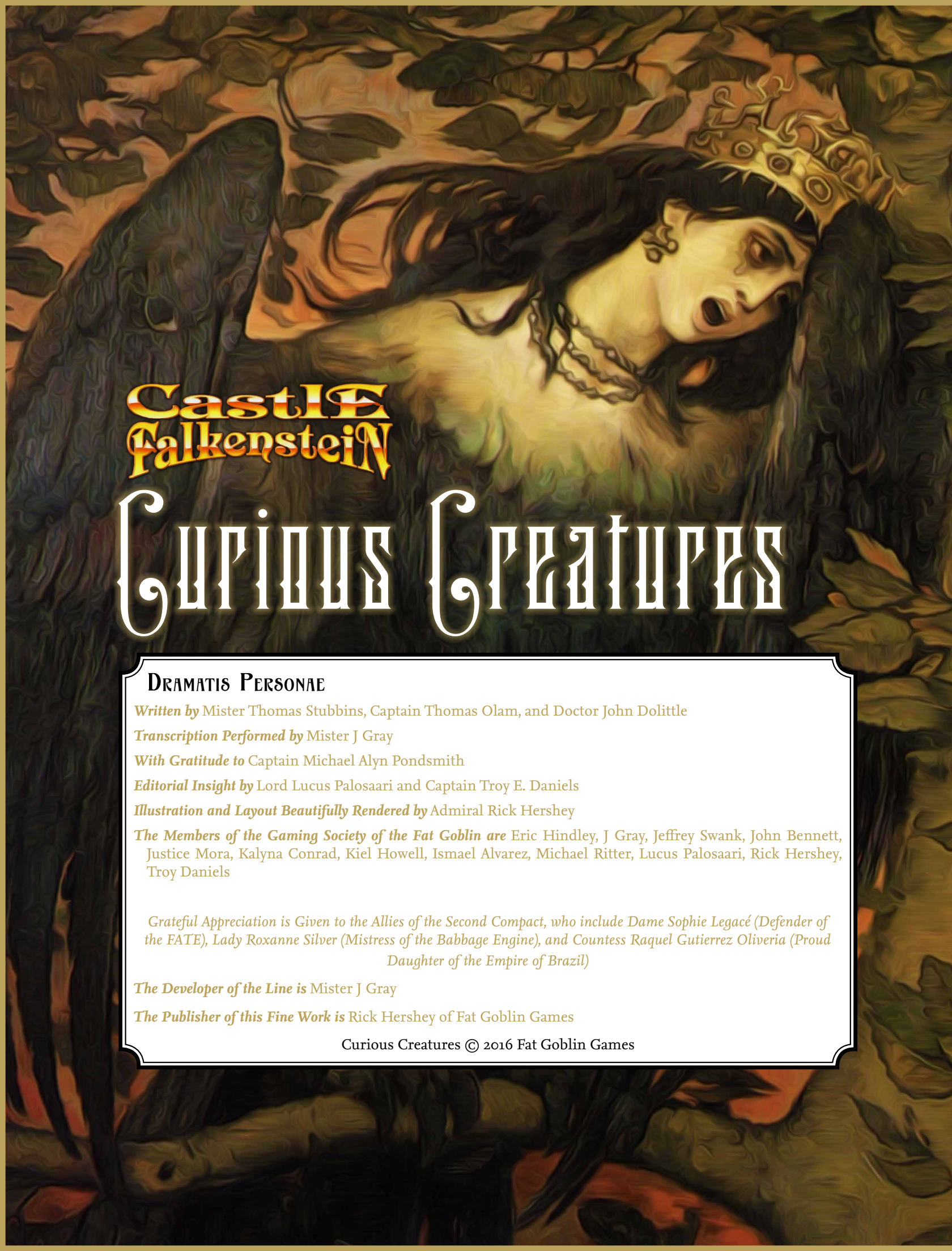


Castle
Falkenstein

Curious Creatures



A Compendium of Creatures, Big and
Small, for Castle Falkenstein!



