); Taiping Rebellion broken by General Charles George Gordon (1833–1885) and his "Ever Victorious Army"; Sherman's march to the sea; Lincoln reelected; Sand Creek massacre; Samuel White Baker discovers Lake Albert; Pasteur invents pasteurization; Knights of Pythias founded in Washington, D.C.; Giovanni di Rossi publishes results of exploration of Roman catacombs; Russian monk Fedor Kuzmich dies, said to be Tsar Alexander I; Toulouse-Lautrec b. (d. 1901); Hawthorn d. (b. 1804).

Nags convince Giovanni di Rossi to exclude certain sections of the Roman catacombs from his survey in return for Society membership and assignment to the ongoing investigation; his first major discovery is the subterranean chambers of Emperor Nero's palace – offers important evidence regarding fire that swept Rome in A.D. *64 and the true sources of Nero's madness.*

1865:
Confederate surrender at Appomattox; Atlantic cable completed; KKK founded in Pulaski, Tennessee; Doré illustrates Bible; Carroll: *Alice in Wonderland*; Breasted b. (d. 1935); George V b. (d. 1936); Warren Harding b. (d. 1923); Kipling b. (d. 1936); Yeats b. (d. 1939); Lincoln assassinated (b. 1809), Johnson becomes president.

Dynamite developed at Oslo Campus; rogue Gadgeteer Alfred Nobel argues it is too important to keep secret and goes public (with disastrous results – it is adopted for military use); Nobel later establishes prize in atonement.

1866:
Austro-Prussian War; Aeronautical Society of Great Britain; Nobel invents dynamite; Dostoevsky: *Crime and Punishment*; Lord Carnarvon b. (d. 1923); Butch Cassidy (né Robert Leroy Parker) b. (d. 1908); Sun Yat-sen b. (d. 1927); H. G. Wells b. (d. 1946).

Telephone developed, but abandoned due to necessity of wires. Phonographic recording device developed with wax cylinders media. Nags explore ruins of Great Zimbabwe, one of the few ancient African cities built of stone; secret entrance to solid stone tower in the Great Enclosure yields secrets of the vanished culture.

1867:
French support withdrawn from Maximilian, who is executed; Dominion of Canada created; Livingstone explores Congo; Renders, a German hunter, explores ruins of Great Zimbabwe; Sir Charles Warren excavates tunnel beneath Temple Mount in Jerusalem; Michaux manufactures bicycle; Nelly Bly (née Elizabeth Cochran) b. (d. 1922); Marie Curie (née Sklodowska) b. (d. 1934); Percy Fawcett b. (disappeared 1925); Baudelaire d. (b. 1821); Faraday d. (b. 1791).

NSS Murmur *makes initial contact with the Kraken, a race of giant squid; Captain Yohama subsequently affected by nightmarish visions and disappears during provisioning in port.*

1868:
Shogunate abolished, Meiji dynasty restored; Johnson impeached but acquitted; Grant elected; Chulalongkorn (Rama V) rules (–1910), modernizes Siam; Cro-Magnon man from Upper Paleolithic (first *Homo sapiens* in Europe, successor to Neanderthal) found in France by Louis Lartet; Collins: *The Moonstone*; Gertrude Bell b. (d. 1926); W. E. B. DuBois b. (d. 1963); R. F. Scott b. (d. 1912).

The First Atlantis Episode – NSS Murmur, *now captained by José María Rodriguez, discovers ruined structures along Mid-Atlantic*

A Terra Incognita Almanac

Fault; inopportune submarine earthquake prevents further exploration.

1869:
Grant inaugurated; Parliament reintroduced in France; Red River Rebellion in Canada; opening of Suez Canal; Nachtigal explores Sudan and the Sahara; Cardiff Giant unearthed at Newell farm in upstate New York, displayed for profit; Gandhi b. (d. 1948).

The Adventure of the Cardiff Giant – Nags surprised when 10-foot fossilized giant excavated from well; results from Nags with portable lab are inconclusive, necessitating substitution of a reproduction; Newell's friend (and Society Associate) George Hull later claims he fabricated the giant as a hoax, aging a gypsum likeness of himself with sulfuric acid.

1870:
Second Maori War ends; Tavibo of the Paiute has the first Ghost Dance vision; end of Red River Rebellion; Franco-Prussian War; Napoléon III capitulates; proclamation of Third French Republic; Richard Burton coins the term ESP (extra-sensuous [later, sensory] perception); Disraeli: *Lothair* (a novel of secret societies); Verne: *Vingt Mille Lieues sous les mers*; Lenin (né Vladimir Ilyich Ulyanov) b. (d. 1924); Rosa Luxemburg b. (d. 1919); Dickens d. (b. 1812) Robert E. Lee d. (b. 1807).

Jules Verne declines membership but accepts retainer to continue writing fantastic fiction (often less outré than reality). Nags pose as Turkish laborers to oversee Schliemann excavation of Troy.

1871:
France surrenders to Germany; Paris Commune rules for two months; Barnum opens circus in Brooklyn; Peshtigo forest fire in Wisconsin claims 1,200 lives; on the same night, more famous Great Chicago Fire kills 300; Stanley meets Livingstone in Ujiji; German geologist Karl Mauch (1837–1875) comes upon the ruins of Great Zimbabwe; Carroll: *Through the Looking Glass*; Proust b. (d. 1922); Rasputin b. (d. 1916); Rutherford b. (d. 1937); Charles Babbage d. (b. 1791).

Nags work overtime to facilitate meeting of Stanley and Livingstone, using information provided by Society Associate Richard Burton.

1872:
Grant reelected; Three Emperor League (Germany, Russia, Austro-Hungary); Brooklyn Bridge opens; *Mary Celeste* found adrift; "Springheeled Jack" appears in Peckham; Verne: *Le Tour du monde en quatre-vingts jours*; Amundsen b. (d. 1928); Calvin Coolidge b. (d. 1933); Bertrand Russell b. (d. 1970).

The Mary Celeste *Affair – small sailing vessel discovered adrift in the Atlantic without a crew; various leads followed and abandoned; the most promising involves a sub-Saharan river that empties in the ocean floor off the Azores – the crew investigated the sudden appearance of a sandy island off the Azores, which subsequently swallowed them.*

1873:
Spanish Republic proclaimed; first color photographs; William Gosse "discovers" huge domelike outcropping he calls Ayers Rock, called Uluru by Aborigines; Payer and Weyprech discover Franz Josef Land (islands in Arctic Ocean); Howard Carter b. (d. 1939); Dumont b. (d. 1932); Napoléon III d. (b. 1808).

Nags visit Machu Picchu, remote Inca village never discovered by conquistadores, *discover that unbroken line of descendants protect mummified remains of their emperor, the Sapata Inca; knowing that lost cities are increasingly popular with Victorian adventurers, Red Preservationists commence a relocation program for Incas.*

1874:
End of Ashanti War; first Impressionist exhibition; excavation of Olympia (–1880); Churchill b. (d. 1965); Charles Fort b. (d. 1932); Frost b. (d. 1963); Herbert Hoover b. (d. 1964); Houdini (né Erich Weiss) b. (d. 1926); Maugham b. (d. 1965); Shackleton b. (d. 1922); Gertrude Stein b. (d. 1946).

The Bell Epoch – Alexander Graham Bell observes Nag Brian Wallingsford using a small communications device, conceives idea for telephone; Society assigns Nag Thomas Watson to observe and assist Bell to ensure he does not discover Society technology.

1875:
Kwang Hsu emperor of China (–1898); rebellion in China; Theosophical Society founded by Blavatsky in New York; Abd-el-Rasul discovers secret tomb containing mummies of Seti I, Thutmos III, Ramses II, *et al,* lives by selling items until discovered in 1881; Eddy: *Science and Health*; Schliemann: *Troy and Its Remains*; Aleister Crowley b. (d. 1947); Jung b. (d. 1961); Schweitzer b. (d. 1965).

The Great Theosophical Debate – Society debates validity of Theosophist philosophy and elects not to contact Blavatsky.

1876:
Korea becomes independent; Serbia and Montenegro declare war on Turkey; disputed presidential election of Tilden and Hayes; Bell invents telephone; Koch discovers anthrax; Schliemann excavates Mycenae; the *Oera Linda Book* published in London; 13th Dalai Lama b. (d. 1933); Jack London b. (d. 1916).

A Terra Incognita Almanac

Gadgeteers devise punchcard storage for analytical engine; card-drives become de facto *storage medium for Society analytical engines, staving off competition from vacuum tubes, due to light weight and compact size.*

1877:
Victoria proclaimed Empress of India; Hayes elected through vote of Congressional commission; Russia declares war on Turkey; first Kaffir War; Edison invents phonograph; first public telephones; beginning of Bone Wars of Cope and Marsh; Cecil Rhodes writes first will, establishing secret society to create British world dominion; Edgar Cayce b. (d. 1945).

Gadgeteers at New York Campus use modified Bell telephone to apprise colleagues about development of wireless communication.

1878:
Turks capitulate to Russia; Greco-Turkish war; Cleopatra's Needle (from Heliopolis) removed to London (had been presented to Britain in 1819); Hughs invents microphone; Don Marcelino de Sautuola discovers prehistoric cave paintings in Altamira; Mannlichter repeating rifles; Benz builds motorized tricycle (7 MPH); electric street lights in London; last official sighting of the planet Vulcan; Leo XIII becomes new Pope; Gilbert and Sullivan: *HMS Pinafore*; Francisco "Pancho" Villa b. (d. 1923); Vittorio Emanuele II d. (b.1820); Pius IX d. (b. 1792).

Gadgeteer Rashi Gulbra killed while testing first self-powered heavier-than-air craft; Calcutta Campus renames airfield to honor "Mother of Flight."

1879:
British Zulu War; Sir William Crookes develops tube to study cathode rays; Einstein b. (d. 1955); E. M. Forster b. (d. 1970); Paul Klée b. (d. 1940); Stalin (né Iosif Vissarionovich Dzhugashvili) b. (d. 1953); Trotsky (né Lev Davidovich Bronstein) b. (d. 1940).

Nags pioneer the use of fingerprints as unique identifying tags; begin collecting prints in analytical engine database; when converted to punch card storage medium, several startling trends become apparent.

1880:
France annexes Tahiti; Transvaal declares independence; Garfield elected; Pacific War: Chile vs. Bolivia and Peru (–1884); Edison and Swan independently patent electric lights; New York street lit by electric lights; second Cleopatra's Needle comes to New York City (first is in London); Hans Hoebinger, proponent of World Ice Theory; Rodin: *The Thinker;* Dostoevsky: *Brothers Karamazov*; Helen Keller b. (d. 1968); Douglas MacArthur b. (d. 1964); Franz Marc b. (d. 1916).

Campus established on Roosevelt Island, New York to organize resources for the Curse of Cleopatra's Needle.

1881:
Rule of Alexander II (b. 1818) ends in Russia, killed by bomb, son Alexander III becomes czar; Britain recognizes independent Transvaal; Muhammad Ahmad proclaims self Mahdi; Tuskegee Institute founded; Parnell imprisoned; Garfield inaugurated and assassinated, succeeded by Arthur; Princes Albert Victor and George Frederick of England see a fully lighted ship underwater off southeastern Australia (June 11); Ataturk (né Mustafa Kemal) b. (d. 1938); Bartok b. (d. 1945); Picasso b. (d. 1973); Dostoevsky d. (b. 1821); Mussorgsky d. (b. 1835).

First Australian campus established at Melbourne University. Supply ship NSS Rosa spotted by Princes Albert and George.

1882:
United States bans Chinese immigration for 10 years; Triple Alliance: Italy, Austria, Germany; Wilde tours America; RLS: *Treasure Island*; Samuel Goldwyn b. (d. 1974); Joyce b. (d. 1941); Albert Mitchell-Hedges b. (d. 1959); Franklin Roosevelt b. (d. 1945); Woolf b. (d. 1941); Emerson d. (b. 1803); Darwin d. (b. 1809); Longfellow d. (b. 1807); Dante Rossetti d. (b. 1828).

Ancient wells in southern France inexplicably expel salt water geysers for up to two hours.

1883:
Brooklyn Bridge opens to traffic; first skyscraper in Chicago (10 stories); Maxim gun invented; Krakatoa explodes near Java; Lord Kelvin: *On the Size of Atoms*; Kafka b. (d. 1924); Keynes b. (d. 1946); Mussolini b. (d. 1945); Comte de Chambord, last male Bourbon, d. (b. 1820); Doré d. (b. 1832); Manet d. (b. 1833); Karl Marx d. (b. 1818); Sojourner Truth d. (b. 1797); Turgenev d. (b. 1818).

The Incident at Krakatoa – investigations of strange movements on Indonesian sea bed interrupted by eruption of Krakatoa; Society suspects that catastrophe was intentional; two Nag subs, Diligence *and* Sotto Voce, *irretrievably lost with all hands.*

1884:
Cleveland elected; Pacific War ends; General Gordon dispatched to evacuate Khartoum; France excludes members of former dynasties from becoming president; *Oxford English Dictionary* begins publication (–1928); first deep tube, London;

Statue of Liberty presented to United States; Twain: *Huckleberry Finn*; Modigliani b. (d. 1920), Truman b. (d. 1972).

Astonishing artifacts of London's Roman past unearthed during construction of deep tube; disappearance of Preservationists McCarthy and Talluri; London Tube Trouble begins.

1885:
Congo becomes possession of Leopold II; Cleveland inaugurated; Galton proves individuality of fingerprints; James Conant, editor of Harper's Weekly, vanishes without a trace; Khartoum falls to the Mahdi, Gordon killed, Mahdi (né Muhammad Ahmad) dies (b. 1844); Burton: *Arabian Nights*; Haggard: *King Solomon's Mines*; D. H. Lawrence b. (d. 1930); Ezra Pound b. (d. 1972); Ulysses S. Grant d. (b. 1822); Victor Hugo d. (b. 1802).

Nags from Peking Campus travel inland to investigate underground religious movement in which initiates ingest "elixir of life" that frees the mind of material worry and confers longevity; elixir proves to contain unidentified water-borne spore that affects higher cerebral functions; charismatic leader Chu Yusheng escapes with sample of elixir.

1886:
Bonaparte and Orleans families banished from France; British School of Archæology opens at Athens; Statue of Liberty dedicated; part of Babbage's engine donated to Harvard by his son; Wovoka (Jack Wilson) (1856?–1932), son of Tavibo, preaches Ghost Dance; Coca-Cola and Dr. Pepper go on sale; Geronimo captured; Rodin: *The Kiss*; RLS: *Jekyll and Hyde*; Rimbaud: *Les illuminations*; Liszt d. (b.1811).

Society abandons Congo Project. NAS Quetzalcoatl *team studies Nazca lines in Peru – stylized depictions of animals best observed from the air; teams of Preservationists work with natives in area, uncover the complete remains of an ancient airship.*

1887:
Queen Victoria's Golden Jubilee; Zamenhof devises Esperanto; Michelson-Morley experiment disproves the existence of æther; failed assassination attempt against Jules Verne; Doyle: *A Study in Scarlet*; Chagall b. (d. 1985); Chiang Kai-shek b. (d. 1975); Le Corbusier b. (d. 1965); Schrödinger b. (d. 1961).

Inventor Nikola Tesla retained to develop and patent increasingly outré technology to divert public attention from activities of NAGS Society; devices such as his proposed "mind ray" and "particle cannon" pique Victorian curiosity in technological progress.

1888:
Harrison elected; Tesla constructs electric motor; Eastman perfects Kodak box camera; Mason and Wetherill discover Mesa Verde cliff palace; Petrie discovers site of labyrinth of Amenemhet III, *c.* 2000 B.C., contains 3,000 rooms; Jack the Ripper murders five prostitutes in London's Whitechapel district; blizzard on east coast of USA – 400 die; *National Geographic* begins publication; Bellamy: *Looking Backwards*; T. S. Eliot b. (d. 1965); T. E. Lawrence b. (d. 1935); Jim Thorpe b. (d. 1953).

Society contacted in Ripper affair; despite concerted application of full resources, the case stands as the first significant Society setback; idle talk outside of Oxford Campus asserts that critical information was concealed.

1889:
Harrison inaugurated; Eiffel designs tower; punch card system invented by Hollerith; dam breaks in Johnstown, Pennsylvania; Nelly Bly begins around-the-world journey; Bone Wars conclude as Cope goes bankrupt; Wovoka begins the Second Ghost Dance among the Paiute, Shoshone, Arapaho, and Sioux; Major L. A. Waddell first Westerner to see yeti tracks in the Tibetan Himalayas; Chaplin b. (d. 1977); Cocteau b. (d. 1963); Heidegger b. (d. 1969); Hitler b. (d. 1945); Browning d. (b. 1812); Archduke Rudolf d. by suicide (b. 1858).

Nags look into "the Mayerling Tragedy" involving double suicide of Archduke Rudolf and his mistress, Baroness Mary Vetsera.

1890:
Bismarck dismissed; first general election in Japan; first moving picture film in New York; global influenza epidemics; Wounded Knee; Frazer: *The Golden Bough* (–1914); Hamsun: *Hunger*; Wilde: *Dorian Grey*; Capek b. (d. 1938); Agatha Christie b. (d. 1976); Eisenhower b. (d. 1969); de Gaulle b. (d. 1970); Fokker b. (d. 1939); H. P. Lovecraft b. (d. 1937); Burton d. (b. 1821); Schliemann d. (b. 1822); Van Gogh d. by suicide (b. 1853).

Enigmatic graffito CROATOAN begins appearing in Outer Banks, North Carolina; Society reopens a long-dormant investigation into the fate of the Roanoke colony on the 300th anniversary of its disappearance.

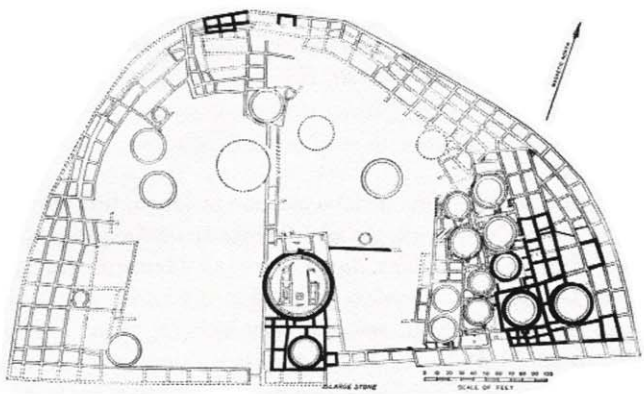
1891:
Triple Alliance renewed for 12 years; earthquake kills 10,000 in Japan; Java man (*Pithecanthropus erectus*) discovered by Eugene Dubois; curé Bérenger Saunière finds enigmatic parchments while restoring church of Rennes-le-Château, France; Herman Webster Mudgett, a.k.a. Harry Holmes, opens the 100-room "Murder Castle" hotel in Chicago; zipper invented (not used

commercially until 1919); Gauguin settles in Tahiti; Doyle publishes Holmes stories in the *Strand*; Melville d. (b. 1819); Rimbaud d. (b. 1854).

Bookworms investigate Roman fragment asserting that Hadrian's Wall was erected to stop army ant invasion; MS revealed to be a hoax perpetrated by one Jared Cokes, a con man who preys on academics; Cokes continues to forge scholarship until he is unexpectedly recruited by Society; Cokes becomes a master of disguising or delaying Society discoveries and serves with distinction for 20 years.

1892:
Cleveland elected; Toulouse-Lautrec: *At the Moulin Rouge*; Haile Selassie (né Ras Tafari) b. (d. 1975); Tito (né Josep Broz) b. (d. 1980); Tolkien b. (d. 1973); Tennyson d. (b. 1809); Whitman d. (b. 1819).

Team of Nags investigating the ruined Anasazi village Pueblo Bonito in New Mexico breaks wireless contact; final transmission indicated they were entering the sipapu, *a small round hole in the floor of the* kiva, *ceremonial chamber; briefings conducted for the back-up teams indicate that symbolism in Anasazi religion demonstrates a close connection to subterranean Earth; back-up teams report that all* sipapu *in Pueblo Bonito now appear to be sealed – from the inside!*



1893:
Cleveland inaugurated; Franco-Russian Alliance; Hawaii proclaimed republic; Art Nouveau; Ford builds first car; Nansen begins unsuccessful expedition to North Pole; trial of Lizzie Borden in Fall River, Massachusetts; Grosz b. (d. 1959); Maupassant d. (b. 1850).

The Second Encounter with the Kraken – NAS Æolus *makes forced landing in Arctic Ocean; Gadgeteer Nanak Geer reports being pulled below the surface and released; he disappears as* Æolus *is repaired at Oslo Campus.*

1894:
Dreyfus arrested, convicted, deported to Devil's Island; Sven Hedin travels in Tibet; Aldous Huxley b. (d. 1963); Czar Alexander III d. (b. 1845), succeeded by Nicholas II; RLS d. (b. 1850).

An unidentified source briefly floods world market with ivory; Charles Freedheim unexpectedly discovers frozen corpses of triceratops in northern Canada; investigation conducted by Nags reveals the link.

1895:
Chinese defeated by Japanese; Queen of Korea assassinated; Zambezi becomes Rhodesia; Kenya becomes British colony; Cuba fights Spain for independence; Marconi transmits radio signals; Röntgen discovers X-rays; Wilde's unsuccessful libel action; Lumière invents motion picture camera; Isiolkovski formulates principle of rocket reaction propulsion; Duke of Abruzzi views a mirage city on the slopes of Mt. St. Elias, Alaska; H. G. Wells: *The Time Machine*; King George VI (né Prince Albert) b. (d. 1952); George Herman "Babe" Ruth b. (d. 1948); Valentino b. (d. 1926); Frederick Douglass d. (b. 1817); Engels d. (b. 1820); T. H. Huxley d. (b. 1825); Pasteur d. (b. 1822).

As he nears completion of an unauthorized Nag Tech gadget, Nikola Tesla's laboratory is engulfed by fire, destroying much of his work and ending a period of fevered invention; after intense dispute, his Society retainer is suspended – the first implementation of such measures.

1896:
Kruger telegram; Rhodes resigns premiership of Cape Colony; Italy defeated by Abyssinia; evidence of Dreyfus' innocence suppressed; France annexes Madagascar; tsunami slams Japan, killing over 27,000; McKinley elected; Ramsay discovers helium; Becquerel discovers radioactivity; first modern Olympics in Athens; Royal Victorian Order founded; Augustus le Plongeon publishes *Queen Moo and the Egyptian Sphynx*, placing the continent of Mu in the Pacific; mysterious "airship" sighted over San Francisco (November 17); Nobel d. (b. 1833); Stowe d. (b. 1811).

Investigation of mysterious city of Nan Matol in the Caroline Islands (now part of Micronesia) offers conclusive evidence of the lost continent of Mu, a single landmass linking Easter Island, Hawaii, Fiji, Tonga, and Tahiti; plan to map continental outline interrupted by immense submarine earthquakes, causing tsunamis in Japan; operation suspended; Nags commission le Plongeon to publish cover-up.

1897:
Crete unifies with Greece, Turkey declares war and is defeated; McKinley inaugurated; King of Korea proclaims self emperor;

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Dreyfus' brother discovers incriminating document written by Esterhazy; Thomson discovers electron; Victoria's Diamond Jubilee; airship seen in April; Wells: *The Invisible Man*

The Great Dirigible Debacle of '97 – malfunctioning NAS Circumstance *sighted between Kansas City, Denver, and Chicago (April), steals a cow in Leroy, Kansas (April 21), loses anchors Sioux City, Iowa and Merkel, Texas, finally crashing near Aurora, Texas on April 17. Captain Gavin Campbell utters famous lines, "Never mind about my name, call it Smith. I want some lubricating oil and a couple of cold chisels if you can get them, and some bluestone" (as recorded by Hite in* Suppressed Transmission, *p. 43).*

1898:
Esterhazy acquitted; United States declares war on Spain, destroys Spanish fleet at Manila; United States annexes Hawaii; Koldewey begins excavating Babylon; Ramsay discovers xenon, crypton, neon; Curies discover radium and polonium; von Zeppelin builds airship; Paris Metro opens; James: *Turn of the Screw*; Wells: *War of the Worlds*; Zola: *J'accuse*; George Gershwin b. (d. 1937); Hemingway b. (d. 1961); Paul Robeson b. (d. 1976); Bismarck d. (b. 1815); Lewis Carroll (né Charles Lutwidge Dodgson) d. (b. 1832).