**Castle
Falkenstein**

Curious Creatures

DRAMATIS PERSONAE

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Dedicated to Those Who Made this Possible, Mister Maximum Mike and Lady Lisa Pondsmith

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Contents

<i>The Man Who Speaks to Animals</i>	6	Beast Folk as Dramatic and Host Characters.....	41
Creatures in the Great Game.....	9	<i>Primeval Visitations</i>	42
A Change in the Rules.....	9	Dinosaurs.....	44
Damage.....	10	Finding Dinosaurs.....	44
Creature Size Chart.....	10	Dicynodon.....	45
Health.....	11	Chthyosaurus.....	45
Strength.....	11	Iguanodon.....	45
Abilities and Creatures.....	12	Megalosaurus.....	45
New Abilities.....	13	Pterodactylus.....	46
Creature Speeds.....	13	Tom's Guide To The Bestiary.....	47
Rapid Creature Creation.....	16		
Poisons from Other Sources.....	16	The Bestiary	48
Dramatic Characters and Pets.....	17	Amphisbaena.....	50
<i>The Countess and the Cat</i>	18	Basilisk/Cockatrice.....	52
Intelligent Animals in The Great Game.....	20	Caladrius.....	54
Intelligent Animals as Host Characters.....	21	Catoblepas.....	56
<i>Une Ourse Dans les Bois Français</i>	22	Echinus.....	58
Creatures and Magick.....	24	Faerie Mounts.....	60
Giant Animals.....	24	Griffin.....	62
<i>Beth-Ann the Giant Bear</i>	24	Winged Horse.....	62
Familiars.....	25	Faerie Plants (Bernace And Borametz).....	63
Creating a Familiar.....	26	Barnacle Goose.....	64
The Advantages.....	26	Vegetable Lamb.....	64
The Disadvantages.....	26	Gulon.....	66
New Lore Book.....	27	Hippocamp.....	68
<i>The Sphinx and the Unicorn</i>	28	Hydra.....	70
Sphinxes in The Great Game.....	30	Jabberwock.....	72
Akis the Triple Claw.....	30	Jaculus.....	76
Balhib.....	30	Kraken.....	78
Herr Muta.....	30	Manticora.....	81
Luft.....	31	Mi'raj.....	84
Unicorns in The Great Game.....	31	Monocerus.....	86
True Unicorns as Dramatic Characters.....	31	Phoenix.....	88
<i>Queen of the Jungle</i>	33	Pushmi-Pullyu.....	90
Kingdom of Kongo.....	35	Questing Beast.....	92
<i>Dinner with the Doctor</i>	36	Rainbow Hound.....	95
Wild Children.....	38	Roc.....	97
Wild Children Through Modern Eyes.....	39	Salamander.....	98
Beast Folk in The Great Game.....	40	Sapo Fuerzo.....	100

Sea Serpent.....	102
Sphinx.....	104
Tove.....	107
Unicorn, False.....	109
Unicorn, True.....	111
Whispering Gargoyle.....	114
White Whale.....	116
Wyvern.....	118
Yale.....	120
Ziphius.....	122

Common Animals.....124

Bat.....	125
Bear.....	125
Bird, Song.....	125
Bird of Prey, Large.....	125
Bird of Prey, Small.....	125
Bull.....	125
Camel.....	125
Cat, House.....	126
Cat, Wild, Big.....	126
Cat, Wild, Small.....	126
Crocodile.....	127
Dog, Guard.....	127
Dog, Hunting.....	127
Dog, Lap.....	127
Dolphin.....	127
Elephant.....	127
Horse, Draft.....	127
Horse, Race.....	127
Horse, Riding.....	128
Horse, War.....	128
Kangaroo.....	128
Llama.....	128
Primate, Large.....	128
Primate, Medium.....	128
Primate, Small.....	128
Rat.....	128
Shark, Maneater.....	129
Skunk.....	129
Snake, Constrictor, Big.....	129
Snake, Constrictor, Small.....	130
Snake, Venomous.....	130

Whale.....	130
Wolf.....	130

Characters.....132

Host Characters.....	133
James “Grizzly” Adams.....	133
Black Beauty.....	133
Eliza Carpenter.....	133
Frances Power Cobbe.....	133
Amalie Dietrich.....	134
Doctor John Dolittle.....	134
Fantomah.....	134
Olga Fedchenko.....	134
Carl Hagenbeck.....	135
Benjamin Waterhouse Hawkins.....	135
Doctor Henry Jekyll/Mister Edward Hyde.....	135
M, the Hidden Paw.....	136
Mowgli Manchild.....	136
Gregor Johann Mendel.....	136
Maria Gugelberg von Moss.....	136
John Muir.....	137
Rikki-Tikki-Tavi.....	137
Clémence Royer.....	137
Thomas Stubbins.....	137
Toomai of the Elephants.....	137
Madame Pauline de Vere.....	138
Jeanne Villepreux-Power.....	138
White Fell.....	138

New Dramatic Characters.....139

Beast Folk.....	139
Big Game Hunter.....	139
Falconer.....	140
Jockey.....	140
Lion Tamer.....	140
Natural Historian.....	141
Outdoorsman.....	142
Paleontologist.....	142
True Unicorn.....	143
Wild Child.....	143

Bibliography.....144

Dear Countess de Desirée,

Marianne, as you requested I am writing this letter to relate to you the full details of my adventure to recover the bestiary of my mentor, Doctor John Dolittle, which was stolen from my home in Puddleby-on-the-Marsh, located in the West Country of England some weeks ago. You, of course, already know some of the details, as I spoke of them when we met and you battled sinister forces in Exeter on my behalf. Since then I have traveled the width of your native France, briefly visited Bavaria, journeyed by air to São Salvador in the Kingdom of Kongo, ventured into the rainforests of the Congo, and returned home once more.

Also as you requested on behalf of Captain Olam, I am including with this letter Doctor Dolittle's bestiary. Indeed, having read the manuscript in full I am sending to you not a copy but the original. I believe I understand now why the Doctor never published this, his final work. As the far corners of the world are made closer by aëroship and steamer and rail, the knowledge contained in these pages might make it easier for hunters to extinguish the life of too many of these unique creatures. As for the Sphinx and the True Unicorn, both detailed within, I fear the repercussions should the world discover what Doctor Dolittle revealed in this work. I leave it to those wiser than myself to determine what should be done with this book and so donate it in full to your Second Compact to do with as you will.

The Man Who Speaks to Animals

My adventure began on an unassuming morning in early spring. I had risen early and had intended to walk through the gardens and check on the condition of the duck pond when I noticed a mess had been made of the study. Mind you, this by itself wasn't unusual. The Doctor's estate hosts hundreds of animals representing many species and they have more or less free run of the house. Usually they are respectful but occasionally play or quarrels leave furniture turned over and papers scattered every which way. No, this mess would not have been unusual if it hadn't been for the opened drawers. The animals, you see, rarely open drawers.

I immediately changed my plans and took inventory of the situation. It seemed to me as if

someone had rifled through the study drawers searching for something. After an hour's work I determined nothing was missing except a single manuscript. Specifically, a volume Doctor Dolittle had been working on shortly before he wandered out into the world for the final time. This manuscript had been his attempt to modernize the medieval bestiaries of old and detailed some of the more curious creatures inhabiting our Earth based on his vast knowledge and observations gained from decades of study and adventure. The book was in rough form, had never been published, and it struck me as odd that anyone should want it at all but it had been a project by my dear mentor, and I vowed to retrieve it no matter the cost!

First, I had to determine how the crime occurred. As I mentioned before, the estate is home to hundreds of animals, many of whom are nocturnal in nature, and they make an effective deterrent to theft. Burglars have tried to steal from us in the past but had never made it past the sentries who guarded the estate. Usually the sight of a mountain lion or wolf was enough to send them scampering for the hills. So, how did this thief enter the house, find the manuscript, and make good an escape? I decided to consult with Wed.

Wed, whom you've met, is a Kerry Blue Terrier left in my care as a pup. As she grew she proved to be a poor ratter but developed the nose of a bloodhound and I trusted in this skill to help me track down the culprit. Wed went to work immediately, her little legs carrying her back and forth across the study as her nose quivered and sniffed at everything. She caught a scent in minutes and sounded her joy at beginning a hunt.

"Cat, boss!" she barked. I understood, of course, for like my mentor I have learned the languages of the animals and, I think, earned their trust as a friend and ally.

I found the idea of a cat being the thief an odd one but it would explain how the burglar was able to sneak past the animals which guarded the property. Even the most alert of creatures has trouble noticing a cat in stealth.