Nags foil plan to stage New Year's procession along the Sacred Way in honor of the god Marduk, reestablishing the power of the Tower of Babylon.

1899:
Boer war; missionary killed at the foot of T'ai Shan; Dreyfus pardoned; Rutherford discovers alpha and beta waves in radioactive atoms; first magnetic recording of sound; Noel Coward b. (d. 1973), García Lorca b. (d. 1936).

Nags make pilgrimage to Mount T'ai Shan in eastern China, climbing 7,000 steps to Temple of the Jade Emperor; their initiation into secrets of alchemy interrupted when foreign missionary is killed, sparking the Boxer Rebellion.

1900:
British annex Orange Free State and Transvaal; Boxer Rebellion in China against Europeans; McKinley reelected; Dorn discovers radon; Plank formulates quantum theory; Fessenden transmits human speech via radio; trial flight of Zeppelin; Arthur Evans excavates in Crete, discovers Minoan culture (–1908); hurricane kills 10,000 in Galveston, Texas; African sleeping sickness epidemic, spread by tsetse fly; three men vanish from the Eilean More lighthouse in the Hebrides; Lowell sees "code flashes" on Mars; Tesla reports electrical communications from Mars; Conrad: *Lord Jim*; Freud: *Interpretation of Dreams*; Thomas Wolfe b. (d.1938); Stephen Crane d. (b. 1871); Nietzsche d. (b. 1844); Umberto I assassinated (b. 1844); Oscar Wilde d. (b. 1856).

Corpse of mammoth discovered frozen in permafrost in Berezovka, Russia.; its stomach, along with undigested food, contains portions of a scroll encased in gutta-percha; Nags in Moscow begin rumor that mammoth was eaten to deflect curiosity.

1901:
Peace of Peking ends Boxer rebellion; first British submarine; first Nobel Prizes awarded; construction of Manhattan bridge begins (–1910); Eleanor Jourdain and Charlotte Anne Moberly temporally misplaced to Versailles of 1789; Walt Disney b. (d. 1966); Fermi b. (d. 1954); McKinley assassinated (b. 1843), succeeded by Theodore Roosevelt; Toulouse-Lautrec d. (b. 1864); Queen Victoria d. (b. 1819), succeeded by Edward VII.

Divers near Greek island of Antikythera exploring shipwreck from 65 B.C. *salvage a mechanical device composed of a number of gears and dials; it will be posited in 1959 that the Antikythera mechanism is an astronomical timepiece and simple analog computer; there are clues in manuscript by al-Biruni from* A.D. *1000 that such mechanisms were utilized by a secret society that disappeared in 80* B.C.

1902:
Anglo-Japanese treaty recognizes independent China and Korea; Boer War ends; Triple Alliance renewed; United States gains perpetual control of Panama Canal Zone; Heaviside postulates atmospheric layer that conducts radio waves; Bacon crosses Irish channel in balloon; Martinique volcanic fire destroys St. Pierre; Doyle: *Hound of the Baskervilles*; Conrad: *Heart of Darkness*; John Steinbeck b. (d. 1968); Butler d. (b. 1835); Rhodes d. (b. 1853); Elizabeth Cady Stanton d. (b. 1815); Zola d. (b. 1840).

Society resumes the Congo project – the systematic cataloguing of cryptofauna extant in vicinity of Congo River; no fewer than 138 species previously thought extinct (including the infamous Stetley Stegosaurus) are added to Society bestiaries. A whimsical piece penned for the Journal *by President Theodore Roosevelt (under a* nom de plume*) muses about a world in which dinosaurs still exist.*

1903:
British conquer northern Nigeria; Wright brothers' first flight; Zsigmondy invents ultramicroscope; 20 MPH speed limit in Britain; Hans Meyer explores Chimborazo in Ecuador; coast to coast crossing of American continent in 65 days; Pius X new Pope; Butler: *The Way of All Flesh* (posthumous); Waugh b. (d. 1966); Gauguin d. (b. 1848); Leo XIII d. (b. 1810); Pissarro d. (b. 1830).

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The Mbole Incident – party of Nags led by Preservationist Alex Churkoff disappears in Congo; body parts and some damaged equipment later recovered; blurred photograph seems to reveal creature with glowing eyes.

1904:
Russo-Japanese War, trenches used; Roosevelt elected to first full term; work begins on Panama Canal; telegraphic transmission of photographs; Fleming develops his valve – first radio tube; first radio transmission of music; first railroad tunnel under Hudson between New York City and New Jersey; Broadway subway opens in New York City; Helen Keller graduates from Radcliffe; last documented sighting of Springheeled Jack, in Liverpool; *General Slocum* fire kills 1,000 in New York City; Conrad: *Nostromo;* Dali b. (d. 1989); Chekhov d. (b. 1860).

Madman Dr. Xavier Moreau cashiered from British Army, moves to uncharted Indian Ocean island to pursue studies in "forced evolution of the lower forms of life."

1905:
Russian surrender to Japanese; mutiny on *Potemkin*; Roosevelt inaugurated; Sun Yat-sen founds union of secret societies to expel Manchus; Haywood founds IWW "Wobblies"; Einstein: special theory of relativity; Howard Hughes b. (d. 1976); Verne d. (b. 1828).

Arthur Evans continues excavation of Palace of Minos in Knossos, Crete, asserting that its confusing floor plan gave rise to the myth of the labyrinth; Nags decipher the Linear A inscription on a recently unearthed slab Evans uses as a lunch table – "Dædalus"; they discover a subterranean chamber containing the dismembered skeletons of fourteen youths and what seem to be remains of woolen thread.

1906:
Earthquake in San Francisco; Roosevelt takes first trip outside United States by president in office; Hugo Winkler excavates Hattusas, the Hittite capital; Percy Fawcett goes to Bolivia, inspires Conan Doyle with stories of flat-topped mountain range; Amundsen traverses Northwest Passage, determines magnetic North; Typhoid Mary; The Captain of Koepenick Case in Berlin (Wilhelm Voight); Greta Garbo b. (d. 1990); Cézanne d. (b. 1839).

Problems in Panama – Nag Sub Tunnel 38 breached by workers on Panama Canal; profound security compromise averted by visit from Society Associate President Theodore Roosevelt.

1907:
Roosevelt bars Japanese immigration; Rasputin gains influence in court of Nicholas II; first Cubist exhibition; *Lusitania* breaks transatlantic record; Huysmans d. (b. 1848).

Investigation of San Andreas Fault beneath California, cause of previous year's earthquake; necessitates reformulation of plate tectonics and continental drift theory.

1908:
Leopold II transfers Congo to Belgium; Union of South Africa established; Taft elected; Minkowski formulates 4-dimensional geometry; Hedin explores Persia and Tibet; earthquake in Calabria and Sicily kills 150,000; Zeppelin disaster near Echterdingen; Tunguska explosion in Siberia (June 30, 7:17 A.M.); Forster: *A Room With a View*; Grahame: *The Wind in the Willows*; de Beauvoir b. (d. 1986); Lyndon Johnson b. (d. 1973); Grover Cleveland d. (b. 1837).

Gadgeteers' college in Shiren, India disappears without a trace; local populace has no recollection of Nags; investigation left open as Society hopes to recover team and the powerful wireless transmitter they were developing.

1909:
Taft inaugurated; Peary reaches North Pole; first commercial Bakelite, beginning of Plastic Age; Leopold II d. (b. 1835).

Jesuits of Frascati contact NAGS Society regarding strange manuscript in their possession – written in unknown language or cipher; containing detailed depictions of partially dissected organs of unknown animals; lengthy tables of astronomical calculations, but every star is unknown on Earth; and painstakingly labeled sketches of what seem to be imaginary plants. Society investigates to determine if MS is work of medieval imaginative genius or unknown voyager on Terra Incognita*; by 1912, Society removes 28 critical pages and Jesuits sell MS to American book collector Wilfrid Voynich.*

1910:
Japan annexes Korea; revolution in Portugal, Manuel II flees, Portugal becomes republic; DuBois founds NAACP; start of Mexican Revolution (–1920); Murray and Hjort undertake first deep-sea research expedition; Halley's comet; Manhattan Bridge completed; King Edward VII d. (b. 1841), succeeded by George V; Anna Mitchell-Hedges (née Anna Le Guillon) b.; Mary Baker Eddy d. (b. 1821); Winslow Homer d. (b. 1836); William James d. (b. 1842); Nightingale d. (b. 1820); Tolstoy d. (b. 1828); Mark Twain (né Samuel Langhorne Clemens) d. (b. 1835).

Construction of new refectory at St. Illod's Benedictine monastery, uncovers thirteenth-century chamber, apparently a workroom; records hint that monks used "Eye of Allah", a prototypical microscope originating in Moorish Spain. Rudyard Kipling will

run across the Journal article (from 1920) in 1925 and compose a fictionalized account.

1911:
Monna Lisa stolen from Louvre; Amundsen reaches South Pole; Rutherford formulates theory of atomic structure; Munich-Berlin flight reaches 12,800 feet; Hiram Bingham discovers "Vilcabamba", final refuge of the Incas (mistake is corrected after his death in 1956 – discovery named Machu Picchu, after a nearby mountain).

La Gioconda *affair begins when Da Vinci's painting stolen by Perugia.*

1912:
Wilson elected; Scott reaches South Pole; Stefansson and Anderson explore arctic Canada; Wilson's cloud chamber photos reveal electrons and protons; Hess discovers cosmic radiation; *Titanic* sinks; Piltdown Man found near Lewes, England (revealed to be a hoax in 1953); book dealer Wilfrid Voynich buys mysterious manuscript from Jesuits of Frascati; Conan Doyle: *The Lost World*; Poincaré d. (b. 1854); R. F. Scott d. (b. 1868).

Theodore Roosevelt agrees to lead Brazilian contingent, an investigation to determine if Doyle had sources beyond stories told by Percy Fawcett; the results break Roosevelt's health and spirit. Nags investigate strange occurrences in tomb of Tutankhamen, a short-lived but critically important pharaoh.

1913:
Wilson inaugurated; income tax introduced in 16th Amendment; Armory show; Woolworth building opens; Grand Central Terminal opens; Geiger counter counts alpha rays; Bohr's theory of atomic structure; Lorin postulates jet propulsion; Ambrose Bierce disappears in México; *Monna Lisa* found; Theodore Roosevelt searches for the lost city of Muribeca in Brazil; Doyle: *The Poison Belt*; Albert Camus b. (d. 1960); Richard Nixon b. (d. 1994); Harriet Tubman d. (b. 1821).

Working with Gadgeteers, Einstein applies second part of his General Theory of Relativity to develop mechanism for manipulating four-dimensional space-time continuum in order to resolve La Gioconda *affair. Nags facilitate meeting of Einstein and Leonardo da Vinci.*

1914:
WWI begins; Goddard begins rocket experiments; Shackleton begins Antarctic exploration (–1917); Panama Canal opens; Burroughs: *Tarzan of the Apes*; Frazer completes *The Golden Bough*; Benedict XV new Pope; John Muir d. (b. 1838); Pius X d. (b. 1835).

The Bangkok Dream Weaver Occurrence. Recovery operation mounted to retrieve "cursed" mummy princess of Luxor from the wreck of the Titanic.

1915:
Zeppelin and submarine attacks; Junkers constructs first fighter airplane; first transcontinental telephone call; wireless established between United States and Japan; Einstein: General Theory of Relativity; statue of Egyptian god Osiris found near Congo River; Booker T. Washington d. (b. 1856).

Einstein convinced to publish only first part of General Theory.

1916:
Wilson reelected; United States lands troops in Santo Domingo (–1924); jazz sweeps United States; Langevin develops underwater ultrasonic source for submarine detection; Sanger opens first birth control clinic; Joyce: *Portrait of the Artist*; Henry James d. (b. 1843); Jack London d. by suicide (b. 1876); Percival Lowell d. (b. 1855); Franz Marc d. (b. 1880); Rasputin murdered (b. 1871).

Adjuring the common druidic and astrological interpretations of Stonehenge, Nags test temporal realignment hypothesis by reconstructing complete temple; they discover that focused telluric energy vibrates crystal face of Earth's crust and posit that reconstructing all such sites would enable complete harmonic resonance.

1917:
Allies execute Mata Hari during WWI; Wilson inaugurated; T. S. Eliot: *Prufrock*; Kennedy b. (d. 1963); Buffalo Bill Cody d. (b. 1846); Dégas d. (b. 1834); Rodin d. (b. 1840); Count Zeppelin d. (b. 1838).

The Cottingly Fairy Affair. Lord Carnarvon and Howard Carter find reference to Tutankhamen, begin search for tomb; Nags hurry to replace items in anticipation of its discovery.

1918:
WWI ends (11:00 A.M. November 11); Wilson's 14 points; regular airmail between New York and Washington D.C.; Henry Adams d. (b. 1838); Nicholas II (b. 1868) and family executed.

Photographs of river Nile taken by aviator Byron Cutlidge reveal site of 2,000-year-old shipwreck; Nag Sub Rosa *dispatched to recover 94 tightly sealed jars filled with scrolls packed in grain; increasingly outré behavior by Alexandrine Bookworms striving to authenticate*

scrolls as part of wondrous library is linked to anærobic ergot in grain.

1919:
18th (Prohibition) Amendment ratified; short-wave radio; Black Sox scandal; Ernst Haeckel, proponent of Lemuria, d. (b. 1834); Rosa Luxemburg murdered (b. 1870); Theodore Roosevelt d. (b. 1858).

Nags investigate true reason that United States prohibited production and consumption of alcohol and the fixing of baseball's World Series.

1920:
End of Mexican Revolution; League of Nations; U.S. women win enfranchisement with 19th Amendment; Harding elected; Sacco and Vanzetti arrested and indicted; Tommy gun patented; commercial radio broadcasting begins; *Strand* cover features Cottingly fairies; Christie: *The Mysterious Affair at Styles*; Modigliani d. (b. 1884); Peary d. (b. 1856).

Nags called to Pagan, Burma to investigate emanations from the remains of city containing hundreds of temples; Nag Lilly Chao confirms that local fluctuations of Earth's magnetic field are responsible for the aura; she predicts an imminent field reversal, with spectacular results probable; Nags investigate if events are natural or if field is being manipulated.

1921:
Harding inaugurated; beginning of German inflation; Howard-Bury Everest expedition sights yeti; fifteen-ton thing with six-foot tusks washes ashore on Cape May, New Jersey; Ungarn-Sternberg attempts to recreate Genghis Khan's empire, is captured and shot by Red Army; excavations of Harappa begin under Sir John Marshall; Pirandello: *Sei personaggi in cerca di autore.*

Investigation of ruins of Tiahuanaco, Bolivia, supposedly founded by bearded, white-skinned strangers led by one "Viracocha."

1922:
Gandhi sentenced to six years in prison; Mussolini forms Fascist government; Mustapha Kemal proclaims Turkish republic; 14 Soviet states form USSR; Lord Carnarvon and Howard Carter discover tomb of Tutankhamen; volcano Aniakchak discovered on Alaskan coast; Pius XI new Pope; T. S. Eliot: *The Waste Land*; Joyce: *Ulysses*; Alexander Graham Bell d. (b. 1847); Benedict XV d. (b. 1854); Nellie Bly d. (b. 1867); Proust d. (b. 1871); Shackleton d. (b. 1874).

Nags investigate tomb of Tin-Hinan, fourth-century queen of the Tuareg in the Hoggar Mountains, Algeria.; in addition to golden bracelet, the funerary objects include a cache of coins paid by Constantine; Nags continue to investigate the nature of information she imparted to the Roman emperor.

1923:
Tokyo and Yokahama destroyed by earthquake (140,000 dead or missing); Hitler's Beer Hall Putsch fails; first birth control clinic in New York; tomb of Tutankhamen opened; Soviet archæologists discover ancient city of Laponia in the Kola Peninsula; Russian expedition in search of the mystical Dzungarian Valley of Belovodye; Gershwin: *Rhapsody in Blue*; Svevo: *Le confessioni di Zeno*; Lord Carnarvon d. (b. 1860); Eiffel d. (b. 1832); Harding d. (b. 1865), succeeded by Coolidge; Pancho Villa d. (b. 1878).

Nags investigate "Curse of the Pharaoh" – deaths of people involved with tomb of Tutankhamen; by 1929, 22 people will have died under mysterious circumstances (but not Carter, who will live until 1939); an archæobotanical solution is most likely, although one contingent of Nags clings to psychosomatic theory.

1924:
Coolidge elected; skeletons of Mesozoic dinosaurs found in Gobi; mysterious ancient items uncovered at Glozel (–1927); ZR3 airship flies across Atlantic; patent for TV filed; E. M. Forster: *A Passage to India*; Sabine Baring-Gould d. (b. 1834); Conrad d. (b. 1857); Kafka d. (b. 1883); Lenin d. (b. 1870); Wilson d. (b. 1856).

Anna and Albert Mitchell-Hedges discover Crystal Skull of Doom beneath temple in lost Mayan city of Lubaantun, British Honduras; Nags "borrow" the skull – investigation reveals connections between Mayan civilization and Atlantean culture; skull is returned to Anna in 1927, on her 17th birthday.

1925:
Solar eclipse in New York, first in 300 years; Scopes trial; last communication received from Col. Percy Fawcett, his son, and friend in Brazil, searching for city of Muribeca; archæologists excavate tomb of Tin-Hinan; Fitzgerald: *The Great Gatsby*; Haggard d. (b. 1856); Sun Yat-sen d. (b. 1866).

Russian General Topilsky kills relic hominid in southern Russia; Nags investigate, uncovering evidence that extant Neanderthals live in Pamir Mountains.

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1926:
Agatha Christie vanishes for several weeks; Sarah Lawrence College founded in Bronxville; Amundsen flies over North Pole in airship; Byrd and Bennet fly to North Pole; Goddard flies liquid fuel rocket; Fulcanelli: *The Mystery of the Cathedrals* (posits alchemical secrets are encoded in Gothic cathedrals); Milne: *Winnie the Pooh*; Lang: *Metropolis*; Queen Elizabeth II b.; Gertrude Bell d. (b. 1868); Cassatt d. (b. 1845); Houdini d. (b. 1874); Valentino d. (b. 1895).

Nags dispatched from Paris Campus on summer solstice to investigate Fulcanelli's claims about Chartres Cathedral, built by the Cistercian order and the Knights Templar, guided by knowledge gathered in Jerusalem; riddle of the labyrinth is solved and the rectangular flagstone opened by using a telluric current refocusing device.

1927:
Lindbergh flies nonstop from Paris to New York; Holland Tunnel opens; Leonard Wooley excavates Ur; Trotsky expelled from Communist Party; Sacco and Vanzetti executed; Lovecraft: *Call of Cthulhu*; Proust: *Search for Lost Time* (posthumous); Woolf: *To the Lighthouse*; Lizzie Borden d. (b. 1860); D. G. Hogarth d. (b. 1862); Sir Harry Johnston d. (b. 1858); Maxim d. (b. 1853).

Teams of Nags from Charleston (USA) Campus collecting oral traditions developed by black Americans during slavery run afoul of Ku Klux Klan; violence is narrowly averted and the project is successfully completed.

1928:
Earhart crosses Atlantic; Chiang Kai-shek elected; Hoover elected; first Mickey Mouse films; Fleming discovers penicillin; Eddington postulates existence of white dwarf stars; Edmund Kiss excavates Tijuanaco for Nazi SS; Lawrence: *Lady Chatterly's Lover*; Amundsen d. while trying to save Nobile from airship crash in Arctic (b. 1872); Thomas Hardy d. (b. 1840); Emmeline Pankhurst d. (b. 1858).

During an exploration of caves in Scotland, a unique plant poisons Nag Marietta Holland; Alexander Fleming and Society chemist Ian Macintosh work together to develop an antidote, inadvertently discovering penicillin in the process.

1929:
Hoover inaugurated; Trotsky expelled from USSR; MoMA opens in New York; Black Friday: October 28; Byrd flies over South Pole; *Graf Zeppelin* flies around world in 20 days; Valentine's Day Massacre; construction begins on Empire State Building (–1931); Piri Re'is' map discovered in Topkapi Palace; Graves: *Goodbye to All That*; Hemingway: *A Farewell to Arms*.

The Paris Zombie Affair – Nag Zora Neale Hurston recruits Haitian immigrant Marcel Bougainvillea, powerful vodoun houngan; first use by Nags of "zombie powder" to simulate death to facilitate difficult infiltration.

1930:
Pluto discovered; Constantinople renamed Istanbul; airship R101 crashes and burns; Ras Tafari becomes Haile Selassie of Ethiopia; Freud: *Civilization and Its Discontents*; Waugh: *Vile Bodies*; Doyle d. (b. 1859); D. H. Lawrence d. (b. 1885); Taft d. (b. 1857).

Drawing upon clues found in text of second-century A.D. *Greek geographer Pausanias, Nags uncover tomb of satyr Silenus.*

1931:
Empire State Building completed; U.S. Navy commissions airship *Akron*; Wilkins captains *Nautilus* under Arctic Ocean; George Washington Bridge completed; Starr Faithfull's mysterious death on Long Island; Griaule and Dieterlen go to live among the Dogon; Dali: *Persistence of Memory*; Edison d. (b. 1847).

The Dogon Debriefing – Dogon people of Mali communicate their detailed astronomical knowledge to Nags; Hack collaborates with Dogon storyteller to concoct story of Nommo from planet Sirius as "fish story" for later anthropologists; Nags observe relish with which Dogon hoodwink Griaule and Dieterlen and are never themselves certain that Dogon debriefing is valid.

1932:
Roosevelt elected; discovery of positron; August Piccard reaches height of 17.5 miles in stratosphere balloon; work begins on Golden Gate Bridge; Lindbergh baby kidnapped; strange lights on Mt. Shasta, California attributed to Lemurians; Twitchell determines Mahd adh Dhahab in Saudi Arabia is Ophir, site of King Solomon's mines; cave of the Sibyl of Cumæ located; Dos Passos: *1919*; Huxley: *Brave New World*; Dumont d. by suicide (b. 1873); Eastman d. (b. 1854); Charles Fort d. (b. 1874).

While exploring extant Olmec artifacts outside Oaxaca, México, Virginia "Finni" Jimenez uncovers a sun stone that appears to function as a solar cell; questions remain about the use of such technology.

1933:
Hitler appointed Chancellor; Roosevelt inaugurated; Reichstag burns; Prohibition repealed by 21st Amendment; LaGuardia elected mayor of New York City; airship *Akron* destroyed; U.S. Navy commissions airship *Macon*; Byrd begins second South Pole expedition (–1935); first sighting of Loch Ness monster;

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Hilton: *Lost Horizon*; Orwell: *Down and Out in London and Paris*; Coolidge d. (b. 1872); 13th Dalai Lama d. (b. 1876).

Rogue Hack James Hilton pens fictionalized account of Society operations in Himalayan city of Shangri-La.

1934:
USSR admitted to League of Nations; Churchill warns of German air menace; Japan renounces treaties of 1922 and 1930; Beebe descends 3,028 feet below ocean off Bermuda; Graves: *I, Claudius* and *Claudius the God*; Marie Curie d. (b. 1867).

The Loch Maree Business begins. Creature thought to be plesiosaur living in tunnel connecting Loch Maree to the sea. Nags fabricate sightings of "Nessie" in Loch Ness to distract monster hunters.