I ordered Wed to continue the hunt and followed her as she snuffled and chuffed her way out of the house and down the garden path. More than once she lost the scent, only to run around in maddening circles until she found it once again. We walked away from the estate and into the village proper, down streets and through alleys until at last we reached the railway station where Wed promptly lost the trail.

I consulted with the stationmaster, an older gentleman whom I had, earlier in the year, helped with problems concerning hens which refused to lay eggs. Trains passing through Puddleby-on-Marsh at

Hello Mike!

It turns out Doctor Dolittle was a real guy over here, though no one's seen him for years. Marianne ran into his apprentice/heir, an adult Tommy Stubbins, while on assignment in England and made friends. He sent her this letter along with a copy of Dolittle's last, unpublished book: a take on the old medieval bestiaries offering his thoughts on some of the interesting and unusual creatures in the world.

Of course, I couldn't resist transplanting his work into *The Great Game*. While I was at it, I read through Tommy's letter to Marianne looking for more inspiration. She teased me, suggesting I was looking for "hidden declarations of undying devotion" but I get the feeling she's not really his type. Besides, Marianne acquires notes from admirers the way geeks back home collect pop culture trivia. If I got angry every time someone professed their love to her I'd never be happy again!

Anyway, what I meant to be a few days idle work converting Dolittle's notes to mechanics for *The Great Game* turned into a few weeks labor. I had to write new rules, and clarify old ones, to govern animals and creatures, not to mention the intelligent animals, Unicorns, Sphinxes, wild children, dinosaurs, and beast folk Tommy encountered during his adventure! The end result was the book you hold in your hands. You get the uncensored version. Over here, I had to cut a lot of material out. Tommy Stubbins was right. Some of the details would give a legion of "great white hunters" an open path to mass extinction of some unique and beautiful creatures. Not to mention upset the unicorns, who prefer to keep their existence secret, and who knows what revealing the truth about the Sphinxes to the world might do for human/Faerie relations! Better to keep those details on your side of the Faerie Veil.

I hope everyone over there is well.

Tom Olam

Two decades ago Tom Olam was spellnapped by a sorcerer and a Faerie King. He traveled through time and space to an alternate, Victorian world where fact, fiction, and fantasy co-existed. A gamer at heart, Tom turned his adventures in this new world into a roleplaying game which he arranged to have delivered to an old friend back home by "Faerie Express". The legendary Mike Pondsmith and his company, R. Talsorian, published Tom's game in our world as *Castle Falkenstein*. Seven books, including the core rules, were published before the line went silent for a time. The thing is, though, not everything Tom Olam sent to our world was published. Plenty of material was carefully stored away, awaiting transcription. Fat Goblin Games was happy to volunteer for the job and this book, *Curious Creatures*, represents but a taste of things to come. Thank you for joining us.

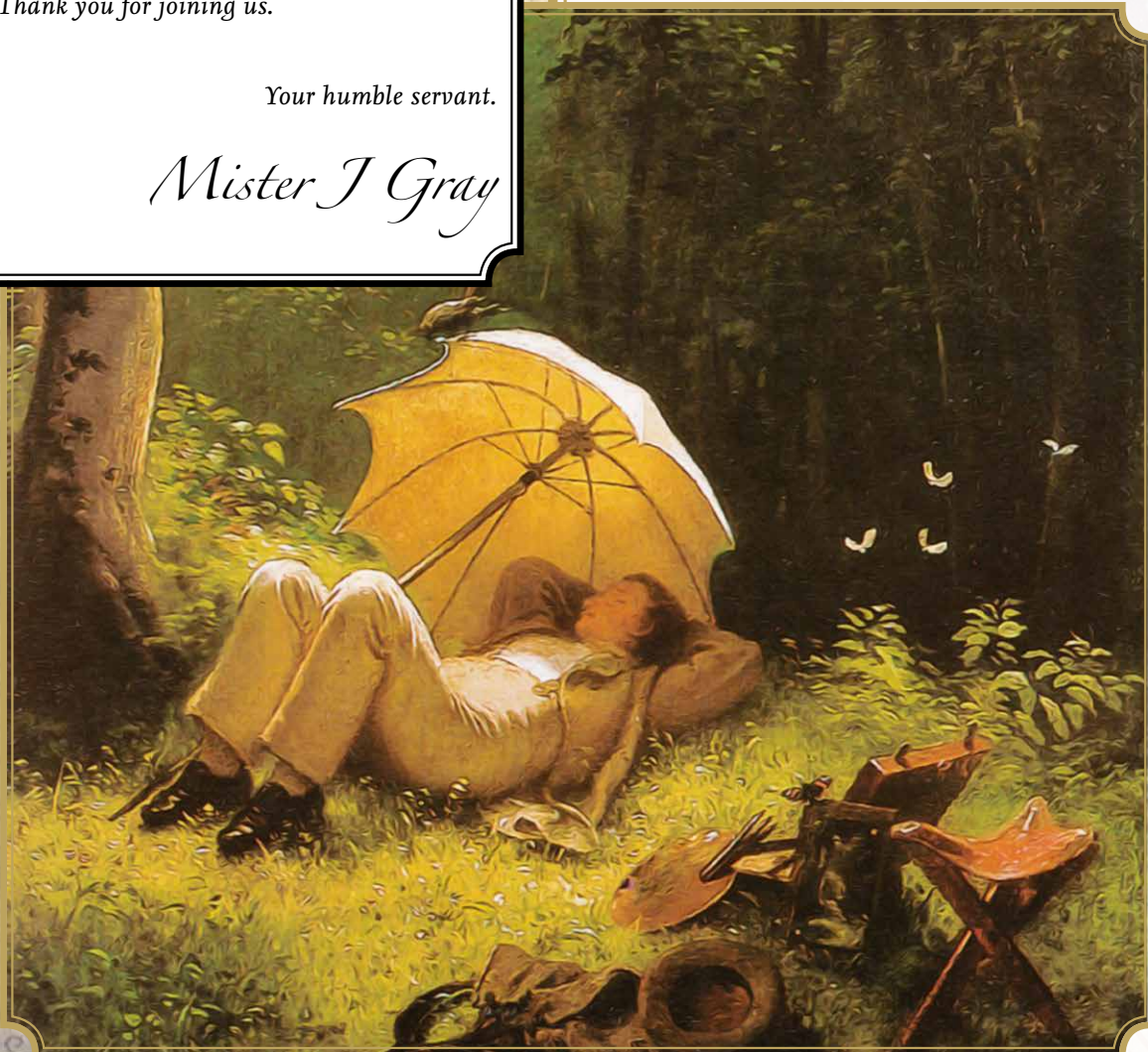
Your humble servant.

Mister J Gray

night are not particularly common and, based on his schedules, we were able to determine the thief had most likely boarded one bound for the city of Exeter.

I hesitated for a brief moment. I had not left the area about Puddleby-on-Marsh since Doctor Dolittle had vanished. Adventures, I had told myself in recent years, were a thing of my youth and I had a responsibility to care for the animals and keep the estate. Yet, was I not also responsible for retrieving the Doctor's stolen property? I was, I decided, and steeled my resolve. I purchased tickets and, after ensuring a neighbor girl with a knack for working with animals would look after the estate, boarded a train with Wed, to travel to Exeter.

Unfortunately, the thief had allies and they awaited us there.



Creatures in the Great Game

Including creatures in a game of *Castle Falkenstein* starts with defining just what a creature actually is. In this book, I'm using the term to refer to living beings who aren't human, Faerie, Dwarf, or Dragon. That includes Faerie Pets, mythological critters, and plain old animals. Hosts can also use the rules presented in this book to create animated dead and revenants (as introduced in *Book of Sigils*) or legendary figures and spirits (as introduced in *Six-Guns and Sorcery*) but should keep in mind their unique quirks and rules.

TYPE

To start out with, it helps to know what type of creature you're dealing with. I'm not talking about scientific classification here, though. Generally, creatures in *Castle Falkenstein* fit into one of three broad categories.