1935:
Mustafa Kemal renames self Kemal Ataturk; Italy invades Abyssinia; Persia renamed Iran; radar built to detect aircraft; *Bluebird* goes 276.8 MPH; airship *Macon* destroyed; Breasted d. (b. 1865); Oliver Wendell Holmes d. (b. 1841); T. E. Lawrence d. (b. 1888).

Excavations of strange building at Monte Alban, México, in which no side or angle is equal; interior reveals tunnels and stairways too small for human use; Nags investigate by means of miniature automatons controlled by radio transmissions.

1936:
Italy annexes Abyssinia; Spanish Civil War begins; FDR reelected; Chiang Kai-shek enters Canton; Edward VIII abdicates, succeeded by George VI; Trotsky settles in México; Hoover Dam completed; *Hindenburg* lands at Lakehurst; Jesse Owens wins 4 gold in Berlin; Hauptmann convicted of Lindbergh baby killing; Johnstown, Pennsylvania flood; Luce begins *Life*; Fitzgerald: *The Crack-up*; King George V d. (b. 1865), succeeded by Edward VIII; García Lorca d. (b. 1899); Kipling d. (b. 1865).

An ancient grave in Baghdad from Parthian period (248 B.C. to A.D. 226) excavated; found to contain a primitive electric cell, dismissed as a curiosity; Nags elect to investigate in order to determine what such a cell was created to power.

1937:
Hindenburg burns over Lakehurst, New Jersey; George VI crowned on TV; construction begins on Harvard Mark I computer; Guernica; Italy withdraws from League of Nations; first jet engine built by Whittle; Earhart lost over Pacific; Golden Gate Bridge opens; Picasso: *Guernica*; Dos Passos: *USA*; Tolkien: *The Hobbit*; George Gershwin d. (b. 1898); Marconi d. (b. 1874); Andrew Mellon d. (b. 1855); John D. Rockefeller d. (b. 1839); Rutherford d. (b. 1871); Edith Wharton d. (b. 1862).

Societal extraction of Amelia Earhart; new recruit resumes investigation of Nan Matol, attempts negotiations with the Queen of Mu.

1938:
Japanese set up puppet government in Tsingtao; Germany mobilizes for war; Germany and U.S. recall ambassadors; ballpoint pen and Teflon invented; Hughes flies around world in 3 days, 19 hours, 14 minutes; Welles: *War of the Worlds* on radio; Wilder: *Our Town*; Ataturk d. (b. 1881); Capek d. (b. 1890); Thomas Wolfe d. (b. 1900).

Metropolitan Museum of Art purchases portions of abandoned European monasteries to house mediæval art collection in New York City; various strange occurrences prompt investigation.

1939:
Britain, France, and U.S. recognize Franco's government; ending Spanish Civil War; Italy invades Albania; Germany invades Poland; Joliot-Curie demonstrates possibility of splitting atom; Sikorsky constructs helicopter; water speed record 368.85 MPH; earthquake in Anatolia claims 45,000; Anglo-Saxon burial ship excavated at Sutton Hoo; Pius XII new Pope; Selznick: *Gone with the Wind*; Graves: *The Long Week-End*; Joyce: *Finnegans Wake*; Steinbeck: *The Grapes of Wrath*; Howard Carter d. (b. 1873); Ford Madox Ford d. (b. 1873); Freud d. (b. 1856); Pius XI d. (b. 1857); Yeats d. (b. 1865).

Nags in Persia explore bottomless Lake Takht-I Sulaiman and the ruined tower where the Zoroastrian royal fire, Atur Gushnasp, once burned.

1940
WWII; Churchill becomes Prime Minister; Germans enter Paris; Battle of Britain, London Blitz; 14th Dalai Lama enthroned; Trotsky murdered in México (b. 1879).

Black-clad strangers visit archæological sites throughout the world, collecting items.

The Terra Incognita Campaign

The game master wields a great deal of control over the tenor of her ***Terra Incognita*** campaign. She must make a number of important decisions before the campaign commences. In this section, we describe several possible variations that the GM might explore while fashioning her own World of NAGS.

Atmosphere

As game master, you may elect to create an overarching feel to the campaign. The spectrum runs from the strictly historical to the wildly fantastic. The GM will want to establish her campaign's atmosphere immediately, indicating to the players what kind of gadgets will be available, how deadly weapons will be, and whether Nags should look for natural or supernatural causes in their investigations. It is always exciting, however, to bend rules and introduce novel elements or explanations – Terra Incognita is a mysterious and compelling place.

Mysterious History: Historical mysteries were one of the primary inspirations for ***Terra Incognita***. The GM could run her campaign in a strictly historical fashion, based upon actual events. Nags could investigate historical locations, perhaps before their "discovery" by the outside world. Nags would investigate the historical components of the myth of Atlantis or the fate of the original dwellers of Machu Picchu or Teotihuacán, or explore other unresolved historical enigmas.

Ghost Tales: A possible permutation of the realistic campaign is one in which events that might initially seem supernatural are revealed by Nags to be hoaxes engineered to disguise some other nefarious operation. You would build up the weird atmosphere at each adventure's commencement and the Nags would go to work uncovering the reasonable explanations. An example adventure could find Nags investigating the activities of a vampire running rampant; he turns out to be a man with a mysterious illness compelling him to consume blood.

Expanded Reality: Moving one step further, other GM's might wish to include just the possibility of the supernatural. The hallmark of such campaigns will be indeterminacy – perhaps the opponents are alienated youth affecting the manner of first-century Romans (and somehow speaking flawless Latin), or perhaps they truly are remnants the Lost Roman Legion.

Tales of Dash and Daring: You may decide upon a true pulp campaign. A GM might create a classic pulp campaign in which the villains cackle and twist their mustaches, Nag Tech is outlandish, and the horrific is all too real. Refer to the section on "Adjusting Campaign Power Levels" (page 75) if Nags are to exceed the capabilities of typical humans.

World of Fantasy: Finally, a ***Terra Incognita*** campaign could flourish in an alternate nineteenth- and twentieth-century world – a world of enchantment and fantasy, replete with fairies, elves, and trolls, in which the Nags play a calming or steadying role.

Structure

The GM can use a variety of formats to structure a ***Terra Incognita*** campaign. The structure you choose will inform the kinds of adventures you create and lends your campaign a cogent wholeness. You might select one of these formats as your campaign commences and evolve into another configuration through the course of play.

Campus, Sweet Campus: The simplest structure establishes a particular campus as the base of operations. The Society will then be readily at hand for support and insight (affording you an easy means of dispensing clues that the players have missed). Requests for Attention may be focused locally, or Nags may travel to a new exotic locale for each new adventure. The campus-based campaign affords a clear organizational structure for gaming sessions – each adventure begins and ends with Nags sharing tea in a campus common room.

Fantastic Voyages: Some Nags do not relish the idea of being tied down. The picaresque campaign bases Nags in some form of transportation – balloon, dirigible, and submersible come immediately to mind as possibilities – and follows their travels from mystery to mystery. Nags might rest at Society campuses as sailors come to port, but in essence, the campaign is portable. As an example, Nags could pose as snake-oil sellers, travelling the Old West in a fantastically appointed gypsy wagon. Each week Nags roll into a town, set up shop, become embroiled in an investigation, and then move on just as people are beginning to suspect they are more than they appear to be.

Nags Alone: Finally, a single adventurer or a small group could wander Terra Incognita, encountering enigmas wherever they roam. Such adventurers would check in periodically at Society campuses for support. If your group has few players or you would like to try one-player, one-GM gaming, this structure could be appropriate. This format will appeal to self-reliant vagabonds who prefer to depend upon their own skills and resources they carry on their backs.

Modus Operandi

The style of the Nags themselves will contribute to the campaign feel.

Nag Squad Delta: The Nags constitute an efficient and detached Nag strike squad who are in and out like a flash, leaving no Nag or trace behind. Such campaigns will feature impressive Nag Technology and super-skilled Nags.

Clockwork Intrigues: Nags are stylish yet discreet operatives employing guile, disguise, and superior training to execute investigations with panache. These campaigns might feature secret identities, hair's-breadth escapes, and cliffhanger conclusions.

Against All Odds: The Nags are an unlikely company of experts culled from the best of the best. Their competitive personalities are kept in check, but only just so. Competing agendas and dueling egos – each Nag believes that he possesses the most suitable skills for the job.

Derbies and Umbrellas at Dawn: For levity, highlight the bureaucratic nature of the NAGS Society. Highlight rivalries between Areas of Specialty, Nags who insist upon strict adherence to protocol, and, as usual, unpredictable technology that threatens to expose the entire operation.

Crossovers

Terra Incognita: *The NAGS Society Handbook* describes campaigns based entirely upon the NAGS Society, its members, and their investigations. It is also possible and interesting to drop the Society into an existing campaign in another genre.

Nags could easily fit into an historical campaign set in the American West, colonialist Africa, revolutionary South America, Victorian London, or 1930's India. With a little work, and perhaps an "illuminated" feel, Nags in an early history or time travel setting might discover that there were Nags who predated the Original Three. Perhaps some greater force was at work to bring this particular trio together in 1850.

The "Resources and Inspiration" section in the Appendix provides a number of literary and RPG resources that the GM can draw upon for adapting her NAGS campaign to other genres. We offer here some suggestions for importing the World of NAGS into other popular gaming genres:

AlterNags: Nags could exist in Alternate Earth campaigns. In fact, inspiration for the NAGS Society came while reading *The Difference Engine* – a "steampunk" vision of the Victorian era. The Nags could unearth mysteries in a victorious Confederate States of America. The Society might be one among many bureaucratic departments in a retro-future dystopia.

CartooNags: If the GM emphasizes outlandish Nag Tech and over-the-top characters, she could play a ***Terra Incognita*** campaign for laughs. Such a campaign may utilize the tried and true plot in which ghosts seem real until they are unmasked.

CyberNags: Nags would be an interesting addition to a dark future or apocalyptic campaign. As the cyberpunks prowl, Nags are busy ensuring the accuracy of maps, checking historical details, and readying the world for future generations. Nag Tech might include cybernetic enhancements, accompanied by their customary glitches.

EspioNags: Society methods of operation share commonalities with those of intelligence agents. Nags and spies might find themselves working together on an investigation, or they might be at cross-purposes. Perhaps a party of Nags is trying to uncover something that a particular country would prefer to remain hidden – it might assign counterspies to thwart the Nags' work.

Modern Day Nags: The game master can easily extrapolate the Society's investigations after 1940. In the modern day, Nag Tech becomes smaller but no more reliable.

Nags in Space: The NAGS Society could be adapted easily to a space campaign, from space opera to hard science. Space is, in fact, the next level of Terra Incognita – it contains infinite mysteries waiting to be solved.

Nags in Time: With time travel possible, Nags have an invaluable tool for ensuring historical accuracy. Not all temporal travelers will be as discreet as the Society, however. There will undoubtedly be numerous messes to clean up.

SuperNags: Envision a discreet but highly trained squad in which the heroes explore the mysterious and maintain cosmic balance, replete with belts full of cool gadgets.

Campaign Example - The Pangæa Prophecy

This chapter details a sample ***Terra Incognita*** campaign outline provided for game masters who would like to get started immediately. I offer an overview of the campaign, detailing the qualities and assumptions that make it unique. The campaign is purposefully open-ended to allow for customization. I include capsule descriptions of prominent characters suitable for players who have not created their own. I describe Nag Tech items and other relevant equipment. Finally, I note several possible adventure seeds that the GM can develop to begin play.

Introduction

Pangæa was the name for the prehistoric landmass comprising all of the continents (you've no doubt noticed how neatly they fit together...). Unknown to conventional history, a powerful civilization flourished upon this ancient Eden. Pangæans possessed potent mental, physical, and spiritual abilities derived from the primordial telluric currents coursing through the planet itself. Their cities were sites of unequaled wonder and power. The Pangæans were undisputed masters of the Earth.

The History

Their downfall came gradually, owing not to pride or conflict, but rather geologic betrayal. Their world was literally shifting beneath their feet, scattering their sites of power like puzzle pieces across the globe. Descendants of the sundered Pangæan civilization split into three groups, representing Pangæan culture's tripartite nature.

The spiritual/political progeny established a Utopian culture on the continent of Atlantis. Atlanteans had some influence upon other nascent cultures, leaving a rich mythology and the human longing for Utopia attainable through religious, political, or economic ends. The fiery end of Atlantis provided an unintended moral to their political fable.

The physical/economic descendants were called the Sea Kings, makers of the famous Piri Re'is map. Wanderers of Earth's oceans, the Sea Kings were gradually assimilated by ascendant cultures, contributing a spirit of adventure, a jaunty swashbuckling sensibility, and the call to the sea.

The Pangæan intellectual offspring abjured the vicissitudes of the Earth's crust and sought the certainty of the subterranean. Called the Tenebre, these shadow-dwellers contribute cool, rational, calculating aspects, mitigating change with constancy and control. As the only extant direct descendants of Pangæan civilization, they consider themselves superior for avoiding natural disaster (like Atlantis) or cultural disaster (like the Sea Kings).

The Seekers

Throughout history small groups of initiates have sought to comprehend Terra Incognita's true past. Through the years the groups have changed, but their goal remains unchanged. Interpretation of Pangæa has become inextricably entwined with the secrets of the original prophets. The manifesto of Terra Incognita is a tome written by divers hands in all of Earth's languages. The pages of the book are hidden throughout the world.

The Pangæa Prophecy

The Roman Empire had the Whisperers. Philosophers and scientists, often in the service of despots, the Whisperers concealed their knowledge in works of literature and art so that future generations might unlock the secrets. The group was revived in monastic settings during Mediæval times as the Order Sub Rosa. Anchorites, monks, nuns – Christian, Jewish, Muslim, and followers of eastern faiths – recorded works of earthly mystery in addition to the divine. Their contemporary traders in occult knowledge – Templars, Rosicrucians, &c. – competed for clues to unlock the riddles of Terra Incognita.

Leonardo Da Vinci became a particular disciple of the Pangæa Prophecy. Making cryptic notes in his journals, he conducted experiments with flight, anatomy, and atavism. Leonardo believed that the secrets of the past are recapitulated within our bodies themselves. Courtiers of Queen Elizabeth, including such illuminaries as John Dee, Kit Marlowe, Henry Percy, and Sir Philip Sidney, pursued investigations of Terra Incognita under the guise of "The School of Night."

The Age of Empire saw explorers from the Old World search for renewed spark to an *élan vital* that had become vitiated and effete. Ancient Middle Eastern, African, Asian, and American Indian cultures shared some of the secrets of the Pangæan Prophecy and, recognizing the power, embedded their knowledge in art, religion, politics, and architecture. Colonizers found people with closer links to the potency of the past. They attempted to exploit, subjugate, incorporate – but the result was death, cultural destruction, and further dilution of the secrets.

Thinkers in the Ages of Reason and Revolution – *philosophes*, encyclopædists, Deists, natural philosophers – all tried to put the world in rational order. They too embedded understanding within their texts – the conflict is universal. They wanted to boast about what they knew, but they didn't want others to collect their information or unleash power indiscriminately. The time was characterized by an intellectual Great Game among bibliophiles.

The Prophecy

Thus we arrive at the modern Age of Industry and Information. Currents coursing through history converge. Stewardship of the truth is conferred upon the newly formed NAGS Society. By recovering these lost clues, Nags endeavor to reconstruct the Pangæan Prophecy. Each ancient site, obscure citation, incomprehensible map is a piece of the story of Terra Incognita.

Game masters can tailor the Prophecy according to preference. Those who enjoy occult history can pit Nags against rival factions vying to uncover an illuminated past. If you prefer pulp staples of a hollow Earth and forgotten cultures, highlight instead the mysterious Tenebre. Arcane secrets can be written in books, hidden in paintings, concealed in maps. Fulcanelli asserts in *The Mystery of the Cathedrals* that secrets can be embedded in architecture. Nags travel throughout Terra Incognita to collect the pieces of the puzzle and fit them into place.

The Pangæa Prophecy is a picaresque campaign with numerous possibilities. The game master can weave each adventure into a grand story arc or run individual mysteries that only coalesce retrospectively. As a game aid, you might give the players a binder in which to collect the emerging pieces of the puzzle. Clues for future adventures can be embedded in the pages Nags have already collected. Through time, a clear picture of the Pangæa Prophecy emerges.

The Ship

The *Pangæa Prophecy* is set on an enormous airship, appointed for extended voyages into the unknown. While the campaign will undoubtedly focus upon exceptional occurrences in exotic locales, the craft itself is sufficiently expansive to allow for onboard mystery and intrigue. Powered by solar panels integrated into its rigid superstructure, the NAGS Air Ship *Legend* could circle the globe indefinitely if need be, sending its crew members quietly to Earth and receiving them again at day's end.

Welcome

By means of introduction to the craft, we offer the following transcription of a kinematographic training pellicle intended for recent recruits:

"With the kinematographic viewer in place, begin turning the small handle on the left: Ah – there you are! Are you prepared to proceed? Excellent! Welcome, ladies and gentlemen, to the pride of the Society – the NAS *Legend*. I am Mr. Giroux, here to acquaint you with some of the finer points of your new abode. I intend to demonstrate the many qualities for which the *Legend* warrants its appellation.

"As you approached today by kite-balloon tender, I trust you were impressed by the craft's substantial yet graceful aspect. The *Legend*'s architects employed a streamlined design according to the latest aerodynamic principles. The vessel can achieve and sustain 150 knots and is the current holder, I am proud to relate, of the air-speed record in its class. At 200 meters, the rigid dirigible is not longer than some of the craft constructed by the civilian Zeppelin, but it has qualities that set it apart from typical airships.

"The communication and sensor array – the point on the front – never fails to elicit murmurs of approbation. It was the source of the class designation – Narwhal. The unfortunate prototype of that name, as you well recall, was lost with all hands in '73 as a result of the nefarious machinations of the insidious Dr. Talon.

"The metallic gleam, so resplendent in the sunlight, can be masked through an ingenious application of the capillary pigmentation system. The *Legend* is by no means subtle, but I refer you to Director García of the *Pomp*, who was so famously astounded by our sudden and unexpected appearance during The Horror in the Heights Affair.

"Right – we have arrived. Our interior excursion commences on the **flight bridge**, being the bowmost extremity, and the

Director desires us to be expeditiously out from underfoot! You are no doubt amazed by the 360° panoramic perspective? We owe it entirely to nigh-unbreakable glass designed and manufactured in Jupiter Well. Do not be intimidated by the series of complex valves, gauges, and intermittent incandescent indicators – blinking lights – that line the aft bulkhead – they are perfectly intuitive and their operation can be mastered in days. That, of course, is the Director's chair, flanked by those of his support staff. Control consoles for navigation and helm stand immediately before. All of the bridge controls are analog and admittedly a trifle finicky – prone to expelling sparks and spectacular electrical discharges when under duress. The garrulous chap to starboard near the pneumatic com tube is responsible for facilitating correspondence with the mailroom.

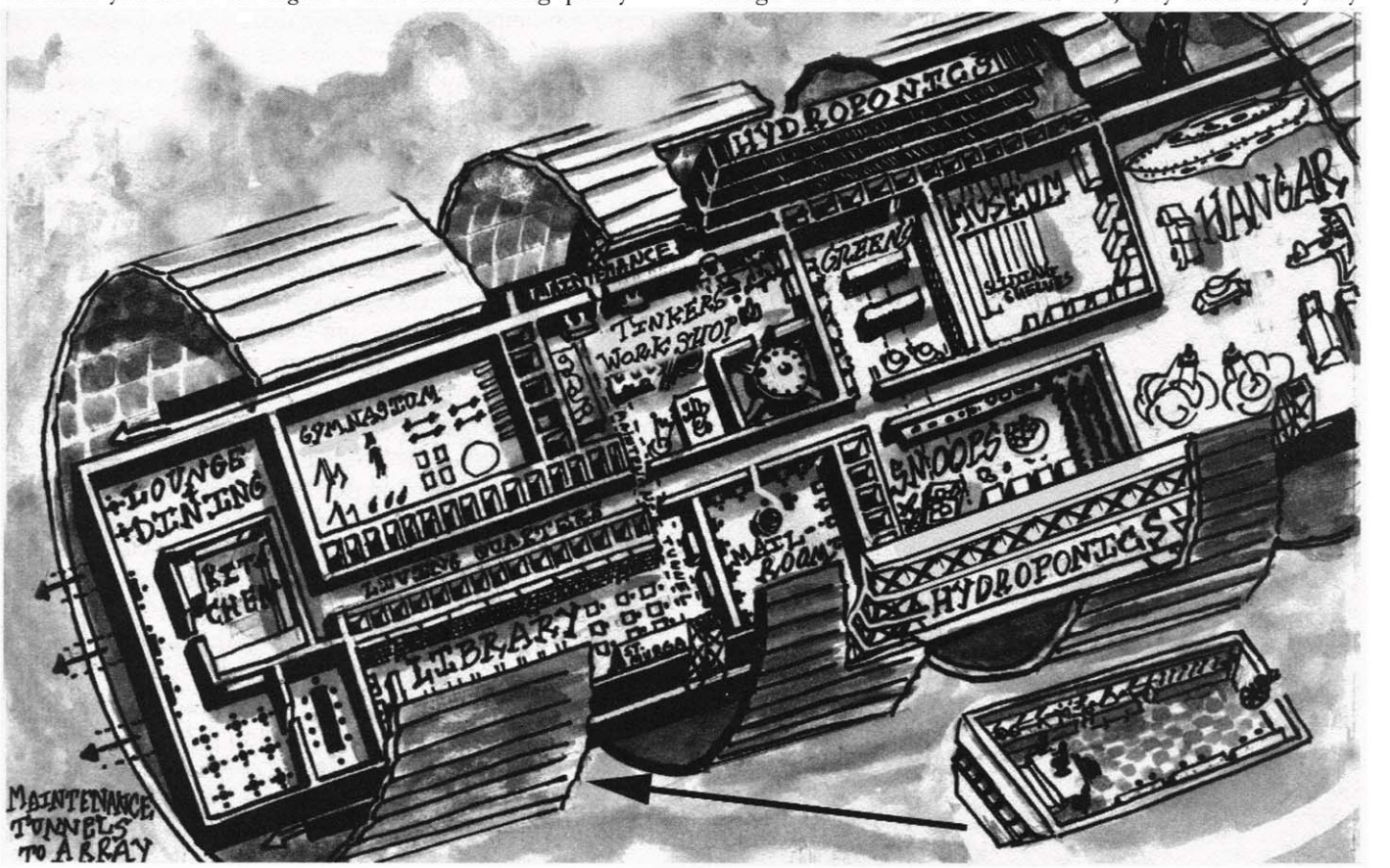
"Ascending the spiral staircase – notice the wear on the handrail from countless sliding boot heels of impatient Nags – we arrive in the **forward common room**. Part public house, part sitting room, part council chambers, the common room for eating, meeting, and socializing is located in the forward portion of the main deck, directly above the flight bridge. During any time of day or night, a visitor might find a meal, a cup of tea, a pint of bitter, and conversation with colleagues. Considering the size of crew accommodations, you'll understand why the common room is so well attended! With tables stowed, it is even sufficiently capacious for a full-crew council.

"We'll pause for a moment on our journey aft to allow you to habituate yourself to the *Legend*'s most disconcerting quality – the curvature of the keel corridor occasions an inverted horizon. Notice that approaching Nag – her feet appear first, then midsection, and finally her head. Turns the stomach for a day or two.

"The doorways you observe along the keel corridor each disclose individual crew accommodations. Number 5 is currently unoccupied – let's have a peek. Spartan would be generous for **crew quarters** aboard the *Legend*. Each Nag is assigned an individual 3x3 meter cabin somewhere along the keel corridor. No distinction is made according to shipboard rank or AOS. Cabins are appointed with porthole, firm bunk, desk, analytical engine terminal, com tube, and essential comfort facilities. Members typically take their repast and leisure in the forward common room.

The Areas of Specialty

"Next, we pass into quarters assigned to the Areas of Specialty. The **library** has engendered more gossip than any other quarters aboard the *Legend*. The library is a tranquil place infused with the gentle hum of the analytical engine. Dubbed – I will add, *sotto voce* – 'the Chapel of St. Murgatroyd', the library is continuously staffed with Bookworms, like so many monks engaged in illuminating manuscripts. A rumor making its rounds on the com tubes contends that a Tinker-devised subroutine manipulates the engine's cogwheels to suggest Gregorian chants! Bookworms like to claim that provided enough time and a stable wireless link, they could descry any



fact on Earth. Some pore over traditional volumes taking notes on a Nag Writer; others sit at terminals reviewing sensor logs or cross-referencing summaries issued by the mailroom. The huge analytical engine requires constant calibration and alignment in order to function at peak efficiency. Bookworms assiduously cater to Murgatroyd's every whim.

"If the library attends to the crew's spiritual needs, the **gym** provides for the material. Heroes are responsible for the circumspect and expeditious execution of Nag Operations, and the rigorousness of their preparation sessions is legendary. As we speak, the Heroes have a party of new recruits scaling the outside of the *Legend*, *sans* parachutes, of course. The gym includes fitness facilities as well as accoutrements for conducting training exercises. Far be it from me to repeat hearsay, but wags assert that the treadmills are directly connected to the screw – they claim that the ship accelerates noticeably during training sessions! The gym contains an assortment of mundane equipment and Nag Technology.

"Visitors to the **mailroom** may observe Hacks about their business. The Reader sits hunched over Tinker's famous Ticker, calling out noteworthy tidbits as the tape coils about her feet. She periodically stuffs torn-off strips into a canister and hands it to the Operator, who pops it into a pneumatic com tube where it disappears with a slight 'whoosh.' The Operator becomes a blur when situations develop, exchanging canisters from tube to tube to ensure expeditious intraship communication. The Secretary sits to one side, transcribing items from Ticker tape into a Nag Writer. He periodically gathers handfuls of punch cards to send down to the library to feed Murgatroyd. Finally, the wireless operator, invariably called Morse, taps out communiqués to the surface and translates incoming instructions from Society campuses. The



Legend is also equipped with a heliograph used when radio silence is enforced. Hacks, perhaps because of their journalistic experience, maintain a newsroom atmosphere of barely contained hysteria – as though the top of every hour were deadline. Most Nags of other AOS's maintain their distance and keep current with summaries read on personal terminals.

"The mailroom, however, is placid compared with the **workshop**. Crackling blue electric arcs, explosions barely contained, a universal lexicon of frustrated curses – Gadgeteers generally use the com tube to communicate with colleagues across the room. Gadgeteers share dual maintenance responsibilities for Nag Technology and the *Legend* itself. They 'stoke' the solar boiler, an imposing apparatus that generates the Legend's power. Reflective material integrated into the hull's rigid skin focuses the sun's rays on the boiler, creating steam that turns a turbine to generate electricity. The unit includes enormous capacitors regulating the flow of energy, innumerable dials, switches, Jacob's ladders, pipes, a whistle or two, and, of course, the obligatory intermittent incandescent indicators. In addition, Gadgeteers service the four stabilizing rotors and the main screw that pushes the ship onward. A Gadgeteers is immediately recognizable by his covering of grease, garish steam burns, half-crazed countenance, and incomprehensible argot.

"Hold carefully to the rungs – that's right – as we ascend into the **hull**. The hydroponics gardens are constructed in terraces on the inner surface of the Legend's rigid covering – the solar collecting skin transfers light to the foodstuffs grown for the crew's consumption. You will soon discover that the gardens are a haven for beleaguered Nags. The filtered sunlight bathing the plants, the gas gently whooshing within immense rope-clad bladders, a sense of grandeur and serenity prevails. Although officially frowned upon, most Nags at some point indulge in the vice of leaping from the terraces to the gas bags, grasping the rope netting to arrest their slide. The weightless sensation is incomparable, or so I'm told. Returning to the main deck, we can examine the cabin allotted to the Green Preservationists. In addition to maintaining the gardens, Greens are responsible for facilitating Nag Ops involving Earth's endangered environments. Their quarters contain equipment for survival in the variety of terrestrial extremes.

"Although Red Preservationists object to the popular designation, the **museum** houses an impressive collection of artifacts, usually copies, that attest to the variety of Earth's cultures. The Reds' quarters are also a repository of cultural information that could not be reduced to punch cards for Murgatroyd's consumption. Before an immersion operation, Reds transform their quarters and then the *Legend* itself into a microcosm of the target culture. The entire crew muddles through the language, eats the cuisine, observes the customs, to facilitate preparation of Nags assigned to an operation.

"The penultimate quarters belong to the Snoops. Aptly compared to the theater, **backstage** is filled to bursting with costumes, properties, accessories, and make-up facilities. In addition, Snoops collect the latest Nag Tech surveillance and

infiltration equipment. The quarters are maintained in a scandalous state of slovenliness – Snoops claim to have a secret organizational principle, but I suspect they relish the challenge of locating items on demand.

"Finally, the aft compartment comprises a **hangar** for auxiliary vehicles. Narwhal-class airships generally maintain hot-air balloons to ferry members to the surface and a variety of surface vehicles, and the Legend is fortunate to possess a Barracuda-class submersible also.

"Having reached the sternmost portion of the deck, we will now conclude our tour. Allow me once again to bid you welcome to the NAGS Air Ship *Legend*. I trust your visit has been illuminating. Please wind the pellicle to its commencement as a courtesy to subsequent viewers. Thank you and good day."

The Goodies

This section describes some of the Nag Tech gadgetry found aboard the *Legend*.

Tinker's Ticker: Tinker constructed this gadget one Sunday morning to placate several crew members who sorely felt the absence of a morning paper. A smallish mechanical contraption with a glass dome, the Ticker is connected via wireless telegraphy to the nearest Society campus. It spews forth a constant two-inch-wide tape containing tidbits of news culled by Hacks and Bookworms on the surface. While items of import are interspersed, the quotidiana of Terra Incognita intrigue the crew more profoundly. Many a Nag Op commences unceremoniously when a scrap of Ticker tape arrives in the bridge in a tube canister.

Kinematographic Viewer: Wearers may see around them with the viewer in place, although a somewhat melodramatic haze is introduced. When set in motion (via a small crank in the right-hand side) the kinematographic viewer superimposes onto the viewer's line of sight a series of acetate images (the aggregate of which is called a pellicle) in rapid succession, achieving a variety of effects, didactic and diverting. One's surroundings seem to leap to life with slightly flickering apparitions. Sound is commonly added via magnetic spools, but this technology is notoriously delicate and loses synchronization almost immediately. Current prototype models incorporate gloves (an entire bodysuit is planned) to incorporate tactile stimulation as well. Appears as a bulky and obvious ocular contrivance, or an overgrown pair of spectacles. Employed primarily for training or leisure purposes, although innovative applications, such as the celebrated incident with the lost Sachem of the Motocs, are not infrequent.

The Crew

As with the Society itself, airships are not run as military vessels. The crew adheres to protocol facilitated by senior officers. These officers are not permanent ranks for Nags – their colleagues vote them into office at the end of each tour of duty. Service with distinction, discretion, and dependability will often result in the approbation of one's peers and a chance to lead the crew for the next critical Nag Op. While open discussion is welcome during Nag Operations, the decisions of the senior officers, and especially the captain, are final.

While preparing to run the campaign, the GM and players should decide together upon the roles of their Nags. Will they be the *Legend*'s senior staff, voted into office at the close of the previous tour of duty? In this case, the players' Nags will be responsible for the running of the ship and the functioning of the crew, as well as taking part in Nag Ops. At least some of the characters should have piloting, engineering, or tactical skills. If the players are less interested in the fine points of airship piloting, they could instead be a group of highly trained Nag Operatives who are transported from mission to mission aboard the *Legend*. In this case, the flight crew played by the game master would serve a support role, and the *Legend* would be a mobile campus – healing wounds, providing Nag Tech, offering advice when required.

While each NAGS Society craft possesses a unique culture, some commonalties extend from crew to crew. The *Legend*'s full complement of 40 Nags includes the crew necessary to run the airship as well as members trained for aerial, geographical, and marine operations. Members of each Area of Specialty are responsible for a particular domain of ship operations. Such responsibilities are not exclusive, however – if a player would like his character to perform a function not listed below, or one assigned to another AOS, the GM is free to make adjustments.

Bookworms handle on-board computing and reference chores. They share with Snoops the tendency to pore over sensory data as it is logged, looking for patterns or anomalies. Bookworms are responsible for collecting and archiving all sensor information as well as pulling up the crucial map necessary for a Nag Op.

Gadgeteers are responsible for engineering and propulsion. Large Society craft are essentially huge Nag Tech gadgets that require continual maintenance. Gadgeteers scurry hither and thither, lab coats a-flutter, shouting enigmatic messages to one another – "Neville! The solar polarizing transducer is shunting! Bring Chao and the modulating coils at once!"

Hacks assume their usual role of public interface. They handle communications among Society craft and, when necessary, with the general public. Hacks are frequently called upon to compose copy and images for cover-ups of Nag Ops gone wrong.

Heroes account for security, protocol, tactics, and overall crew fitness. The play a crucial role in planning and executing successful Nag Ops. Contrary to what one might think, it is more often the Bookworms and Snoops who charge into operations without concern for their surroundings. Heroes work to maintain discretion and professionalism, planning effective entrances and exits and maintaining secrecy. Heroes are invariably perfectionists, requiring their colleagues to rehearse a specific maneuver repeatedly until all bugs are squashed.

Green Preservationists' primary on-board duty is to care for the hydroponics facilities. In addition, they utilize their

bird's-eye view to make careful environmental analyses to detect anomalies and evidence of human impact upon the atmosphere. Greens provide periodic training in survival techniques in challenging environments.

Red Preservationists provide support for Nag Ops involving people. Reds coordinate with Heroes to conduct cultural adaptability training utilizing the materials in the museum.

Snoops complement Red Preservationists by providing general support for infiltration and investigation. They also keep one eye to the terminals displaying sensor data, keeping tabs on Terra Incognita from above.

The Characters

Following are brief descriptions of three possible Nag crew members. If the GM and players would like to begin gaming expeditiously, these characters are ready to play as is. If the players have created characters from scratch, the GM might play these three herself, either as support to the players' Nags or as the *Legend's* flight crew. I created the characters using Area of Specialty Templates – if the GM intends for these characters to possess more experience, make the noted adjustments.

Joshua Rutherford, Experienced Administrator

Rutherford is an accomplished Nag. He has extensive experience in the field and has more recently become interested in an administrative role within the Society. Rutherford was recruited from the military – he is a consummate Hero.

Rutherford has a collected and calculating manner. He is an expert strategist and delights in playing all types of games, such as cards and chess. He is fond of making analogies to such games; it is his particular pet peeve when others refer to them as "games of chance." Rutherford takes pains to explain that all games are, in fact, precise mathematical problems without "chance" at all. If one were to know all the initial conditions, then one could readily extrapolate the outcome. Colleagues note that, perhaps because of his hobby horse, Rutherford is somewhat deterministic in his outlook and does not account for the more spiritual side of reality, even when it is staring him in the face.

Although he does deign to play games for money with shipmates, he is not, as one might conclude, a "sharp." Joshua becomes too preoccupied with accounting for all of the variables to succeed as often as he would like. He is a gracious loser, often nodding knowingly and exclaiming, "Ah ha ... hmmm ... excellent, capital ...." To his credit, Rutherford is fair and dependable. He is expert at delegating tasks to competent and resourceful peers, and he does wish to continue to learn from others, despite his didacticism.

Rutherford appears as a vigorous man of indeterminate age – he could be a mature 36 or a spry 70. People feel comfortable around him, and, in fact, he commands attention. Rutherford would make an excellent captain for the Legend, or perhaps a first officer or another efficient, advice-giving officer if the big chair is filled by a player's Nag.

Attributes
Perception: Good
Reasoning: Great
Resolve: Fair
Strength: Fair
Dexterity: Mediocre
Vigor: Fair

Gifts
Contacts (Military), Knack (Probability)

Faults
Compulsion (Games), Mental Challenge (Pedantic)

Skills
– *Combat Skills: 2 pts. (broad focus)* –
Dodge: Fair
Pistol: Good
Rifle: Fair
Tactics: Good
Traps: Fair
Unarmed Combat: Fair
– *Technical Skills: 2 pts. (narrow focus)* –
Computing: Fair
Pilot (Aeroplane): Good
Pilot (Airship): Great
– *Social Skills: 1pt.* –
Games: Fair
Diplomacy: Fair
Discern: Mediocre
Oratory: Fair

Equipment: .38 military-issue pistol, adventurous attire, cards, dice, pocket chess set.

Customizing: If Joshua is a more experienced character, use 5 free levels to raise his skills. Example: Firearms (Pistol): Great [1], Games: Good [1], Diplomacy: Great [2], Tactics: Great [1].

Calvert "Tinker" Williams, Obsessive Genius

Calvert Williams is a strange but likeable fellow. He is a Gadgeteer, assigned to the *Legend* to create and maintain Nag Technology for the crew. He is always referred to (affectionately) as Tinker – many people are not aware of his given name. He appears unkempt, distracted, and somewhat unhealthy – a man on the edge.

Tinker is effective but unorthodox in his work, even among Gadgeteers (who are, as a whole, a strange lot). Tinker turns out work of innovative beauty, but he takes almost no notice. He throws away brilliant creations as though they were trifles. Tinker's creations are well known – they function magnificently and suffer from spectacular glitches.

Tinker possesses a remarkable *idée fixe*. He seeks to create a "clockwork person" – an artificial life form that is adaptive, creative, and eventually sentient. Tinker has a mechanistic view of the world; he views everything as a process, interaction, or relationship among causes. He does allow for the supernatural in his world view because he knows that there are processes that humans do not understand ... yet. He has other interests as well. He is an accomplished sculptor, and he is teaching himself to play a variety of instruments.

Tinker has little need for companions, although he does periodically "come out of his fog" and interact with the crew. If anyone shows an interest and demonstrates a modicum of understanding about his interests in artificial life, Tinker can be an interesting conversationalist. He has little patience with those who only want to talk business (that is, the current RFA) or who want to congratulate him on his Nag Tech. Tinker gets on famously with Rutherford, as they share some of the same passions. If the party of Nags already includes a Gadgeteer, Tinker could be assigned to the *Legend* as a colleague – perhaps a rival, although he has no competitive spirit outside his obsession. He could also be played as an absent-minded assistant.

Attributes
Perception: Poor
Reasoning: Superb
Resolve: Fair
Strength: Fair
Dexterity: Great
Vigor: Mediocre

Gifts
Knack (Mechanical Wizard), Luck

Faults
Blunt and Tactless, Obsession (Create Clockwork Person)

Skills
– *Technical Skills: 2 pts. (narrow focus)* –
Computing: Fair
Gadgeteer: Great
Mechanic: Good
– *Knowledge Skills: 2 pts. (broad focus)* –
Academic (Mathematics): Fair
Language (Code): Fair
Research: Good
Science (Biology): Good
Science (Chemistry): Fair
Science (Physics): Fair
– *General Skills: 1pt.* –
Art (Music): Fair
Art (Sculpture): Fair
Pistol: Fair

Equipment: Derringer, some extremely efficacious Nag Tech item he uses without thinking.

Customizing: If Tinker is an experienced character, use 5 free levels to raise his skills. Example: Gadgeteer: Superb [1], Mechanic: Great [1], Computing: Good [1], Art (Sculpture): Good [1], Science (Physics): Good [1].

Calliope Johnson - Knowledgeable and Curious

Calliope is one of those larger-than-life Victorian women who does not play the role given to most of her contemporaries. A daughter of landed gentry, Calliope was brought up with all of her needs accounted for and, generally, met. She and her siblings enjoyed staging productions of Shakespeare's plays and those she wrote herself. She wrote a detailed "history" of a country she created, fueled with exotic touches gleaned from letters from her brother in the army in India.

Calliope was an autodidact with a strong desire for knowledge. Her parents provided her with private tutors who attempted to instruct her in traditional feminine arts. Calliope, therefore, had to work twice as hard, learning the meager fare offered by the tutors and then "unlearning" it on her own. She has made close studies of history, philosophy, economics, natural science, psychology, and literature, and she can speak intelligently on any topic. While growing up, Calliope learned that most people, while feigning interest in and knowledge about such topics, are in fact incapable of substantive conversation – especially with a young woman. She learned to ask questions in a roundabout manner and to seek out intellectual equals discreetly.

On a family tour of Europe and the Indian subcontinent, where her brother was stationed, Calliope, to her great satisfaction, encountered the NAGS Society. The Nags she met recommended immediate recruitment. The Society, therefore, performed a



societal extraction – Calliope was mysteriously kidnapped during a rebellion against English rule. Calliope hopes someday to let her family know that she is alive and thriving, but the time is not yet right.

Calliope used her training time at several Asian campuses to refine her inchoate skills. She learned Disguise in order to move freely in English society. Calliope followed her writer's muse, electing to write for the Society's *Journal.*

Attributes
Perception: Great
Reasoning: Fair
Resolve: Great
Strength: Mediocre
Dexterity: Fair
Vigor: Mediocre

Gifts
Charisma, Privileged Upbringing

Faults
Combat Paralysis, Curious



Skills
– *Knowledge Skills: 2 pts. (narrow focus)* –
Academic (all subjects): Great
Area Knowledge (the Grand Tour of Europe): Fair
Language, Ancient (a smattering of them all): Good
– *Vocation Skills: 1pt. (narrow focus)* –
Animal Handling: Mediocre
Art (Writing): Good
– *Social Skills: 1 pt. (broad focus)* –
Discern: Fair
Disguise: Fair
Lock Picking: Mediocre
Surveillance: Fair
– *Athletic Skills 1 pt. (broad focus)* –
Boating: Fair
Firearm (Pistol): Fair
Survival (Wilderness): Fair
Swimming: Mediocre

Equipment: Derringer, Nag Writer, overnight bag with make-up and a variety of disguises.

Customizing: Note that I was a little liberal with Calliope's skills, choosing an expansive Academic specialty and three languages for the price of one to reflect her background story. If Calliope is an experienced character, use 5 free levels to raise her skills. Example: Academic (all subjects): Superb [1], Area Knowledge: Good [1], Art (Writing): Great [1], Persuade: Great: [2].

The Adventures

In this section, we will suggest some possible adventures that might befall the NAS *Legend* and its intrepid crew. These are only teasers – it will be up to the game master to flesh them out completely for play. Refer to the next chapter for guidance in designing ***Terra Incognita*** adventures.

Shakedown Cruise

This adventure would make a suitable campaign opener. The player characters – new members of the NAGS Society – have been recruited, trained, equipped, and assigned to the latest creation of the Gadgeteer wizards: the NAGS Air Ship *Legend.* The Society planned for appropriately dramatic conveyance to the hidden dirigible – the new recruits are concealed within a group of weekend adventurers in a hot-air balloon regatta above the park. Globes of multicolored canvas begin to fill the sky while one, perhaps more drab than the others, ascends lazily at the periphery. Finally, when even the children's necks have grown weary from craning to glimpse the spectacle, that solitary, dun-colored balloon vanishes.

If the players are interested in learning more about the *Legend,* conduct them on a tour of the vessel. If the *Legend* is to serve

more as conveyance than a setting, jump right to the first adventure. After all of the Nags have been assigned their positions aboard the newly commissioned *Legend*, Captain Rutherford (unless one of the players' Nags is acting as captain) will assemble the crew and announce their first Nag Operation: The *Legend* will head out for a round-the-world shakedown cruise, to work the bugs out of the systems and to have the new recruits learn to work together as a team.

The GM should put together a variety of challenges, glitches, and strange occurrences for the crew to face during this initial voyage. Examples would include equipment failure, anomalies in the functioning of the *Legend* itself, and missing or substituted equipment. Here are three suggestions:

Tinker's Fnorder: A brief message arrives on the bridge, requesting the captain's presence in the mailroom. There a Hack stands by Tinker's Ticker with a quizzical expression. Without a word, he hands several scraps of Ticker tape to the captain. The tape, which normally contains pithy news summaries, contains a variety of cryptic pronouncements – "You must meet the Hand at the corner bar and get the Siamese screwdriver" and "The saber inherits the vibrant boat" [courtesy of the fnorder at www.sjgames.com/misc/fnord.html]. Are they coded communiqués from Oxford Campus? Has the Ticker gone mad? Or do the messages play some crucial role in an upcoming RFA?

A Day in the Park: One lazy Saturday afternoon, the cacophony of the warning claxon arrests tranquility. Canisters begin dropping from the tubes. The *Legend* abruptly loses trim. The clipped voice of the communications officer rises above the din as he begins recitation of the messages: "Anomalies evident in all systems," "Cascading catastrophe in starboard stabilizing struts," "Imminent altitudinous declension."

Immediate action is required to prevent the appearance of a 200 meter airship above a city park full of picnickers. The Nags might try a variety of tactics to preserve discretion. They might jump into the *Gloria Ann* and create a diversion with an impromptu acrobatic show or a controlled crash. They might stage a disaster or emergency in the park in order to clear the vicinity until the crew regains control of the Legend.

UFO: The graveyard shift reports a strange occurrence: Both the port sensor array and the vitreous observation aperture (window) have revealed the presence of a series of lights roughly 200 meters long on a course parallel to the *Legend*. A brief coded missive to the nearest campus confirms that no other Society vessels are in the vicinity. Observation over the course of an hour reveals no changes – the phantom invariably matches the Legend's speed and course. The captain calls an officers' council to gather suggestions. Should the Legend send an auxiliary to investigate? What could the object be – another ship of the Legend's size?A reflection of the Legend itself?A freakish weather condition?

The Ghost in the Machine

The Nags are startled one day while sitting in Forward Commons – with a cacophony of clinking and steamy wheezes, a mechanical man ambles to the counter, pours a cup of tea, and brings it to its metal lips. Unfortunately, its hand does not stop precisely, and the china shatters against his steel visage. A shout of "Eureka!" echoes from stem to stern. Tinker bursts into Forward Commons, covered with grease and steam burns. "Ah! I'm glad to see you're assembled. Allow me to present Adam – the first of his kind. As you can see, *I have successfully created a clockwork person!*"

What will be the implications of Tinker's discovery? I have not included statistics for Adam, so that the GM to make some important decisions. Will Adam be stable, learning from his creator and surroundings, slowly becoming sentient? Can the machine function as a mortal but with superhuman traits, perhaps someday joining the crew as a Nag? What if Adam were to be captured by some nefarious soul who has been watching the progress of Tinker's work? Or will Adam himself become evil, sabotaging the work of the Nags and turning against his creator? In this case, will Tinker be forced to destroy his work, or will Adam escape, thus becoming an ongoing villain for the Nags to face?

Men in Black

Reports begin filtering into Society campuses the world over – strange individuals wearing somber clothing have been visiting important archæological sites, procuring small items of minor interest or value. Although similar to the usual seekers after curiosities and gewgaws, Society interest is piqued by the strangers' ubiquity. The *Legend* proceeds to an unvisited dig in the Middle East where Sir Thomas Perkins, a "civilian" archæologist, is about to unearth a crucial find. Nags are directed to assume the role of native laborers and observe the event.

Who is gathering supposedly trivial items and to what purpose? A wealthy connoisseur beginning a collection? A power-hungry madman constructing a device of disturbing power? Visitors from the past trying to return some personal effects to their owners? Perhaps some overlooked historical trinkets are more potent than previously imagined!

Terra Incognita Adventures

Whether the game master decides to run her ***Terra Incognita*** campaign in a slightly "steampunk" Victorian era or she has inserted the Society into a pulpy 1920's horror or science fiction milieu, there are innumerable types of adventures for intrepid Nags to pursue. This section offers the GM some hints for developing adventures that possess the unique flavor of the World of NAGS.