A CHANGE IN THE RULES

Observant readers might notice I've smoothed out some inconsistencies and made a few changes from the original rulebook when it comes to creatures. I'm using the more inclusive term "creature", for example, instead of "animal". In previous books I wrote, "Does damage as a Small animal." but now write "Does damage as a Small creature". In such cases, the two words are more or less interchangeable. In addition, an error in printing in the original rulebook saw two different sets of terms for creature sizes, one under the Hand to Hand Weapons & Attacks chart and one under the Animal Health chart. I've smoothed this out in this book. Hosts are free to use whichever terms they want but I'd suggest viewing the rules in this book as authoritative.

Native creatures are the ones that evolved here naturally without benefit of any sort of Faerie or Magickal intervention. This includes most animals as well as some more unusual critters you don't have on your Earth like the monocerus and True Unicorns.

Meanwhile, **Faerie Pets** used to be normal animals but some Faerie or another has used Glamour and other methods (their form of genetic engineering, I guess) to alter them in some way. Most of the time, Faerie Pets resemble creatures of myth and legend like hydras or manticores but occasionally you get something really freaky out of the deal like Moby Dick. I kid you not.

Finally, you've got things from **beyond the Faerie veil**. These creatures were either imported from other worlds by Faeries or the occasional sorcerer, or otherwise found a way to immigrate here all on their own. A lot of really strange things, including the Jabberwock and the questing beast, fit into this category.

SIZE

Creatures come in different sizes. On one end of the spectrum you've got bugs and on the other end there are whales, kraken, and big old dinosaurs. A creature's size not only tells everyone how big or small it is, it helps set the baseline for a few different traits such as how much damage one can dish out, how much damage one can take, and how strong one is. In *Castle Falkenstein*, there are six size categories for creatures ranging from Tiny right up to Gigantic. Most creatures are grouped into a category by weight instead of by what size box they'd fit in. A giraffe can be twice as tall as an elephant, for example, but it doesn't weigh nearly as much. Still, use common sense when you hit grey areas.

CREATURE SIZE CHART

Size	Weight	Range Examples
Tiny	Less than 1 pound	Frogs, insects, mice, newts, songbirds
Small	Up to a 100 pounds	Birds of prey, house cats, small to medium dogs, human children
Medium	Up to 300 pounds	Large dogs, humans, wolves, pumas
Large	Up to 2,500 pounds	Bears, bulls, horses, giraffe, lions
Huge	Up to 15,000 pounds	Elephants, killer whales, hippopotami, rhinoceroses
Gigantic	More than 15,000 pounds	Blue whale, tyrannosaurus rex

A human man can weigh more than three hundred pounds but should probably still be classified as Medium while some bears hover in the mid two hundreds but I'd still tag them as Large.

DAMAGE

Size can be a pretty good indicator of how much damage a creature can do during a fight. I don't know about you, but I'd rather be bitten by a mouse than mauled by a lion or stomped on by an elephant! If you need a quick reference for how many Wounds an attack by a creature can inflict, consult the following chart. I've included both original style damage as

defined in the main rulebook and Harm Ranks as introduced in *Comme Il Faut*.

Creature Damage Chart

Size	Wounds (Partial)	Wounds (Full)	Wounds (High)	Harm Rank
Tiny	None	None	1	A
Small	None	1	2	A
Medium	1	2	3	A
Large	4	5	6	D
Huge	7	8	9	E
Gigantic	8	9	10	F



Not every creature attack does damage based on its size. Some are more deadly and inflict Wounds as if a larger creature. Some are less deadly and inflict Wounds as a smaller creature. Some have multiple attack options that cover a range of damage levels. Still, if you need a quick and dirty guide to what sort of trouble a creature of a particular size can do, this chart's perfect.

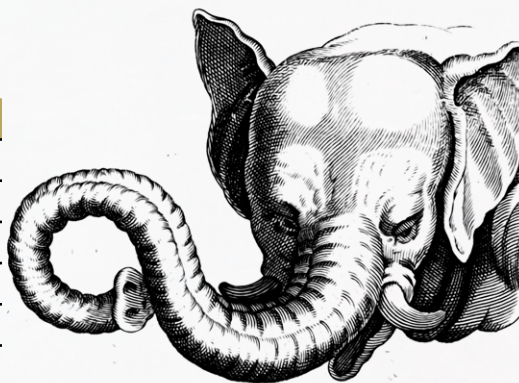
By the way, the highest Health value most humans can have is 10 points. That means a really good hit by a Gigantic creature (like a whale) will take pretty much any Dramatic Character but maybe a Dragon out of the fight. The average human has a Health of 5 points. A Full Success on a strike by a Large creature will knock them unconscious if not kill them. There's a good reason not to go wrestling with lions, and tigers, and bears (oh my)!