Defining Motifs

Motifs are basic figures – images, settings, clichés, catalysts, or climaxes – that provide a framework upon which the game master can develop exciting and interesting adventures. Utilizing appropriate motifs will establish the atmosphere of a ***Terra Incognita*** adventure. The following list includes assorted motifs that the GM might use individually or in combination.

Ancient Ruins

Exploring the ancient remains of a lost culture is the bread and butter of archæologists – but in ***Terra Incognita*** they use more than toothbrushes and magnifying glasses! Ruins might hold the vestiges of a mysterious culture preparing to reclaim its former glory. Perhaps they conceal a clue that could completely change our understanding of the past. Or they might harbor monstrous entities that don't want to be disturbed.

The announcement crackles abruptly across all wireless bands. After a year and a half of painstaking work with his topophone around the base of the Sphinx (further impeded by the fact that it is buried to its neck in sand), Henry Bergstrom has finally located an ancient entrance. Leaving a recent recruit to handle the congratulations, admonitions, and instructions that deluge the wireless, Bergstrom and three associates descend into the subterranean tunnels. Will their contents indicate who constructed the Sphinx and when? Will they divulge how the ancient Egyptians were able to construct the pyramids?

Artifacts and Relics

Exploring ruins unearths ancient, mysterious artifacts and relics. Nags must counteract the desires of contemporary cultures to pillage the legacy of their progenitors. They must themselves balance the desire for study and understanding with respect for a culture's beliefs. Artifacts make perfect McGuffins, objects simultaneously sought by treasure hunters who want to put them in a museum and religious authorities who want to put them back where they belong. A relic might also appear to be a commonplace item that adventure reveals to have more profound significance. Professor Indiana Jones' quests for the Ark of the Covenant and the Holy Grail exemplify such operations.

Nags are called away from the search for the Fawcett expedition (later identified as a decisive mistake) to verify a native report that someone has uncovered the Skull of Doom. Expertly carved from a single rock crystal (and anatomically correct with removal mandible), native contacts assert that the skull holds the key to the fate of their ancestors, the Mayan civilization. Nags encounter Albert Mitchell-Hedges and his teenage ward, Anna. A closer look at the mysterious relic might illuminate the issue. Unfortunately, the pistol-packing 14-year-old isn't ready to part with her "birthday present." (It will be returned to Anna three years later, on her 17th birthday.)

Terra Incognita Adventures

Campus Politics

NAGS Society campuses can provide an interesting backdrop for adventures. A GM might choose to develop a particular campus in detail, including all the interesting machinations among the faculty and the Nags-in-training. The players could role-play their Nags' careers from recruitment to training to the first field assignment. Another option would be to interrupt an ongoing campaign with a flashback to an earlier moment in the Nags' careers, requiring the players and GM to work together to come up with younger, less-skilled versions of their characters. *GURPS IOU* provides an excellent example of a fully developed academic setting that can be played for humor or dark Illumination.

Oxford Campus is in an uproar. Richard Leighton discovered a dusty scroll in the Bodleian, by all evidence a map of the fabled Lost City of Irem. Three individuals representing the Bedouin appear, demanding return of the relic. Nags find their own beliefs tested as Bookworms advocate a quick study of the scroll while Red Preservationists insist upon immediate return. Amid the atmosphere of tense dissension, Society credibility and security are tested when the map disappears. Has someone decided to locate Irem of the Pillars?

Dastardly Villains

If the GM decides upon a classic pulp atmosphere, her campaign may include a series of adversaries or an ongoing villain with whom the Nags lock horns. Perhaps the malfeasant is engineering a dangerous atavistic emergence of the eldritch horrors we all harbor within. Perhaps he is nefariously exploiting a lost culture in a remote corner of the globe, unbeknownst to the public. A villain might possess his own strange technology, or he might have stolen Nag Technology and turned it to evil uses. The villain might be a rogue Nag himself, driven over the edge by the constant need for secrecy and self-effacement, now desiring to attract as much attention to himself as possible by exposing the Society's darkest secrets!

Rival Group: A mysterious organization with unknown goals but evident resources. Representatives have been observed at archæological sites throughout the world. They never take pieces of obvious value, collecting instead what seem to be trinkets or curios. The Society is on alert until their intent is discerned.

Nazis: German archæologists were prominent during the time period, from Schliemann onward. During the 1930's, they represented the Nazi regime. In the World of NAGS, Nazis seek to buttress worldly power with occult knowledge.

Other Scientists: Early archæologists fortified curiosity with enthusiasm. Dynamite was as frequently pulled from the toolkit as the camelhair brush. Nags monitor the progress of non-Society scientists, ensuring that essential discoveries are not obliterated.

Treasure Seekers: Souls of the mercenary bent seek to harvest artifacts to augment wealth or reputation. Nags may find themselves counterfeiting or fabricating items to foist upon rapacious collectors.

Villains: Individuals with private agendas – any of those mentioned above or simply a good, old-fashioned, Nietzschean longing for global domination.

Manifesto, a mediocre ventriloquist and medium, has carved a niche for himself as a criminal mastermind. When his idol, the great Houdini, politely declined NAGS Society membership in order to conduct his personal crusade against chicanery, Manifesto appealed to take his place. The offer never came and his vaudeville career ended amid accusations of fakery from Houdini himself! Manifesto staged an elaborate, melodramatic death and embarked upon a career of bitter retribution against his nemesis and the NAGS Society.

Derelict Vessel

A favorite setting for any type of investigation is the mysterious derelict. In ***Terra Incognita***, the derelict could be a ship found adrift on the surface like the infamous *Mary Celeste* or the legendary *Flying Dutchman*, a sunken submersible half-encrusted by coral, or an airship buffeted by stratospheric currents. Derelicts provide effective boundaries for an adventure, suggesting both a haunted house and a dungeon crawl. Perhaps the craft is abandoned and the Nags must determine what became of the crew. New inhabitants might have overtaken a ship, or Nags might find a submersible of incredibly ancient construction and incomprehensible technology.

Nags aboard the NAS Legend *stumble upon a swastika-emblazoned zeppelin floating aimlessly at the upper reaches of the atmosphere. The remains of the crew are present, from all appearances having suffered a horrific death. The Nags' curiosity is piqued – did the crew suffer a reprisal for political reasons? If so, from whom? Did Nazis awaken occult forces that overtook their ship? Or is the wreck an elaborate hoax intended to mislead superstitious Nags?*

Lost Culture

From Pellucidar to Maple White Land to the island of Dr. Moreau, the discovery of a lost culture or an unknown environment is a staple of adventure stories. Such a culture might endure underground or in an inaccessible surface locale. Possible locations include an extinct volcano, deep in the jungle, high in the mountains, in the Arctic or Antarctic, in the middle of the desert, or beneath the streets of a busy metropolis. The lost culture is a logical outcome of exploration in ruins or a derelict. Red Preservationists come to the fore in such adventures. Nags find themselves in the peculiar position of having to *preserve* such ancient realities while *protecting* the delicate sensibilities of modern culture.

Terra Incognita Adventures

New York City, 1903. During construction of the subway, a passageway is unearthed. The walls appear to be skillfully worked rather than the result of natural forces. The workers (the oldest being 34) receive well deserved retirement in Connecticut, completely financed by the city. Meanwhile, the mayor calls in a favor from the NAGS Society. Manhattan's earliest inhabitants were nomadic hunters. Surely they were not capable of such stone work. Manhattan bedrock is hard – it will later support some rather impressive structures. Who could have tunneled through it? What will the Nags discover at the end of that tunnel?

Natural Disaster

Natural disaster serves equally well as a catalyst or a climax for an adventure. A volcanic eruption could threaten to destroy a site of importance to the NAGS Society, Nags would have to use the time remaining to learn about the site and take steps to preserve what they could of it. A sudden earthquake might uncover a derelict or open a portal to a lost culture or environment. A series of catastrophic tornadoes could turn out to be the handiwork of a dastardly villain.

A powerful hurricane in Central America causes a mudslide, uncovering evidence of an ancient city. The architectural style is different from any known civilization. Who lived in this mysterious city and then disappeared without a trace? Weather forecasts make it clear another incipient mudslide will undoubtedly rebury the city. The Society immediately undertakes an RFA to resolve this mystery.

Pivotal Moments

As stewards of the secrets of Terra Incognita, Nags have a habit of popping up at moments of historical climax. They serve as facilitators, ensuring that a critical event comes to pass; mediators, negotiating a compromise with the Earth Unknown; and deflectors, preserving certain enigmas until the time is right. Nags made possible the historic meeting of Stanley and Livingstone in Africa and preceded Howard Carter by a decade and ensured that Tutankhamen's tomb was returned to proper order and ready for "discovery" in 1922.

Da Vinci's famous La Gioconda *(also known as the* Mona Lisa*) has been found, two years after being stolen from the Louvre by a nondescript Italian workman named Vincenzo Pirugia. Mystified authorities scrutinizing the painting consult with the NAGS Society. Although the portrait recovered from beneath Pirugia's bed is indisputably the work of the Master, a detail in the background differs from before the theft. What happened during those two years? Is it relevant that Da Vinci always carried the painting with him and never considered it complete? And what about that enigmatic smile?*

Precursors

There is nothing better for developing an aura of mystery and uncertainty than by judiciously sprinkling evidence of an ancient culture that possessed greater knowledge than do modern humans. The precursor culture could be of terrestrial origin, such as the citizens of Atlantis, Lemuria, Mu, or Pangæa, an intraterrestrial race from a Hollow Earth, or simply from Elsewhere.

A group of Nags sets out to verify a few points on the Piri Re'is map, a map of ancient origin showing the shores of Antarctica before it was covered with ice. By using a mole, Nags reach terra firma. *A wire is broadcast on general channels: "For the interest of all members. Stop. Make room on card drives by trashing world history files. Stop. All of them. Stop. It seems that we have it wrong. Full stop."*

Scientific Discovery

The NAGS Society or some unsuspecting investigator has made some scientific discovery that would upset the balance of modern sensibilities. In the years from 1850 to 1940, the ascendance of evolution, electricity, telegraphy, telephones, radio, aircraft, automobiles, relativity, motion pictures, and television was difficult enough to assimilate without including a hollow, concave, or sentient Earth, proof of extraterrestrial visitation, or the continued existence of prehistoric creatures.

A Nag's pet theory proposes the existence of a prehistoric magnetic polar shift, but with a novel twist: a shift of 90° rather than 180°. According to the theory, the current poles were once the equator, and vice versa. An RFA comes to the Society from the Royal Geographical Society. A stodgy old explorer hands the Nags a statue resembling those carved by ancient Mesoamericans. The zinger: It came from a city found encased in ice in Antarctica. Is the pole shift theory true, or did the ancient Central Americans travel more widely than we knew?

Combining Motifs

You can also combine themes to add to the richness of an adventure. You might choose to combine the lost culture and scientific discovery motifs:

Deep within the African jungle, Nags stumble upon a lost culture with a startling peculiarity – the worship of the remains of prehistoric beasts. The people have a vast collection of fossilized bones of extinct creatures that they have painstaking reassembled. However, the structures of their creations are radically different from how modern scientists envision the dinosaurs. Does this culture know something we do not, or have they merely created an imaginary world? Nags have the dual task of investigating and preserving a previously unknown culture and getting a close look at those bones. Have we had it wrong all these years?

Defining Principles

Terra Incognita is a world of adventure and intrigue. It is also a realm of circumspection and humor. There are several underlying principles that the game master should bear in mind while designing adventures in ***Terra Incognita***. Including some or all of these precepts will help the GM create and maintain a cogent atmosphere in her adventures.

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Discretion

It is a hallmark of the World of Nags that the general public would fall into debilitating panic if the nature of Nag Ops were disclosed. Nags must proceed with utmost prudence. They incapacitate opponents rather than kill them in order to avoid undue attention. Negotiation, flattery, stealth, and guile constitute a Nag's bag of tricks. The skilled GM will include a variety of circumstances in which Nags must use their ingenuity to avoid drawing undue attention. Encourage players to pursue the non-combat alternative. Nags should try to execute Nag Ops without disturbing the *status quo*.

Humor

Humor is an effective but often discounted component of the roleplaying experience. It is, after all, a game. Nag Ops engender humor from the witty to the campy to the absurd. Nags should ascertain the advisability of Plan B when Plan A suffers a Below Terrible Glitch! The GM can use such occurrences to provoke innovative roleplaying of the other "laws" of Terra Incognita. Players will enjoy the challenge of roleplaying a Nag struggling to maintain his composure when his carefully camouflaged flying machine begins to emit a high-pitched whine and spew sparks from the tail. Glitches bring out the best in the players, placing their characters in immediate, but not inextricable, danger.

Quiet Heroism

Sometimes leaving the pistol in the holster requires more pluck than blazing away. Nag Ops require intense heroism and risk-taking, but individual Nags resign themselves to the fact that they will not be publicly acknowledged for their bravery. We hope that camaraderie will develop within the party, as the game master will not be distributing "renown points" and Nags will not ascend in levels, attract underlings, or retire in a castle. The GM should reward players with Fudge Points for discreetly heroic roleplaying and then quietly fading into the background. It is a Nag's goal to fade eventually from everyone's memory, having left the world in a greater state of balance than when he entered it.

Weird Science

Problems in the World of NAGS may initially seem supernatural, but they generally have psychological or scientific solutions that lie within the realm of the explainable, albeit on the fringes of our current understanding. Ghosts appear extremely convincing until an adventure's end, at which point they can be unmasked with a firm tug on the nose. The adventures of William Hope Hodgson's Carnacki exemplify this – Hodgson used carefully reasoned pseudoscientific explanations for the supernatural occurrences in his stories. The GM might allow for



the existence of an "Ab-Natural" realm beyond the realm of the senses in order to give shape to her campaign. The inspiration for ***Terra Incognita*** was a slightly steampunk version of the late nineteenth and early twentieth centuries, replete with steam-powered computing devices, weird scientific advances, and inventions that were dreamed of but never produced.

Organizing and Presenting Adventures

The Society is responsible for assigning personnel and resources for each RFA. This formula – briefing, travel, research, investigation, &c. – could easily become tiresome to the players. Vary the presentation of adventures in order to show off the material to its best effect and keep the players coming back for more.

This section offers some suggestions on how to organize and present adventures to create a compelling story. Some of these are narrative techniques common in fiction, drama, motion pictures, and television. Others are game mastering methods that afford players an active role in developing the story.

Enlist the Players

A method you can try immediately is to reproduce introductory text and ask each player to read aloud a section. Having players read the information aloud engages them in an otherwise passive exercise. Do this as simply or elaborately as you choose. For a little more engagement, have players briefly step into the role of Society superiors leading the briefing – the players will brief their own Nags! This method will not be appropriate for introductions requiring you to convey nuances or to adapt the presentation according to the players' responses.

Terra Incognita Adventures

"You are in the cockpit of a Sopwith Camel – the left wing, by the way, is on fire."

One storytelling technique used effectively from Homer to the modern day is to begin *in media res*. Start the adventure with Nags in a tight spot – a potential combat situation, dangling from a sheer cliff face, sitting at the controls of an unfamiliar, crashing vehicle – something to stimulate the flow of adrenaline. Once the Nags have resolved the challenge, then begin to fill them in on the RFA briefing and the pertinent background information.

"But I thought we were going to Rio ..."

Another technique involves misdirection. Prepare the Nags for one operation – conduct the briefing, equipment, costume, &c. – but then immediately plunge them into another! Perhaps the plane (or dirigible or submersible) suffers catastrophic failure and crashes on an uncharted tropical island. How will Nags handle a Lost World adventure when they had painstakingly prepared for arctic exploration? You will want to use this technique sparingly to avoid undue frustration in your players.

Choose Your Own Adventure

Nags are not simply Society instruments. Each Nag has personal interests and fears. A party of Nags will periodically stumble upon their own adventure. You might strategically place such developments between conventional Nag Ops, as a source of recreation during downtime. If you can anticipate, begin to plant seeds for an adventure as a subplot during another operation. You can thereby effect a seamless transition from one to the other with satisfying verisimilitude.

Not Just for Hacks Anymore

Ask the players to keep journals for their Nags. Give them time to write as the adventure progresses. Journals record the history of the players' mental experiences of the adventure and could provide you with insights, inspiration, and hooks for the future. They also afford all of the players a record of their Nags' experiences written from different perspectives.

"There we were, surrounded by Motocs ..."

Conduct an entire adventure as a tale recounted by Nags sitting before a roaring fire in a campus common room. You provide the set-up and feed the players crucial tidbits, but they take turns recounting the tale. You can call for die rolls as the action unfolds – failures are simply spurs to find a better way. Because the Nags are safe and sound at the story's end, they might be encouraged to take more risks. Or perhaps they are not so safe and sound – you might interject, "Cecil – you pat the cast on your leg and sigh, 'At that point I thought I was a goner ....'" If the narration flags, introduce an unexpected character or element.

A Moment of Clarity

The flashback technique is commonly used in fiction and visual media but a little harder to execute in a roleplaying game. The simplest means is to have a flashback in which the players are spectators. Briefly dramatize a moment from the past that is crucial for the present-day Nags. Perhaps it is the moment of youthful indiscretion in which a Nag injures or offends the archvillain. Perhaps you want to heighten dramatic tension by showing Nags the violent rebirth of the Jurassic Age on a remote Pacific Island. You can combine this method with the first suggestion for longer affairs – enlist the players in dramatizing the flashback even if their Nags are not present.

Time and Again

Extended flashback requires a little more planning, preparation, and explanation. Have the Nags flash back to an earlier time in their lives or some time in the past. If you flash back to an earlier moment in the Nags' lives, help them develop younger versions of their characters, especially if you plan to have action. Forays further into the past require a little more preparation. You might use the technique employed by some situation comedies at holiday time – have the players recast their Nags appropriate to the time period. They are members of a Society precursor, Driving (Automobile) becomes Driving (Wagon), &c. They possess knowledge appropriate to the time, although they are somehow still aware of the mysterious matter at hand.

Use this technique sparingly for the desired effect – to establish a sense of a place that is to be later investigated, to confer essential clues or information about a mystery that cannot be otherwise communicated, to introduce the Nags to a particular historical personage, &c. Explaining such occurrences depends upon the needs of the adventure, the players, and you. If the flashback served its purpose and everyone is happy, let it go. If the players need to understand what happened, it must have been a dream, a space-time anomaly, or a momentary portal through time. In such cases, players may also need to know that in Terra Incognita, time looks after itself. Time allows some knowledge (such as that crucial to the investigation) to pass backward while other ideas (such as how to build a gun in mediæval times) are "filtered out."

Combining Techniques

You can, of course, combine some of these techniques for particularly dramatic effect. You might, for example, begin a flashback episode *in media res* to really challenge your players. Employing too many techniques, however, results in a jumbled and incoherent mess that frustrates everyone involved. It would be inadvisable to begin a flashback in the middle with the players reading from their characters' journals. Remember the maxim that "less is more."

Terra Incognita Adventures

A Source for Inspiration

The convenience of ***Terra Incognita*** is that you live there. It is not a sword-and-sorcery fantasy realm or a far-flung star empire – it's your home. Inspiration for adventures is as close as the coffee table.

While the game master can use ***Terra Incognita*** adventures published by Grey Ghost Press and adventures written for other games can be adapted successfully for play in the World of NAGS, she will be called upon continually to create new and exciting situations to challenge her players. To supplement the adventure ideas provided in ***Terra Incognita:*** *The NAGS Society Handbook*, this section discusses some sources for getting the creative process started.

Two gaming articles inspired this discussion: Ken Hite's *Suppressed Transmission* column entitled "Metro Section Baghdad" and Carl Craven's Idea Factory column on rpg.net entitled "Pick a Word, Any Word." Hite demonstrates how to mine a daily newspaper for adventure ideas for any genre. Craven suggests a similar but simpler technique – he uses words chosen at random from the dictionary as spurs to creativity. We recommend both of these techniques and offer one of our own.

One of the inspirations for ***Terra Incognita*** was the magazine *National Geographic*. The NAGS Society's Journal is based upon this periodical. For more than one hundred years, *National Geographic* has given readers their first view of some of the Earth's more exotic and mysterious locales – breathtaking photographs and light, undemanding stories that pique one's interest but can't completely satisfy the cravings. Our suggestion is to use an issue of *National Geographic* as a treasure trove of ideas.

National Geographic is readily available in libraries, online, and now on CD-ROM. In addition, many people have old collections sitting around in basements, attics, or closets. The age or condition of the magazines doesn't matter – in fact, older issues are probably better for developing the feel of an early twentieth-century NAGS campaign.

Glance at the spines of the magazines, which provide one-word pointers to the articles within, or look at the covers for an interesting image. When you find something interesting, page through the issue, allowing the photographs to work their spell. The articles provide a great springboard for adventure design. Just imagine what would have happened if a Nag had been there – what would he have found just off the edge of the map, around the next bend, in that blurry building in the background ....

For those game masters who enjoy a challenge, try to find connections running through the stories that would make an interesting one-shot adventure or the beginnings of an extended campaign. As an example, I will pull an issue at random from the pile in the closet – January 1996. It immediately appears promising with the cover image of a skull illuminated from the side by fire. The articles are about Neanderthals, the Edmund Fitzgerald, Utah, Arctic Ocean traverse, feast of the tarpon, center of the Earth, and puffins.

Several of these topics are suggestive by themselves, and combined we should have something of interest. A couple pose more of a challenge. The GM could create more than one story that may or may not be connected. The mark of a master – the holy grail – would be to combine all of the stories into a cogent whole. Let's get to work.

The wreck of the *Edmund Fitzgerald* catches the imagination of anyone who grew up near Lake Superior or who remembers Gordon Lightfoot's haunting tribute. The article reminds us that we still don't know exactly why the vessel sank so quickly and without a call for help. Use the wreck itself in a modern-day campaign or make up your own wreck to move it back or forward in time.

Neanderthals and the center of the Earth jump right out – the old chestnut of primitive humans still living deep within the hollow Earth. The article makes clear that mystery remains as to the Neanderthals' ultimate fate – were they killed off by modern humans or assimilated into the species through interbreeding?

O.K. – an expedition of researchers from Brigham Young University (in Utah – we've got to get them in somehow) studying puffins in the Arctic stumbles upon evidence that, during a warm period 100,000 years ago, most Neanderthals followed their food supply north, into the current Arctic Circle. There they discovered a passage into the Earth's crust – a "hollow earth" or possibly just a subsurface existence, warmed by the heat from the mantle. Does the expedition find only remains, or has a Neanderthal culture persevered into modern times? (Note that Utah and puffins get short shrift – it would be difficult for each subject to have equal weight and still maintain a thread of relevancy through the adventure.)

The *Edmund Fitzgerald* and the tarpon (a large predatory fish that lives in coastal waters of the Atlantic and Caribbean) are more difficult to integrate into our Neanderthal saga. Perhaps evidence pointing to the anomalous presence of giant (they can reach 250 pounds) tarpons in the Great Lakes comes to light – were they responsible for the downing of a famous vessel? Maybe the giant tarpon and other cryptozoological wonders were able to pass through the same honeycombed substrata that the Neanderthals now call home (ignoring the fact that tarpon are not freshwater fish ...). The GM should stray as far as she likes from the original stories – they are intended to serve only as spurs to the imagination.

Game Mastering Adventures

Authors frequently lament and exult when they create characters that "take on a mind of their own." While conducting role-playing games, this is a literal truth. A GM could spend hours carefully crafting the perfect three-act adventure and the Nags decide to pursue an unexpected lead in the first scene!

Terra Incognita game masters are fortunate to have a built-in assistant and *deus ex machina* – the NAGS Society. You will find additional advice above in "Running the NAGS Society" (page 87). It is important for you to be subtle in using Society support. The players will not have fun if they feel you are herding them

through an example or forcing them to play out a story you wrote – players would like to be part of the story. Following are some suggestions to bear in mind while you are developing your Terra Incognita adventures.

Anticipate

If you know your players well, you can begin to anticipate their probable responses to the challenges you pose. Your job, then, is to be certain to prepare for their responses. For example, if you know that your players frequently ask about ventilation or sewage systems for infiltrating buildings, you are advised to prepare some notes concerning such systems. If, on the other hand, your Nags prefer to charm their way into restricted areas, you would be better served to make note of the various guards and passers-by they might encounter. If you do not yet know your players well, or if they do not have an established *modus operandi*, prepare for everything! Recall that you can always fudge things on the spot if the players disarm you with their ingenuity.

When you are designing an adventure, prepare some generic characters and locations that may or may not be connected to the action. Pulling these ready-made scenes out can save you from fumbling at a critical moment and buy you some time to make adjustments to your plans.

Subplots

Multiple entwining subplots are a feature of compelling stories. They can serve as a distraction, another means of communicating the main theme, comic relief, set-up for a future adventure, or a spotlight on a particular character. Subplots can be related to the main adventure or unfold independently. The skillful game master can weave in a seemingly unrelated subplot that eventually serves to illuminate the adventure's main theme. Or a subplot can set up a subsequent adventure, facilitating a seamless transition. Following are some suggestions for possible subplots.

During an operation, a Nag encounters an acquaintance – an old romantic attachment, a former Mentor, protégé, or rival, or other mysterious figure from the past. Will the Nag be recognized, and if so how will he explain his present circumstances? Will the acquaintance's curiosity impel him to further investigate the Nag and his strange new companions? Or will the situation devolve into a comedy of disguise and near misses?

A Gadgeteer – either one of the Nags or a character played by the game master – is nearing the completion of a new Nag Tech item. He decides that the current operation provides a perfect testing ground to work out bugs. He will employ the Fair (or worse) Quality item in all circumstances, despite all admonitions to the contrary. Nags will be forced to work overtime to resolve the Request for Attention and mop up the disasters occasioned by the Gadgeteer.



A perky and insistent youth takes an interest in the Nags. The scamp seems to be alone and always turns up in the middle of discussions of Society business. A spy from another organization? Simply a curious, homeless youth seeking attention? Such a youth could develop into a future contact or a humorously nettlesome thorn in the side.

During Play

Things become a little more hectic during play, but the good GM should keep a number of tricks up her sleeve. Probably the most important thing to keep in mind is the purpose of the scene. What knowledge, item, or interaction are Nags supposed to take away from this scene? If the Nags then decide to follow another path, simply improvise a way for them to acquire the necessary information. In ***Terra Incognita***, you always have the "safety net" of a timely bulletin from the NAGS Society to provide the crucial tidbit.

The next most important thing is to know your players. If you need them to do or see certain things, play up the environment or character types that they enjoy. If your Nags like to avoid a crowd by popping down the nearest manhole cover, make sure the salient clues are in or near the sewers. If your Nags have contrary tendencies, try "reverse psychology" – play up the inconsequential minutiæ and drop only passing clues to items of import.

The oft-repeated maxim of Raymond Chandler – "When in doubt, have two men with guns burst into the room" – has a special significance in the World of NAGS. Guys with guns afford Nags a chance to demonstrate creativity and poise rather than a knee-jerk violent response. This is not to say a well placed shot is out of the question, but a brief pulse of the jet pack can be equally effective. You can also alter the pace of, or redirect or lighten a scene by introducing a well timed Nag Tech glitch.

Props

Supporting your vivid descriptions with props can enrich your game sessions and engage players. Investigations that turn upon clues – especially written or visual clues – are more exciting if the players can see what their Nags see. Using mock-ups of books and documents is especially important for the Bookworm Area of Specialty, whose role might otherwise devolve to a series of Research die rolls. Following are some suggestions for props that the game master might introduce in support of an adventure:

Globe-trotting Nags might find it useful and entertaining to have a simple outline map of the word, encased in translucent gutta-percha (*i.e.*, covered with contact paper), to track perambulations with a dry erase marker.

Written matter such as newspapers, pages from books, business cards, diaries, manifests, obscure hieroglyphics, &c. can be readily produced using even a rudimentary word processing routine on an analytical engine (or a personal computer).

Daguerreotypes or photographic images can be culled from periodicals or via the wireless (*e.g.*, the Internet). Providing the likeness of a chance-met character can assist players in formulating their Nags' responses.

Ray Guns and Diabolical Deathtraps

Terra Incognita villains equal the NAGS Society with fiendishly clever technological wonders. In fact, as game master, you will often simply file the serial number off Nag Tech, paint it black, and affix bat-wing details to create diabolical appurtenances. Evil technology should, if anything, be slightly more outré than typical Nag Tech, suffering equally spectacular glitches.

One particular type of contrivance employed by villains is the **diabolical deathtrap**. Narrative truth dictates that the nefarious mind does not think linearly or expediently. "Shoot them right here and now with a big gun so that I can see them die" is not in a villain's repertoire. Deathtraps must use insanely complex machinations to accomplish simple tasks and consume an inordinate amount of time for execution. The æsthetic of vengeance precedes expediency.

The Dramatic Dénouement

Such inefficient implements are crucial for facilitating the **dramatic dénouement**. The game master must keep her eyes open for the opportunity to facilitate such a conclusion. The dramatic dénouement involves a number of crucial components:

Soliloquy: The villain must make an extended eloquent elocution detailing his disappointment at having his plans foiled, attesting to the inevitability of his eventual triumph, according begrudging respect for the Nags' abilities, &c.

Poignancy: Someone or something valued by the villain must be involved – a love interest, a disciple, a respected opponent. Either can dramatically sacrifice himself, or, best of all, they make a mutual, heart-rending sacrifice.

Irony: The dénouement should incorporate an ironic application of the villain's plan, weapon, or base. *Viz:*."Isn't is *ironic* that the disintegrator/reintegrator device for which you have searched so assiduously proves to be the instrument of your undoing? Mwa ha ha ha ha ha!"

Ambiguity: The fate of the villain should be equivocal. Relieve Nags of the responsibility of incarcerating a vanquished foe. Simply effect a mysterious disappearance – pulled into the vortex in the damaged submarine, plummeting to certain death from a mountain ledge, &c.

Following the Conclusion

If an adventure is long enough to have intermissions, or else in the time between adventures, review what has thus far transpired. What events need to occur for the Nags to reach the climax? Is the climax "portable", allowing you to plop it down in front of the Nags wherever they may be, or does it require you to steer the Nags to a particular location or personage? You may decide to redesign an adventure completely as it progresses. As far as the players know, they are following right along with the plan.

Make particular note of any spontaneous subsidiary incidents that you might incorporate into future Operations. When events or characters from the past recur, players experience the campaign as a cogent story in which their Nags are the principle actors among a supporting cast.

Sample Adventure – Moctezuma's Revenge

This chapter provides a complete adventure set in Terra Incognita. It is an appropriate RFA for the crew of the NAS *Legend*, or the game master could insert it into an original campaign. "Moctezuma's Revenge" is set in Mexico City. The adventure takes place in the mid-1920's, although the game master could easily adjust this by fudging a detail or two.

Prologue

Hand the following clippings to three players and ask them to read them (in order) in the fervid style of newscasters:

Four Months Ago

Dateline: Mexico City. With *Cinco de Mayo* festivities in full swing, Mexicans have something new to celebrate. Construction of an office building in the central square has uncovered a nearly pristine Aztec temple. Archæologists hail the find as the best extant example of the architecture of Tenochtitlán, capital city of the Aztec Empire. Temples such as this one were used by the Aztecs for sacrificing humans to blood-thirsty gods. The Mexican government pledges to halt construction until the significance of the find can be assessed.

Three Months Ago

A God for a King. Mexican archæologists report that the newest addition to the map – the complete Aztec temple dubbed *Templo Nuevo* – was dedicated to Huitzilopochtli, the patron of Tenochtitlán and personal protector of its dread emperor, Moctezuma. ... [toward the end of the story] The Mexican government regrets to report that due to a lack of funds and the necessity of progress, it has been forced to discontinue archæological investigation. Construction on the headquarters of the National Department of Widgets will resume at an accelerated pace.

Two Months Ago

Stop the Bulldozers! Forces clash at *Templo Nuevo*. Wealthy American entrepreneur Alexander Sanford announces his intention to fund a complete restoration of the temple site. "I've always been fascinated by primitive cultures and their barbaric customs," mused the Texan millionaire. "Virgins and sacrifice and still-beating hearts! This is great stuff!"

Meanwhile, a pro-Indian group calling itself "Moctezuma's Revenge" protests both American involvement and apathy from the Mexican government. Spokesman José Delgato stated, "Our brave ancestors faced brutal destruction at the hands of imperialistic *conquistadores*. Let us not defile their memory with these unholy proceedings! Let the temple be!"

Two Months Ago

Politician Takes a Stand. Juan Martinez, a newly elected official who proudly traces his lineage to Aztec forefathers, goes on record against the American millionaire and the home-grown fringe group: "We honor our ancestors by learning about their way of life and beliefs. We should not let foreign influence or internal extremists dictate our respect for the past. This is the business of the Mexican government and people!"

Moctezuma's Revenge

Today

Moctezuma's Revenge! Early morning sightseers make a grisly discovery – an apparent Aztec sacrifice on the altar of *Templo Nuevo*! The body of a young woman of Indian extraction found bound and gagged with the heart cut from her living breast! Authorities baffled!

Act I

In which the NAGS Society becomes involved in an investigation.

The Set-up

Nags may have been following the developments surrounding *Templo Nuevo* out of professional curiosity, or the Mexican government may have issued a Request for Attention. A party of Nags is expeditiously dispatched. A meeting with Mexican officials reveals a concerned government facing an unusual situation with a desire for utmost discretion. The government is essentially enlightened by self-interest and would like the matter closed one way or the other. If funds for archæological inquiry surface, so much the better. At heart, however, is the National Department of Widgets and its need for a headquarters. Nags should expect little support (but little interference as well) from the Mexican government and law enforcement officials. If Nags attempt any conspicuous actions they may arouse police attention; otherwise, the watchword is *laissez-faire*.

When Nags arrive on the scene, they have a variety of leads to follow: the temple, the sacrifice, Alexander Sanford, the group Moctezuma's Revenge, and the politician Juan Martinez. The characters may proceed as they see fit. The Mexican campus will provide support and Nag Tech as the GM deems fit.

The Temple

Through investigation and research, Nags can uncover as much of the following information as the GM desires. In itself, the discovery of the temple is not exceptional. Excavation in Mexico City frequently unearths remains of the Aztec capital Tenochtitlán. The Aztec administrative capital was among the world's most populous cities, built upon islands in Lake Texcoco. An intensely religious people, Aztecs were also mathematicians and imperialists in their own right. At the zenith of its influence, the Aztec Empire extended as far south as Guatemala. The name México comes from Mexica, one of the Aztecs' names for themselves.

In 1519, Moctezuma II welcomed *conquistador* Hernán Cortés as the god Quetzalcoatl, returned from across the sea. When the Spaniards didn't demonstrate a thirst for blood, the Aztecs were compelled to reconsider the situation. By 1521, the *conquistadores* had defeated the Aztecs and razed Tenochtitlán. Spaniards drained Texcoco and constructed the capital of New Spain atop the smoldering ruins. This city eventually became modern Mexico City.

The temple [which is fictitious] appears to be dedicated to Huitzilopochtli [who may or may not be fictitious], god of war and patron of Tenochtitlán. At this point, only the top is visible at the bottom of the excavation for the office building's sublevels. A low fence surrounds the site to keep passers-by from falling in while not obstructing their view. The top of the temple is solid and reveals nothing to BAT scans or other sensory devices. At this point in the investigation, the temple offers no further clues.

The Sacrifice

Police, unsurprisingly, have no leads regarding the bizarre homicide atop the temple (which is located at the bottom of the excavation site). The police offer Nags full access to the site, the body, and any possible evidence. They have, of course, trampled over everything in their enthusiasm. Any fingerprints, markings on the ground, fiber traces, &c. are irrevocably intermingled with those of the police.

Despite the sensationalism in the news media, there is little evidence to indicate that this was an "Aztec sacrifice." The victim was a seasoned mestiza prostitute who styled herself *La Maga* ("The Mage"). She had been struck on the head with a blunt object, bound, and gagged. Knowledgeable souls will point out that victims of Aztec sacrifices were often willing (at least nominally) and restrained by priests. The cuts in her chest were inexpert – the initial thrust lodged the knife briefly in the sternum – and her heart was excised along with a greater part of the left lung.

Stranger yet were the ceremonial accoutrements accompanying the corpse. The bloody knife employed to remove the heart was of Mayan origin, while the vessel filled with her blood was Incan! Neither of the objects belonged to local museums. Inquiries can be initiated among local collectors. The site reveals nothing else of interest.

The Dilettante

Alexander Sanford is the dissolute scion of a Texas oil family. He is a dilettante who dabbles in all fields and who has left a trail of expensive hobby horses. He is currently enamored of Lord Carnarvon's successes in Egypt. Insufficiently solvent to mount a similar expedition, Sanford looked on the discovery of *Templo Nuevo* as a godsend. He styles himself as the "Schliemann of the West", investing the remainder of his dwindling resources into a secret venture involving the site.

Nags can easily gain access to Sanford. He holds nightly "fiestas" that devolve into drunken debauches involving a cross-section of Mexican culture. He rounds up a number of outré types to give him "authenticity" while the Mexican upper class flocks to him as the "next big thing." Just about any disguise gains one entrance to his Mexican residence during a fiesta. Party-goers tend to be candid – often inebriated – although any intelligence so gained is of suspect veracity.

Moctezuma's Revenge

Spending time with Sanford reveals him to be charming, rich, and not too bright. He is given to politic pronouncements such as, "When we took back Texas, we should have kept going! I think Mexico should be the 49th state!" [Change this if you set your adventure in a different time period.] More apropos to the current investigation, Sanford proclaims, "I've got something big planned! Big, big, big!" and "Publicity is the mark of a successful venture. Ask those stars out in Hollywood! Do anything, but just keep your name on people's lips – that's the key to it all!"

He has a series of failed businesses, the most recent being a Wild West show intended to pick up where P. T. Barnum left off. Sanford recruited a group of Pima Indians and dressed them in an amalgam of Sioux and Iroquois regalia. It soon became clear that none of them had ridden horses before, and they suffered from *delirium tremens* due to the Sanford family's beneficence. Anyone willing to venture an opinion (which would be just about everyone) would not doubt that Sanford would stage a major publicity stunt (such as, say, a sacrifice) to assure the success of his latest great venture.

The Fringe Group

Established as a group for improving the life of indigenous peoples, Moctezuma's Revenge grew increasingly radical, evolving into a cult of personality and embracing terrorist tactics. Founder José Delgato spouts a combination of warmed-over millennial religion, traditional shamanism, and Marxist cliché. Extended conversation (enough that he can't think of any more slogans) reveals him to be less than a deep thinker.

Moctezuma's Revenge is not an exceptionally secretive group, but is more selective than Sanford. In fact, some of the same upper-class Mexicans frequent both gatherings! They appeal to Sanford for excitement and a good time and to Delgato to satisfy their desire to be part of something native. Make a situation roll to judge the guards' reactions. It will be Fairly difficult to persuade the doormen to admit unfamiliar people under neutral or positive circumstances; an unfavorable roll might further complicate the situation. Anyone with a modicum of knowledge of Aztec customs or protocol will positively affect their disposition.

If you are in a particularly sinister and dramatic mood, play up the cult trappings of a meeting of Moctezuma's Revenge – the members dress in ancient Aztec regalia, try to speak in Náhuatl (or at least formal Spanish), burn incense, consult calendars, and, perhaps, on a good night, sacrifice a little something. You can emphasize the sinister aspects of the group, which, of course, advocates for Moctezuma to exact his revenge.

The Politico

Juan Martinez is an inspirational rags-to-riches success story. Martinez proudly traces his lineage back to preconquest days. Teasingly called "Monte" as a child, many claim that he is the spitting image of Moctezuma, the penultimate emperor of the Aztec Empire. Martinez was elected to public office against overwhelming odds in the aftermath of revolutionary fervor.

Martinez will put off meeting with Nags [just to make players suspicious]. He has an extremely adept assistant named Linda García who can, at the drop of a sombrero, recite a litany of reasons why her employer is presently unavailable.

A little digging reveals that he is a conservative politician – an opportunist, really, rather than a populist. If Nags follow the trail long enough, they uncover that Martinez was an active member of an early incarnation of Moctezuma's Revenge. Does this explain his vehemence against the group, or did he ever really make a split?

Just when the Nags succeed in making an appointment to meet with Martinez ....

The Climax of Act I

Vanished! Juan Martinez disappears! A popular political figure who recently made headlines as a supporter of the continued excavation of *Templo Nuevo*, in opposition to wealthy American investor Alexander Sanford and radical group Moctezuma's Revenge, is nowhere to be found. A tearful Linda García, assistant to Sr. Martinez, stated that when he did not arrive at work on Monday at 9:00 A.M., as is his invariable custom, she contacted his servants. They reported that Martinez, a bachelor, had not been home for the entire weekend. Police promise a full investigation.

Act II

With internal opposition silenced ("Mexican police stumped in their search for missing politico!") and the desire to stand firm against fringe groups such as Moctezuma's Revenge, the Mexican government decides to grant development privileges to Alexander Sanford.

The Ribbon-cutting

The next morning, under a remarkably azure sky, Sanford arrives at the temple with steamshovels and a force of laborers to begin construction. He erects an immense placard proclaiming:

EL DORADO ENTERPRISES
and its premier attraction
MOCTEZUMA'S REVENGE!
WATCH in horror as the innocent maiden is prepared
as offering to the lust of the demon god!
GASP in disbelief as the blade plunges to her breast!
SWOON as the shaman lifts high her
STILL-BEATING HEART!!!!!

Sanford makes an extremely long and rambling address in which he announces his intention to develop a kind of carnival attraction – "An Aztec Coney Island – where people can experience raw savagery first-hand!" Any contacts the Nags made at a previous fiesta are present. If the Nags have thought to cross-

check local collectors of antiquities (possible sources for the sacrificial accoutrements) and followers of Sanford and/or Moctezuma's Revenge, the list is not as brief as one might have hoped.

The most promising is a rich young woman named María Guadelupe Morales. Lupe, as she is known, is an archetypal guilty young thing, always looking for the next excitement and the subsequent feeling of remorse. Her family has assembled an impressive private collection of artifacts originating from South America to the American Southwest. If the Nags follow this strand, Lupe will eventually shrug and admit that the knife and bowl came from her collection. If asked why she did not report the theft, especially after the murder, Lupe will assert, "What good would it do? If the police can't solve a twentieth-century Aztec murder and the disappearance of a major political figure, how could they find who took my trifles?"

The Reprisal

As Sanford moves forward with his plans, Delgato has not remained idle. Members of Moctezuma's Revenge have donned full Aztec regalia and advance *en masse* into the throngs attending the ribbon-cutting ceremony. Lay this one on thick – the drums, the chants; perhaps the sky clouds over for good measure. Delgato and his followers step up the inflammatory rhetoric: "This insult will not go unavenged! You will regret this apostasy! Huitzilopochtli watches yet over Tenochtitlán and defends all of his children!" The members of Moctezuma's Revenge begin to wade into the crowd of Sanford's followers, and we come to ....

The Climax of Act II

In which the Nags receive a call from their superiors, asking them to proceed immediately to the National Museum on Calle Moneda. After responding to a call for assistance from museum officials, police immediately contacted the NAGS Society. Arriving at the museum, Nags discover a peculiar scene. Police have in custody a man in Aztec costume speaking fervently in an incomprehensible language.

Act III

In which the surprising conclusion to the mystery is revealed.

The Stranger

The man in Aztec costume becomes increasingly agitated the longer he is detained. Police report that he was apprehended in front of the famous Aztec Calendar Stone, which he had been consulting closely. He had taken from the collection an obsidian dagger and bowl used in Aztec sacrificial ceremonies. He still clutches a tiny statue of Huitzilopochtli.



It is Fairly difficult to Reason or Discern that the man is speaking ancient Náhuatl, the Aztec tongue [a modern version is still spoken today]. The museum can provide an interpreter (as can the Society, especially if no one can figure out what language he is speaking). The man asks only to return to *Templo Nuevo*, repeating "He has returned! The time has come again!" He will not elaborate and in fact appears much awed and terrified by modern people and items.

The police will defer to the Nags regarding the Aztec's fate. The museum will not press any charges. In fact, museum officials are interested to see what will happen. If the police are closely questioned, they will offer the few facts they gathered before they trampled all evidence into oblivion. An employee at the museum (who, if questioned, offers nothing new to the story) was cleaning an item when he looked up to see the man in Aztec costume. The Aztec had collected the items and was standing before the Calendar Stone, touching various glyphs, mumbling and laughing to himself with evident satisfaction. The museum official simply locked the door and called the police. [Current theories hold that the Calendar Stone is better called the Sun Stone and considered an adornment from a temple rather than a reckoning device. I know better.]

The police then ask the Nags, "What would you like us to do with him?"

Moctezuma's Revenge

The Debate

The Nags will have to discuss how to proceed next. If, for some reason, they decide to turn the Aztec over to the police, he will immediately escape and proceed to *Templo Nuevo*. If the Nags elect not to follow him, the mystery remains unsolved. You should probably *charge* the players Fudge Points for royally messing this one up.

I hope they will be a little more prudent, however. If requested, the NAGS Society could easily provide an appropriate homing device with which they could track his movements. If they trust their own skills, they could attempt to restrain him themselves and return with him to the temple.

If the Nags desire to prevent the Aztec from returning (perhaps by attempting to bring him to a campus or on board an airship), either introduce a superior to offer a contrasting viewpoint or else engineer an exciting development allowing the Aztec to escape. It is important that he lead them back to the temple. The statuette of Huitzilopochtli is important, too. If the Nags neglect it, have the Aztec make a fuss. The Nags will need to possess it in the next scene.

The Portal

The Nags will have to think about how they can approach *Templo Nuevo* without attracting undue attention. The crowds following Sanford and Delgato have intermingled and the situation is at an important juncture. The whole thing could either blow over or blow up. An effective but callous solution would be for one of the Nags to throw the first punch. Alternatively, the crowd is ripe for distraction. A well conceived diversion would easily draw their attention from the construction site and the buried temple.

As soon as the Aztec sets foot upon the temple, he activates a trap door and evades his captors. If this would not play well with the Nags (if, for example, they have taken extreme precautions and would cry foul), the Aztec could easily remain with the Nags as they search the temple. It is not necessary that he escape, but it does increase the tension!

Close examination of the temple (a Fairly difficult task for someone trained in Anthropology, Archæology, Ancient Languages, or other skill at the GM's discretion, or a Perception roll of Good difficulty) turns up a tidbit that was not significant on previous inspections. One of the glyphs carved on the temple exactly matches the statuette of Huitzilopochtli. Placing the statuette in the glyph activates a hidden portal beneath their feet – the Nags have gained entrance to the temple!

The Underground

After sliding down a vertical chute for about 20 feet, the Nags slow to a stop without harm as the tunnel curves to the horizontal and heightens to allow for walking. If they examine the chute, it has notches cut into the stonework in the side and can easily be climbed back to the surface. The passage leads downward into the realm of Mexica.

Aztecs have been holed up in labyrinthine tunnels beneath the city since 1521. Descendants of Aztecs who refused to go along with Moctezuma's capitulation to Cortés, those who remain are full-blooded Aztecs who have procreated through the years, occasionally snatching an Indian from the surface to freshen the bloodline. They await the day that Huitzilopochtli will fulfill his promise to protect Tenochtitlán from the falsity of Quetzalcoatl. They have been marking the turns of the calendar wheel and waiting for the proper sign.

The uncovering of *Templo Nuevo* was the signal. They consulted the Calendar Stone (which had been unearthed in 1790) to assure themselves that the time had indeed come. They kidnapped Juan Martinez, the very image of the hated emperor Moctezuma. They plan to sacrifice Martinez as they never had the chance to sacrifice Moctezuma in order to restore Tenochtitlán and the Mexica back to their rightful glory.