HEALTH

Size also helps determine how much damage a creature can take. Again, consider this more a guideline than a hard and fast rule. Some creatures are tough for their size and will have more Health than indicated on the chart below. Others are frail despite their size and will have less. Size should always provide a starting point, though. Never use Courage and Physique to determine a creature's Health unless it is a Dramatic Character (more on that later).

Creature Health Chart

Size	Health Points
Tiny	1
Small	5
Medium	10
Large	20
Huge	30
Gigantic	40



STRENGTH

Last but not least, we come to strength. Unless otherwise noted, a creature's strength is always based on size and not its Physique Ability. If you think about it, that makes sense. No matter how fit a mouse might be, it will never be able to lift as much as even the weakest human, and no human short of Hercules (who was probably a Faerie Lord) can hope to match the sheer might of an elephant.

Creature Strength Chart

Size	Example Feat of Strength
Tiny	Lift up to 1 ounce, tear paper
Small	Lift up to 150 pounds, break wood
Medium	Lift up to 800 pounds, bend steel bars
Large	Lift up to 2,000 pounds, break steel bars
Huge	Lift up to 20,000 pounds, bend thick steel plating
Gigantic	Unknown upper limit, break thick steel plating



The values listed above for lifting capacity, by the way, are something akin to the maximum possible and the sort of thing that should only be done for short periods of time because they can seriously damage a body. If you try to put more than a few hundred pounds on the back of your horse before riding, don't say I didn't warn you.

ABILITIES AND CREATURES

The following Abilities are of particular interest when defining creatures. Any special rules needed when applying one of these Abilities to a creature instead of to a human Dramatic Character are also noted.

Athletics [♣]

Much as it does for Dramatic Characters, the Athletics Ability helps define a creature's prowess when it comes to physical activities. Creatures also use Athletics in place of Fisticuffs, Fencing, or Marksmanship when engaging in combat since most rely more on instinct than training in a fight.

Comeliness [♥]

Creatures are often described in terms involving their physical appearance. A majestic, well-groomed horse in its prime, for example, is more likely to be fawned over than a broken down old nag and a bright, beautiful songbird is often more fondly thought of than a bedraggled chicken. Comeliness measures how cute, compelling, or beautiful a creature is.

Courage [♥]

Much like humans, creatures can be courageous or cowardly. A brave dog is more likely to guard its master or pull a child from a burning building. Most creatures default to Average rank in Courage but exceptional members of any breed can perform feats of daring and bravery.

Education [♦]

Just as most humans don't possess the Etherealness Ability, most creatures don't have the reasoning power to qualify for the Education Ability. An exception is made for those creatures who can

think much like humans can. In fact, that's how the game distinguishes reasoning critters from ones who operate entirely on instinct. If a creature has the Education Ability, even at rank Poor, they are capable of reason on a level comparable to thinking beings like humans, Dragons, Dwarves, and Faeries. In other words, they can potentially do their reading, writing, and arithmetic. While creatures with ranks in the Education Ability can usually understand at least one human language, not all of them have the capability of speaking in return.

Perception [♦]

Most animals have what you might call super-senses. They might be able to see farther or into parts of the spectrum we humans can't perceive, hear higher or lower ranges of tones, or distinguish more individual scents from one sniff. Unless one of these super-senses is so extraordinary it borders on the mystical (like a Knocker's ability to find precious metals) it isn't listed in individual write-ups and the Host is trusted to take them into account. Perception doesn't measure how sharp a creature's senses are so much as how well they use those senses and pay attention to clues they can comprehend. In other words, if a human detective and her faithful bloodhound both attempt a Perception Feat to look for clues at a crime scene, the detective with her superior reasoning power will be more likely to notice the torn calling card clutched in the victim's left hand while the bloodhound will be more likely to sniff out the blood trail leading into the alley.