The game master has a tremendous amount of latitude in the final act. This part of the adventure can be an elaborate dungeon crawl, complete with traps, fantastic monsters from Aztec mythology, and the Aztecs themselves fighting for survival. The tunnels can lead by a more direct route to the heart of the Aztec encampment. When they reach their goal, the Nags discover Martinez. He yet lives, but has resigned himself to being sacrificed for the greater glory of his people. In fact, Martinez feels guilty for abandoning the fervor of his youth (when he was a member of Moctezuma's Revenge) and he will not assist the Nags in his salvation.

The Conclusion

The dénouement of this adventure depends entirely upon the Nags. Abiding by Society protocol prevents them from exposing the existence of the subterranean survivors. The safety of modern inhabitants of Mexico City precludes the resumption of human sacrifice in the Central Square. However, the Aztecs express a clear desire to return to their former glory and walk again on the surface. The Nags face a dilemma.

One possibility would be for the Nags to bring the Aztec leader to the surface to demonstrate how life has changed in the past 400 years. The old ways have been abandoned and the land is unrecognizable. Perhaps the Aztecs would prefer to continue their traditional existence below ground. Another option might be to facilitate a connection between the Aztecs and other tribes in South America who eschew modernity. Former enemies could become allies. The Nags will undoubtedly devise their own solutions.

Martinez is truly resigned to fate and players should not be penalized if their solution results in his sacrifice. Otherwise, the GM should feel free to reward generally good roleplaying and effective, ingenious, or humorous solutions to challenges.

The Denizens of Terra Incognita

Nags run by players comprise one part of the inhabitants of Terra Incognita. The balance of the World of NAGS is populated by characters under the game master's purview. This chapter offers advice to the game master for creating characters encountered by Nags. Following is an assortment of Miscreants, Minions, and Monsters who populate Terra Incognita.

Creating Named Characters

From a nervous contact who provides a clue vital to untangling a mystery to a mistress of perfidy bent upon world domination, the characters played by the game master are a crucial and varied lot. For some characters, a sentence or two of description is enough, while others might warrant the entire character creation process. This section provides advice for creating the assortment of characters the game master will play during a campaign.

The first step is to decide upon the role the character will play in an adventure or campaign. Game master characters run the gamut from generic minions who nettle Nags during one scene to villainous miscreants who recur throughout a campaign. Vary the amount of time you spend on a character accordingly. For a one-scene character, a few scribbled notes detailing relevant skills and two tick boxes for combat will suffice. Refer to "Minions in Combat" (page 80) and the sample Minions (page 131) for guidance on such minor players.

Named characters who interact more significantly with Nags warrant more precise treatment. Perhaps the easiest method is to use the character creation guidelines used by the players. These guidelines yield balanced characters who possess various talents useful during the course of an extended campaign. For potent characters, increase the power level as described on page 75.

Game master characters who aren't important enough for "Name" status tend to serve circumscribed roles, thus the standard character creation rules are gratuitous. To create characters tailored for a particular role in an adventure, the game master can use a technique called **subjective character creation** (see page 11 or refer to the complete ***Fudge*** rules for more information).

First, compose a detailed description of the character. Ask yourself questions. What is his primary function? What will he do in this adventure? How capable is he? Will he be a potential ally who assists needful Nags? Will he be a mere pinprick or a thorn in the side? Will he return in another adventure or is this his only appearance?

When you have a clear picture of the character, look over the lists of traits (skills, attributes, Gifts, and Faults) and select those appropriate to the character you described. For a character who matches the capability of most Nags, limit the skill levels to one Superb, two Greats, three Goods, and three Fairs. Add five levels for more capable characters. Select two Gifts and two Faults from the list.

You will not need to quantify all traits – all six attributes, for example – unless they will be relevant to the character's role. You can always fall back upon the default level when necessary. Generally speaking, game master characters will have fewer skills than Nags – perhaps one or two areas at which they excel, but otherwise don't worry. A character encountered on a desert island adventure may in fact be a skilled snow skier, but a situation in which he will use this skill will not likely arise (unless, of course, he adapts this skill to descend the island's erupting volcano on two barrel staves – one never knows what will come in handy!).

If a player has a detailed idea for an original character, is translating a fictional or historical personage into ***Terra Incognita*** terms, or is converting a character from another game system, you might also allow him to utilize subjective character creation. Increase the skill level limits slightly: one Superb, two Greats, three Goods, six Fairs, and a Mediocre. Allow two free attribute levels, two Gifts, and two Faults. Such characters will match those created with 5 points (using 4 points and 1 broadly focused point, to be exact) without worrying about skill groups.

The Denizens of Terra Incognita

Miscreants and Minions

Initiation into the secrets of Terra Incognita requires tremendous discretion and restraint. The path trod by members of the NAGS Society is not, unfortunately, that most often chosen. Some individuals crave the potency of sharing the Earth's secrets. The NAGS Society eschews the hubris of believing that its path is best. However, Nags have experienced first-hand the consequences of power unexamined.

The following treacherous villains are 5-point characters with five extra skill levels and three free attribute levels, reflecting their superior capabilities. You may choose to augment them further to vex capable Nags.

Umbra, Queen of the Shadows

Attributes
Perception: Good
Reasoning: Good
Resolve: Fair
Strength: Fair
Dexterity: Great
Vigor: Mediocre

Gifts
Animal Empathy, Charisma

Faults
Obsession (invoke eternal darkness), Phobia (Sunlight)

Skills
– Athletic Skills: 2 pts. (broad focus) –
Camouflage: Great
Climbing: Good
Riding: Fair
Survival (Underground): Fair
Swimming: Fair
Tracking: Good
– Social Skills: 2 pts. (narrow focus) –
Diplomacy: Fair
Oratory: Good
Persuade: Superb
– Combat Skills: 1pt. (narrow focus) –
Archery: Great
Dodge: Good

Athletic queen of the subterranean Tenebre race, Umbra harbors a smoldering hatred for surface life and particularly for the light of the sun. Her insidious plan involves stimulating volcanic eruptions to create an atmosphere of greenhouse gases that maintain heat but diffuse light. The Tenebre can then bring the underdark to the surface and properly rule the Terra Incognita. Umbra is a sensual and capable leader who could (and did) convince her own mother to leap into a volcano. She has hordes of loyal Tenebre warriors as well as a host of mythical subterranean creatures at her beck and call.

Manifesto

Attributes
Perception: Fair
Reasoning: Mediocre
Resolve: Fair
Strength: Great
Dexterity: Great
Vigor: Mediocre

Gifts
Ambidexterity, Pain Tolerance

Faults
Enemy (NAGS Society), Obsession (earn Houdini's respect)

Skills
– Athletic Skills: 2 pts. (broad focus) –
Acrobatics: Good
Camouflage: Good
Climbing: Fair
Survival (urban): Fair
Throwing: Fair
Tracking: Fair
– Investigation Skills: 1pt. (broad focus) –
Discern: Mediocre
Disguise: Great
Legerdemain: Fair
Ventriloquism: Fair
– Outré Skills: 1pt. (narrow focus) –
Hypnotism: Superb
Occult: Mediocre
– General Skills: 1pt. –
Cutlass: Fair
Dodge: Fair
Stage Magic: Good

Manifesto was a minor vaudeville magician who has found a niche for himself as a criminal mastermind. Manifesto struggles in the shadow of Houdini. When his idol politely declined NAGS Society membership in order to pursue a personal crusade against chicanery, Manifesto longed to take his place. The offer never came and a minor career ended amid accusations of fakery from Houdini himself. Manifesto staged his own death and embarked upon a career of bitter retribution against his nemesis and the NAGS Society.

The Denizens of Terra Incognita

Generic Minion

Attributes
Perception: Fair
Reasoning: Fair
Resolve: Fair
Strength: Fair
Dexterity: Fair
Vigor: Fair

Gifts
Easily Replaced

Faults
Expendable

Skills
Combat: Fair
Dodge: Fair

Even the most insidious and dedicated miscreant requires a cadre of loyal and compliant minions to effect their nefarious schemes. Minions run the gamut from expendable fodder to capable retainers who match Nags in ability. A perfect specimen of mediocrity. Garb them in location- and period-appropriate clothing, hand them a gun or spear or cudgel, and Nags will dispatch these poor souls by the truckload.

Monsters

Here we offer a selection of inhabitants of the Unknown Earth, from the typical to the terrible. You are free to use these examples as you wish. Some campaigns allow for the existence of fantastic creatures and adversaries, while others hew closer to the real.

A Monster Trait: Scale

Fudge uses a trait called *Scale* to allow easy interaction between creatures of widely disparate sizes. A creature's Scale value acts as a modifier to Offensive and Defensive Damage Factors, representing the general trend of large creatures to inflict (and withstand) more damage than small creatures.

Scale basically represents a creature's mass and strength. Humans are Scale 0. Smaller, weaker creatures have negative Scales – these reduce their Offensive and Defensive Damage Factors (they do less damage and can withstand less damage). Larger, stronger creatures have positive Scales that add to their ODF and DDF values.

Individuals are of Fair Strength, or Good Strength, etc., relative to those of their own Scale. Each level of Scale is about 1.5 times heavier and stronger than the Scale beneath it. Scale adds to Strength: a dog (Scale –1) with Great Strength is roughly as strong as a human (Scale 0) with Good Strength. Both are at +1 Strength compared to humans of Fair Strength.

Scale and Minimum Target Levels

Large differences in Scale can make it easier or harder to hit a target. The smaller the target, the harder to hit. Conversely, a much larger target requires only a Terrible result to hit. Creatures at roughly the same Scale must have a Poor or better result to hit. (Of course, such a blow must still win the Opposed action.)

Target is:	*Minimum Result Required*
3+ Scale > combatant	Terrible
Roughly same Scale	Poor
3-4 Scale < combatant	Mediocre
5-6 Scale < combatant	Good
7-8 Scale < combatant	Great
9+ Scale < combatant	Superb

Determining Scale

Game masters who wish to create their own non-human denizens of Terra Incognita may refer to the *Sample Scale Table* in determining a creature's Scale value (based on mass). To extend the table in either direction, divide by 1.5 to determine the approximate mass of a creature one Scale level less than the current mass value, and multiply by 1.5 to determine the approximate mass of a creature one Scale level greater.

Sample Scale Table

Scale	Mass (US)	Mass (Metric)	Example
–6	13 lb	6 kg	Large house cat
–5	20 lb	9 kg	Fox
–4	30 lb	13 kg	Badger
–3	45 lb	20 kg	Coyote
–2	68 lb	30 kg	Medium Dog
–1	100 lb	45 kg	Cheetah
0	150 lb	68 kg	Human
+1	225 lb	100 kg	Leopard
+2	333 lb	150 kg	Black Bear
+3	500 lb	225 kg	Utahraptor
+4	750 lb	333 kg	Grizzly Bear
+5	1125 lb	500 kg	Alligator
+6	1687 lb	750 kg	Bison
+7	1.25 tn	1.1 t	Great White Shark
+8	2 tn	1.7 t	Killer Whale

Using Scale

Once you have determined the Scale of a creature, use it as the basis for the creature's Offensive and Defensive Damage Factors (see pages 47-48). Increase Offensive Damage Factors for such things as claws and sharp teeth (worth +1 or +2). Increase Defensive Damage Factors for such natural combat advantages as tough hides or armor-like scales, etc. (also worth +1 or +2). (See the full ***Fudge*** rules for a more in-depth discussion of Offensive and Defensive Damage Factors, including Scale.)

Animated Corpse

Attributes
Perception: Fair
Reasoning: Terrible
Resolve: Fair
Strength: Fair
Dexterity: Mediocre
Vigor: Great

Gifts
Pain Tolerance

Faults
Physical Challenge (Undead)

Skills
Combat: Good
Dodge: Mediocre

Scale: 0 (~150 lbs)

ODF's
+2 (cutlass or machete)

DDF's
+2 (Great Vigor)

Through the principles of Galvanic electrostimulation, a number of scientists of questionable scruples have reanimated corpses of departed individuals. Accomplished examples, such as that of the celebrated Dr. Frankenstein, warrant extensive evaluation elsewhere. Typical animated corpses run the gamut from shambling lackeys to classic cutlass-wielding skeletons. They suffer no penalties from wounding until "near death" or the second tick if you are using minion rules for combat, at which point they fall to pieces.

Dinosaur, Aerial

Attributes will vary with species, but here's a starting point:
Perception: Good
Reasoning: Terrible
Resolve: Fair
Strength: Fair
Dexterity: Good
Vigor: Fair

Gifts
Absolute Direction, Pain Tolerance, Strong but Light Bones

Faults
Curious

Skills
Camouflage: Good
Dodge: Great
Flying: Great
Unarmed Combat: Fair

Scale: –6 to –1 (~13 to 100 lbs)

ODF's
Scale +1 (teeth) = –5 to 0

DDF's
None

The susceptibility of early biplane fabric to the razor-sharp teeth of these brutes led to a revolution in Nag textiles. Of course, Green Preservationists are models of sympathy, and many a Hero has gritted his teeth firmly when a "bogey" appears at 11:00.

Dinosaur, Carnivorous

Attributes will vary with species, but here's a starting point:
Perception: Great
Reasoning: Terrible
Resolve: Good
Strength: Good
Dexterity: Poor
Vigor: Great

Gifts
Combat Reflexes, Pain Tolerance

Faults
Compulsion (Eat), Impulsive, Temper

Skills
Dodge: Terrible
Intimidate: Good
Jumping: Good
Running: Good
Tracking: Great
Unarmed Combat: Superb

Scale: 0 to +10 (~150 lbs. to 5 tons)

ODF's
Scale +1 (Good Strength) + 2 (sharp teeth) = +3 to +13

DDF's
Scale +2 (Great Vigor) = +4 to +12

The Denizens of Terra Incognita

From the fictional tales of Conan Doyle's *The Lost World* to the reality of The Mbole Incident of '74, no Nag subscribes seriously to any theory of dinosaur extinction. Terra Incognita would never allow such majestic fauna to disappear. Scale this lizard as you wish from the human-sized velociraptor to a three-story-high *T. rex*.

Dinosaur, Herbivorous

Attributes will vary with species, but here's a starting point:
Perception: Good
Reasoning: Terrible
Resolve: Good
Strength: Good
Dexterity: Terrible
Vigor: Good

Gifts
Alertness, Damage Resistance, Pain Tolerance

Faults
Compulsion (Eat), Enemy (Carnivorous Dinosaurs), Physical Challenge (Clumsy and Slow)

Skills
Camouflage: Good
Dodge: Terrible
Swimming: Fair
Unarmed Combat: Mediocre

Scale: +2 to +15 (~300 lbs to 33 tons)

ODF's
Scale +1 (Good Strength) + 2 (horn, tail) = +5 to +18

DDF's
Scale +1 (Good Vigor) + 1 (Damage Resistance) = +4 to +17

Of all of the theories that required revision following the discovery of the Stetley Stegosaurus in 1902, perhaps the most arresting was pigmentation. Recent Nag camouflage gear was based upon the patterns. This can represent any of the peace-loving dinosaurs, from the mighty brontosaurus to the duck-billed dinosaurs to the triceratops. The latter may have a slightly better combat skill, or at least defensive skill due to sharp spikes.

A Note about Dinosaur Terminology

Yes, we know that the "aerial dinosaurs" are actually pterosaurs, and the "submarine dinosaurs" are actually plesiosaurs, and Bookworms and meticulous Hacks will use the proper terminology. But to most Heroes, these giant creatures from the past are "dinosaurs" regardless of their scientific classification.



Dinosaur, Submarine

Attributes
Perception: Great
Reasoning: Terrible
Resolve: Good
Strength: Fair
Dexterity: Fair
Vigor: Good

Gifts
Absolute Direction, Damage Resistance, Pain Tolerance

Faults
Curious, Dependent (Young)

Skills
Camouflage: Superb
Dodge: Good
Swimming: Superb
Unarmed Combat: Great

Scale: +1 to +11 (~250 lbs to 7 tons)

ODF's
Scale + 2 (teeth) = +3 to +13

DDF's
Scale + 1 (Good Vigor) + 1 (Damage Resistance) = +3 to +16

The Loch Ness fabrication served as an admirable distraction from the true mystery at Loch Maree. Nags in 1932 encountered this anachronistic parent while testing a pet theory concerning elevated salinity and a hidden channel connecting to the sea. No certain species attribution has been made yet. The good folk of nearby Kinlochewe wonder why so many curious types choose to vacation in northern Scotland.

Dream Weaver

Attributes
Perception: Great
Reasoning: Good
Resolve: Good
Strength: n/a
Dexterity: n/a
Vigor: n/a

Gifts
Adaptability, Charisma, Perfect Timing

Faults
Curious, Physical Challenge (Incorporeal)

Skills
Cryptohistory: Great
Discern: Great
Dissemble: Fair
History: Good
Hypnotism: Great
Occult: Good

Scale: n/a

ODF's
n/a

DDF's
n/a

Catalogued only since The Bangkok Occurrence in 1913, dream weaver encounters are incompletely understood. The Society is not certain if the creature has corporeal form or is rather a mental anomaly that is somehow shared among individuals, like a thought virus. The advent of possession becomes clear only in hindsight – the victim realizes that he has seen the same strange individual throughout the day, he experiences *déjà vu*, and then he falls into a coma. To the victim, life becomes a disturbing mélange of symbol, paradox, and terror. The dream weaver's intentions or goals have not yet been determined. A nasty business indeed.

Gorilla, Cannibalistic

Attributes
Perception: Great
Reasoning: Fair
Resolve: Great
Strength: Superb
Dexterity: Fair
Vigor: Good

Gifts
Acute Senses, Pain Tolerance

Faults
Impulsive, Obsession (Gods of Kuana Noa)

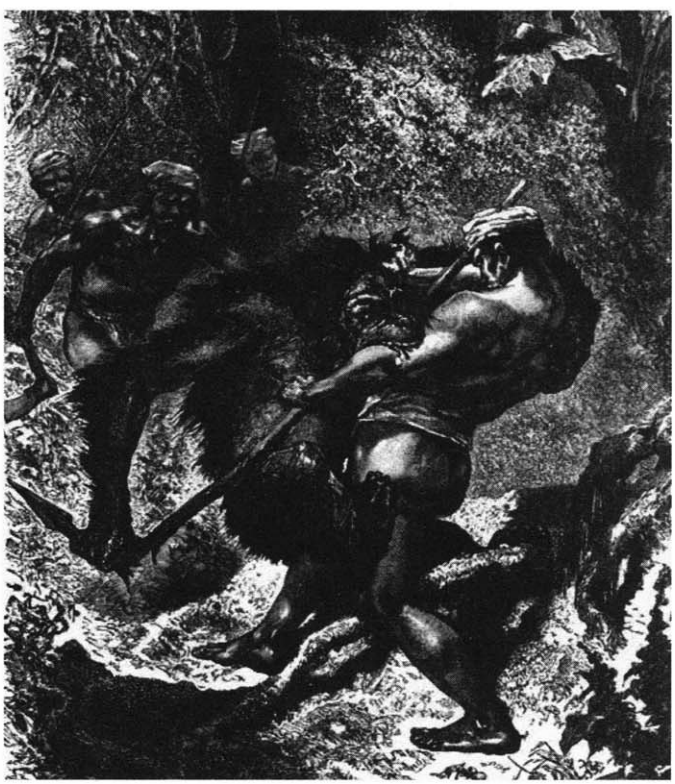
Skills
Acrobatics: Good
Camouflage: Good
Dodge: Good
Meditation: Fair
Occult: Fair
Traps: Fair
Unarmed Combat: Great

Scale: +3 (~500 lbs)

ODF's
+3 (Scale) +2 (Superb Strength) + 1 (punch, bite) = 6+6

DDF's
+3 (Scale) +1 (Good Vigor) = +4

A simian cohort discovered the mythical ruins of Kuana Noa deep within the jungle. They soon fell into worship of the dread gods, engaging in group meditation and ritual cannibalism to gain raw, bestial power. The gods sense that perhaps a diet of more thoughtful creatures would increase the mental capabilities of their servants, and thus the gorillas are taking tentative steps toward nearby native villages.



Kodiak Bear

Attributes
Perception: Fair
Reasoning: Poor
Resolve: Fair
Strength: Great
Dexterity: Fair
Vigor: Good

Gifts
Acute Smell, Combat Reflexes

Faults
Temper

Skills
Dodge: Fair
Persuade: Great
Track: Great
Unarmed Combat: Superb

Scale: +6 (~1600 lbs)

ODF's
+6 (Scale) +2 (Great Strength) + 1 (claws, teeth) = +9

DDF's
+6 (Scale) +1 (Good Vigor) = +7

A clipping about this officially unsolved case – "The Klondike Killer" – inspired one E. A. Poe to invent the detective story (although he found Paris more exciting than the frozen north). Law enforcement was baffled as a string of people – men, women, natives, Anglos – were found with their necks torn out. Neither food nor robbery apparently served as motive, as nothing was ever removed from the scene. Stories of supernatural vengeance arose and inform most explanations. Curious Nags investigating years later encountered the doddering but insane ursine horror.

Kraken (Giant Squid)

Attributes
Perception: Great
Reasoning: Good
Resolve: Fair
Strength: Legendary
Dexterity: Great
Vigor: Great

Gifts
Alertness, Ambidexterity, Rapid Healing

Faults
Curious, Obsession, Youth

Skills
Camouflage: Superb
Dodge: Fair
Hypnotism: Superb
Swimming: Superb
Tracking: Great
Traps: Good
Unarmed Combat: Superb

Scale: +10 (~5 tons)

ODF's
+10 (Scale) +4 (Legendary Strength) + 1 (suckered tentacles) = +15

DDF's
+10 (Scale) +2 (Great Vigor) = +16

Although nearing its first millennium, this specimen is still inexperienced by the standards of its species. The Kraken is one of those legends that the Society hoped was just that. Proof came in a tantalizing glimpse in 1867 and brief, unsatisfactory contact in 1893. Each of the Nags involved subsequently reported a series of dreams, and each disappeared without explanation. Wiser Nags suspect that the Kraken have organized their own society and are somehow preserving Society members from the reality of even deeper mysteries.

Orca

Attributes
Perception: Great
Reasoning: Good
Resolve: Fair
Strength: Superb
Dexterity: Fair
Vigor: Great

Gifts
Alertness, Combat Reflexes, Pain Tolerance

Faults
Curious, Obsession (revenge on humans for killing mate)

Skills
Dodge: Good
Swimming: Superb
Tracking: Great
Unarmed Combat: Great

Scale: +8 (~ 8 tons)

ODF's
+8 (Scale) +3 (Superb Strength) + 2 (teeth) = +13

DDF's
+8 (Scale) +2 (Great Vigor) = +10

A youthful encounter with a whaling vessel has left this an embittered and vengeful creature, despite the Society's best attempts at mediation. Optimistic members still maintain hope that this killer whale may be convinced to forgive; pragmatists sleep with tranquilizing harpoons under their pillows.

Sasquatch

Attributes
Perception: Good
Reasoning: Fair
Resolve: Great
Strength: Great
Dexterity: Good
Vigor: Good

Gifts
Acute Senses, Combat Reflexes

Faults
Curious, Temper

Skills
Camouflage: Good
Dodge: Fair
Religion and Myth (Prehistoric): Good
Tracking: Great
Unarmed Combat: Superb

Scale: +4 (~800 lbs)

ODF's
+4 (Scale) +2 (Great Strength) – 1 (punch, rend) = +5

DDF's
+4 (Scale) +1 (Good Vigor) = +5

The prehistory of human evolution contains a number of paths that diverge until we reach the course trod by *Homo sapiens*. The sasquatch represents one such path that ended in a cul-de-sac. Although undeniably primitive in some ways, sasquatch harbor secrets which have been unavailable to the hominids who have come to dominate Terra Incognita. Most encounters between species have ended in violence. The NAGS Society hopes to achieve a satisfactory détente with these anachronistic giants.

Spirit Tiger

Attributes
Perception: Great
Reasoning: Mediocre
Resolve: Fair
Strength: Legendary
Dexterity: Great
Vigor: Great

Gifts
Acute Senses, Combat Reflexes

Faults
Physical Challenge (Lazy), Temper

Skills
Dodge: Good
Occult: Great
Persuade: Good
Track: Great
Unarmed Combat: Superb

Scale: +3 (~500 lbs)

ODF's
+3 (Scale) +4 (Legendary Strength) + 2 (teeth, claws) = +9

DDF's
+3 (Scale) +2 (Great Vigor) = +5

Among the last of their race, spirit tigers have been attributed supernatural powers since their first recorded contact with humans. The beasts hunt only during the full moon, when their unearthly cries fill the steppes. It is believed that an encounter with a spirit tiger portends good luck, bad luck, long life, instant death – each culture attributes to them its own hopes and fears. Perhaps the tigers gather sustenance from such psychic indeterminacy. If nothing else, when spirit tigers are around, things get interesting.

The Denizens of Terra Incognita

Wooly Mammoth

Attributes
Perception: Good
Reasoning: Mediocre
Resolve: Fair
Strength: Good
Dexterity: Great (with trunk)
Vigor: Good

Gifts
Pain Tolerance

Faults
Temper

Skills
Dodge: Terrible
Persuade: Good
Unarmed Combat: Great

Scale: +12 (~10 tons)

ODF's
+12 (Scale) +1 (Good Strength) + 2 (tusks, feet) = +15

DDF's
+12 (Scale) +1 (Good Vigor) = +13

The *Journal* ingenuously reported on the frozen Russian mammoth remains in 1900. Editors maintain a "hold" on the story concerning the specimen revived on the Mongolian campus. It was immediately apparent that a healthy distrust of bipeds had been learned and maintained by the powerful pachyderm – the precision with which they manipulate their tusks was unexpected and now well documented.

Worm, Giant

Attributes
Perception: Fair
Reasoning: Terrible
Resolve: Fair
Strength: Fair
Dexterity: Fair
Vigor: Good

Gifts
Damage Resistance, Swallow Whole

Faults
Impulsive

Skills
Dodge: Terrible
Unarmed Combat: Great

Scale: +10 (~5 tons)

ODF's
+10 (Scale) + 2 (teeth) = +12

DDF's
+10 (Scale) +1 (Good Vigor) + 1 (Damage Resistance) = +12

These immense invertebrates have been encountered burrowing beneath all climes. Their movements occasionally account for tremors. They avoid opposing stimuli – that is, polar worms eschew fire, volcanic worms are vulnerable to the cold, &c. Sand worms have been seen within a day's ride of Oasis.

Zombie

Attributes
Perception: Fair
Reasoning: Terrible
Resolve: Poor
Strength: Fair
Dexterity: Mediocre
Vigor: Fair

Gifts
Damage Resistance, Pain Tolerance

Faults
Mental Challenge (Controlled)

Skills
Combat: Good
Dodge: Mediocre
Various skills from waking life one level lower

Scale: +0 (~150 lbs)

ODF's
+2 (small pistol or machete)

DDF's
+1 (Damage Resistance)

Zombies are individuals controlled by magic and medicine. Due to impaired reasoning and deadened senses, zombies suffer a one-level penalty to skills they possessed in waking life. Characters who become zombified might make a Fairly difficult Resolve roll (at the zombified level of Poor) to shake off the effects of the spell when confronted with a significant stimulus.

Part III: Appendices

The appendices that follow contain sundry information as support for players in ***Terra Incognita***. I include a list of our inspirations and sources for developing this book. All books and games mentioned are copyrighted by their authors and publishers and no infringement is intended (please buy them all). Finally, I include forms for your use while gaming in the World of NAGS. You may photocopy all forms for personal use.

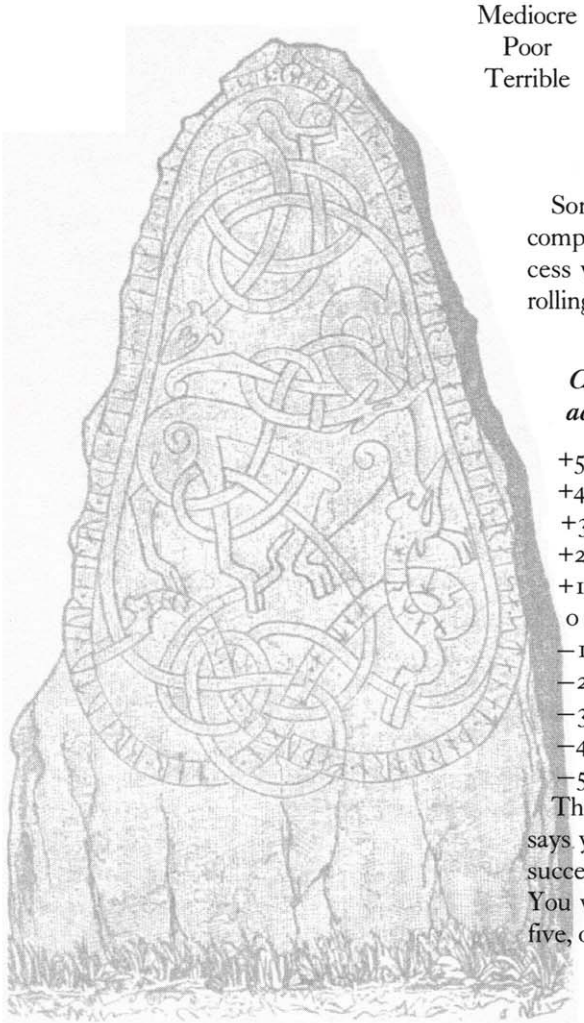
Conversion and Success

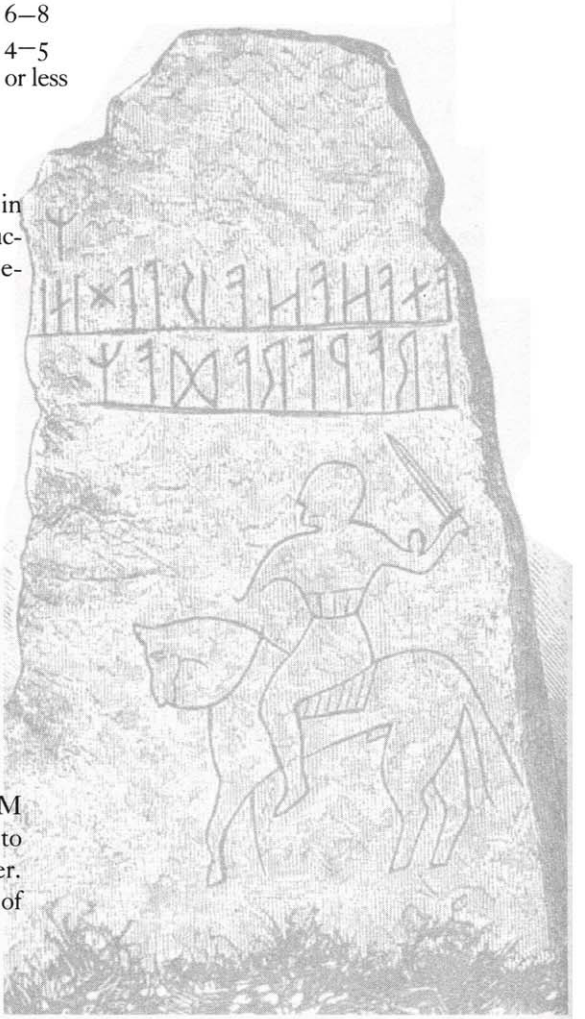
This appendix offers the game master guidelines for converting characters created with other methods to ***Terra Incognita*** characters, and vice versa. In addition, I provide a table illustrating the chances of achieving each level of success using Fudge dice as well as percentile and six-sided dice.

Conversion Hints

It is not practical to give guidelines for converting every game system to and from ***Fudge***. However, two systems of trait measurement are in widespread use: a 3–18 scale and a percentile system. While these are not used uniformly and there are many games that don't use either system, it is still useful to discuss translating between such systems and ***Fudge***.

Fudge Level	*Percentile*	*3–18*
Superb	98–100	18+
Great	91–97	16–17
Good	71–90	13–15
Fair	31–70	9–12
Mediocre	11–30	6–8
Poor	4–10	4–5
Terrible	1–3	3 or less





Success Rates

Some players might be interested in comparing their relative chances of success while employing the various die-rolling conventions.

Chance of achieving:	*4dF or d%*	*3d6*
+5 or better:	–	–
+4 or better:	1%	2%
+3 or better:	6%	5%
+2 or better:	18%	16%
+1 or better:	38%	38%
0 or better:	62%	62%
–1 or better:	82%	84%
–2 or better:	94%	95%
–3 or better:	99%	98%
–4 or better:	100%	100%
–5 or better:	–	–

Thus, if your trait is Fair and the GM says you need a Good result or better to succeed, you need to roll +1 or better. You will do this about two times out of five, on the average.

Appendices

References and Inspiration

This section offers a brief list of some of the works that inspired ***Terra Incognita***. For a more comprehensive bibliography, please visit the NAGS Society website at http://www.nagssociety.com.

Books , Movies, and Periodicals

De Vries, Leonard. *Victorian Inventions*. A collection of facsimile articles and illustrations from *Scientific American*, *La Nature*, and *De Natuur* from the late nineteenth century. Many items could be (and were) borrowed as is for Nag Technology.

Doyle, Sir Arthur Conan. *The Lost World* and *The Poison Belt*. Professor Challenger was anything but discrete, and did not Leave Anything as He Found It, but the types of adventures described are appropriate for the NAGS Society.

Farmer, Philip José. *Doc Savage: His Apocalyptic Life*. Doc Savage's exploits served as an example of a true Nag. He at least made an attempt at discretion with his secret headquarters in the Empire State Building. Farmer's book, a biography of the character, details his adventures, his personality, and, more importantly, his gadgets, and even provides a map of that elusive hide-out.

Hitching, Francis. *The Mysterious World: An Atlas of the Unexplained*. An excellent guide to the secrets of Terra Incognita.

Hite, Kenneth. *Suppressed Transmission* and *Suppressed Transmission 2*. An invaluable source for adventure and campaign ideas. The bibliography and added notes are worth the price of the books.

Hutchison, Don. *The Great Pulp Heroes*. An excellent survey of the pulps, their heroes, and their creators.

Pool, Daniel. *What Jane Austin Ate and Charles Dickens Knew*. An invaluable resource explaining period details of nineteenth-century England.

Rice, Edward. *Captain Sir Richard Francis Burton: A Biography*. Burton is indisputably *the* proto-Nag. This excellent précis of his perambulations begs the question, if such adventures can now be told, imagine what Nags are keeping secret!

Spielberg, Steven, director. Raiders *of the Lost Ark*, *Indiana Jones and the Temple of Doom*, and *Indiana Jones and the Last Crusade*. The hero could in no way be considered discrete, but the flavor of the adventures is appropriate.

Steve Jackson Games. *Pyramid*. (http://www.sjgames.com/pyramid). An online magazine that provides a number of useful resources, including "Around the World in 80 Thrills: An Epic Pulp Adventure" in four parts by Steven Marsh, James Maliszewski, Bob Portnell, and Steve Kenson.

Verne, Jules. *A Journey to the Center of the Earth*, *20,000 Leagues Under the Sea*, and *The Mysterious Island*. Excellent examples of investigations into terrestrial and submarine mysteries.

Wells, H. G. *The Island of Dr. Moreau*. Inspirational for its atmosphere and suspenseful telling.

The Wild, Wild West. Both the classic television show and the recent movie depict western adventures using outré technology.

Roleplaying Games

The following games and game supplements can be considered background reading for the World of NAGS. None directly represents or portrays a comparable world view, but they have each contributed to the development of this book.

Call of Cthulhu by Sandy Peterson. Chaosium, 1998. http://www.chaosium.com. CoC adventures could be adapted for use in a NAGS campaign that includes the supernatural. Though firmly in the horror genre, CoC emphasizes mystery, atmosphere, and investigation over violence and cheap frights. *Cthulhu by Gaslight*, woefully out of print, provides invaluable information about the period. The city sourcebooks will be useful to a ***Terra Incognita*** game master: Cairo, London, Montreal, and New Orleans.

Castle Falkenstein by Mike Pondsmith. R. Talsorian Games. Setting, presentation, and rules combine to render this an original. The NAGS Society would fit seamlessly into New Europa, lending a scientific bent to Falkensteinian political intrigue. *The Lost Notebooks of Leonardo Da Vinci* and *Steam Age* provide inspiration for Nag Technology.

Forgotten Futures by Marcus L. Rowland, 1993. http://www.forgottenfutures.com. Based upon the science fiction (properly termed Scientific Romance) of Rudyard Kipling, Arthur Conan Doyle, and others. While the settings described go further afield than most campaigns set in ***Terra Incognita***, the flavor of the adventures is similar. I could easily imagine the NAGS Society existing in any of the *Forgotten Futures* settings. Currently being published in trade paperback format by Heliograph Incorporated (http://www.heliograph.com)

Fudge by Steffan O'Sullivan, 1995. A flexible, adaptable game engine that encourages customization by the players and game master. ***Fudge*** inspired this author to try his hand at game design. I'm proud to be a small part of something this good. The original ***Fudge*** rules are, as always, freely available at http://www.fudgerpg.com.

GURPS (Generic Universal Roleplaying System) by Steve Jackson Games, 1999. http://www.sjgames.com. The variety of genres covered by sourcebooks for the GURPS system is astounding. Many of the sourcebooks would be helpful to players and GM's gaming in ***Terra Incognita***. **Cliffhangers**, for example, was an inspiration for the World of NAGS. **Places of Mystery** and **Warehouse 23** are beneficial for adventure design. The historical worldbooks (**Arabian Nights**, **Aztecs**, **China**, **Egypt**, **Greece**, **Imperial Rome**, **Japan**, **Russia**) provide excellent background information and seeds for possible adventures. **Old West** has an excellent section on American Indian religion and magic. **Steampunk**, **Castle Falkenstein**, and **Atlantis** are inspirational.

Mercenaries, Spies, and Private Eyes by Michael Stackpole. Flying Buffalo Games, 1986. http://www.flyingbuffalo.com. MSPE includes excellent advice for creating adventures. The rulebook is useful for the detailed discussions of firearms. Beautiful in its simplicity.

NAGS Society Forms and Charts

No special forms are required for gaming in ***Terra Incognita***. However, we have gathered some ***Fudge***-related charts and created record-keeping forms for Nag Tech gadgets and Nag characters for your use.

See the NAGS Society website (www.nagssociety.com) for downloadable versions of these and other forms and charts.

Mathematics of Fudge Dice

The odds of rolling a given result with Fudge dice depend on how many you roll. The odds for 1dF to 6dF are given below.

	1dF:		2dF:		3dF:	
	Exact:	*Cume:*	*Exact:*	*Cume:*	*Exact:*	*Cume:*
+3	—	—	—	—	3.7%	3.7%
+2	—	—	11.1%	11.1%	11.1%	14.8%
+1	33.3%	33.3%	22.2%	33.3%	22.2%	37.0%
0	33.3%	66.7%	33.3%	66.7%	25.9%	63.0%
−1	33.3%	100.0%	22.2%	88.9%	22.2%	85.2%
−2	—	—	11.1%	100.0%	11.1%	96.3%
−3	—	—	—	—	3.7%	100.0%

	4dF:		5dF:		6dF:	
	Exact:	*Cume:*	*Exact:*	*Cume:*	*Exact:*	*Cume:*
−3	—	—	—	—	3.7%	100.0%
+6	—	—	—	—	0.1%	0.1%
+5	—	—	0.4%	0.4%	0.8%	1.0%
+4	1.2%	1.2%	2.1%	2.5%	2.9%	3.8%
+3	4.9%	6.2%	6.2%	8.6%	6.9%	10.7%
+2	12.3%	18.5%	12.3%	21.0%	12.3%	23.0%
+1	19.8%	38.3%	18.5%	39.5%	17.3%	40.3%
0	23.5%	61.7%	21.0%	60.5%	19.3%	59.7%
−1	19.8%	81.5%	18.5%	79.0%	17.3%	77.0%
−2	12.3%	93.8%	12.3%	91.4%	12.3%	89.3%
−3	4.9%	98.8%	6.2%	97.5%	6.9%	96.2%
−4	1.2%	100.0%	2.1%	99.6%	2.9%	99.0%
−5	—	—	0.4%	100.0%	0.8%	99.9%
−6	—	—	—	—	0.1%	100.0%

Sample Damage Factors

We provided sample Damage Factors for you (pages 47-48) covering both Offensive (weapons, &c.) and Defensive (armor, &c.) factors. Here, we offer more general guidelines for game masters to determine Damage Factors for equipment and creatures not covered previously. See also the complete ***Fudge*** rules.

Add all applicable Offensive Factors to determine the Offensive Damage Factor; add all applicable Defensive Factors to determine the Defensive Damage Factor.

Offensive factors:

For Character's Strength (muscle-powered weapons only):
Trait modifier (+3 for Superb, −1 for Mediocre, etc.)

For Attacker's Scale: Plus the attacker's Scale
(see *A Monster Trait: Scale*, page 131).

For Weapon's Strength (Guns, Crossbows, Beam weapons, etc.):
+/− Strength of weapon
(when in doubt, just fudge this!)

For Muscle-Powered Weapon:
−1 for no weapon, not using a Martial Art skill.
+0 Martial Art skill, or for small weapons
+1 for medium-weight one-handed weapons
+2 for large one-handed weapons
+3 for most two-handed weapons
+1 for sharpness

Defensive factors:

For Vigor Attribute:
Trait modifier
(+2 for Great, −2 for Poor, etc.)

For Armor:
+1 for light, pliable non-metal armor.
+2 for heavy, rigid non-metal armor
+2 for light metal armor.
+3 for medium metal armor.
+4 for heavy metal armor.
+5 or more for science fiction advanced armor.
For shields, see page 78.

For Defender's Scale: Plus the defender's Scale
(see *A Monster Trait: Scale*, page 131).
(If the defender has a gift of Tough Hide or similar, it should also be figured in.)

Standard Glitch Table

Situational Roll	Operational Roll: Poor	Terrible	Below Terrible
−4	Limited Success	Temp. Failure	Explodes
−3	Limited Success	Unexpected	Permanent Failure
−2	No Glitch	Unexpected	Temporary Failure
−1	No Glitch	Partial Failure	Unexpected
0	No Glitch	Partial Failure	Unexpected
+1	No Glitch	Partial Failure	Unexpected
+2	No Glitch	Unexpected	Functions 1d6 times
+3	Limited Success	Unexpected	Continuous Function
+4	Limited Success	Sparks, beeps, &c.	Transmogrifies

TERRA INCOGNITA

NAGS Society Character Record

Name
AOS
DOB Age Sex
Player

Attributes

Perception
Reasoning
Resolve
Strength
Dexterity
Vigor

Gifts and Faults

Fudge Levels

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Portrait

Skills

NagOps of Note

Fudge Points

Wounds

1-2 Scratch	3-4 Hurt	5-6 Very Hurt	7-8 Incapacitated	9+ Near Death
❒❒❒	❒	❒	❒	❒

Combat Factors

Offensive DF's
Defensive DF's

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NagTech Items

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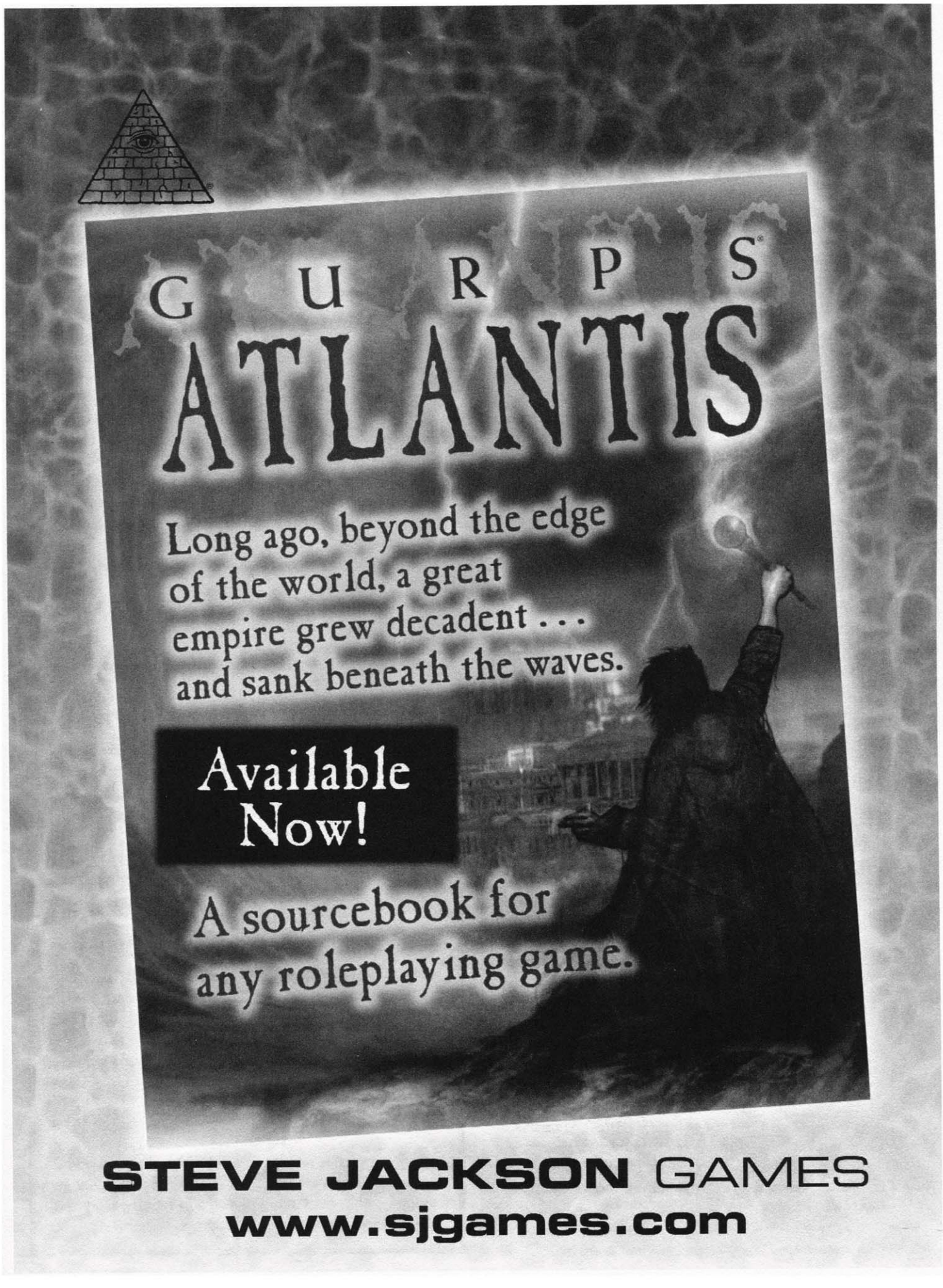
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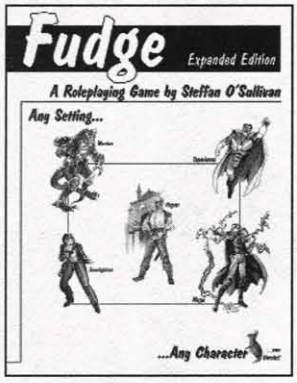
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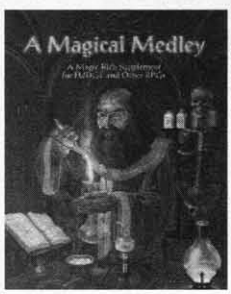


Fudge dice are six-sided dice with two "plus" sides, two "minus" sides, and two blank sides, for use with ***Fudge*** and other games. Rolling four Fudge dice returns results from −4 to +4 ("sub-Terrible" to "trans-Superb" in ***Fudge*** terms).

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