Physique [♣]

As noted above under the section on size, the Physique Ability isn't used to determine raw physical power or Health when applied to creatures. Instead, *Castle Falkenstein* uses Physique to measure how quickly creatures can run, fly, or swim. These speeds are for when a creature is going all out, not an average trotting speed and are generally faster than what most humans are capable of.

CREATURE SPEEDS

Physique Rank	Running/Swimming Speed	Flying Speed
Poor	1 mph (1.5 feet/second)	50 mph (73 feet/second)
Average	10 mph (15 feet/second)	75 mph (109 feet/second)
Good	20 mph (30 feet/second)	100 mph (147 feet/second)
Great	45 mph (66 feet/second)	150 mph (219 feet/second)
Exceptional	60 mph (88 feet/second)	200 mph (293 feet/second)
Extraordinary	75 mph (110 feet/second)	250 mph (367 feet/second)

Stealth [♣]

Many creatures have some talent when it comes to avoiding notice. Predators use it to sneak up on their prey. Prey use it to avoid their predators. For creatures, the Stealth Ability measures not only their skill at moving quietly but also natural defenses such as camouflage. Those with especially effective natural (or maybe even supernatural) defenses will have it mentioned as a special trait.

Most Abilities simply don't apply to creatures. Your average animal doesn't have much need for Connections or Exchequer and is incapable of training as a Physician or in Tinkering. Creatures default to Average when it comes to Athletics, Comeliness, Courage, Perception, Physique, and Stealth if a value isn't specifically given. Creatures have no ranks in all other Abilities (with the exception of Animal Speech, detailed below) unless a value is specifically given.

NEW ABILITIES

Here are five new Abilities. Some are to help people interact with creatures while others are specific to creatures and can't be taken by Dramatic Characters under most circumstances.

Animal Handling [♣]

Consider this Charisma for dealing with creatures. Animals are everywhere in the world of *Castle Falkenstein* and through trial and error people have

learned how to get them to do what they want. After all, someone has to train the dogs and falcons used by the nobility to hunt, care for the lions and elephants entertaining boys and girls of all ages in the circus, and drive the cattle to market. Note, while I'm using the word animal here because "Creature Handling" sounds weird to me, this Ability works on most non-intelligent creatures. Creatures with ranks in the Education Ability should be persuaded using Charisma or Social Graces instead. With Poor Animal Handling you don't get along with animals. Dogs bite you and cats hiss as you approach. Average Animal Handling assumes you can get along with any animal you've established a close bond with, such as your pet dog or cat, and maybe even teach it a few tricks. Good Animal Handling means animals instinctively seem to like you and probably won't attack unless provoked or trained to. Great Animal Handling means you've probably studied the art of training animals and, with time, can teach tricks to just about any creature. Exceptional Animal Handling is reserved for the sort of person animals instinctively flock to, as if you are one of their own. Extraordinary Animal Handling means you have an almost preternatural ability to understand animals. You anticipate their needs and they anticipate your's.

Animal Speech [♥]

Creatures automatically start at Poor

"If I could talk to the animals..." Well, over here some people actually can! Perhaps you were raised by wolves or apes, or maybe you were enchanted by



a Faerie Lady, trapped in the form of a parrot, or it could be you were just born with the knack. Whatever the reason, you can converse as easily with creatures as any two countrymen can speak with each other. This Ability can be used in place of Animal Handling to help train a creature or convince it to perform an action. Creatures automatically default to a rank of Poor with this ability. Dramatic Characters must assign it a rank of at least Good to have it at all. With a Poor Animal Speech you can only talk to one species of animal (such as cats or dogs). For creatures, this is usually members of the same species it is. Average Animal Speech means you can speak to a wide group of related creatures (all canines, including dogs, foxes, and wolves for example). Good Animal Speech allows you to speak to one entire group of creatures (amphibians, arachnids and insects, birds, fish, mammals, molluscs and crustaceans, or reptiles). Great Animal Speech means you can speak to any three of those groups of creatures. With Exceptional Animal Speech you can speak to any five of those groups and with Extraordinary Animal

Speech there isn't a creature on the planet you can't communicate with. Keep in mind, most animals are incapable of reasoning like humans and perceive the world differently. While a Dramatic Character might interpret animal speech as intelligible and coherent, the information an animal can convey is often limited.

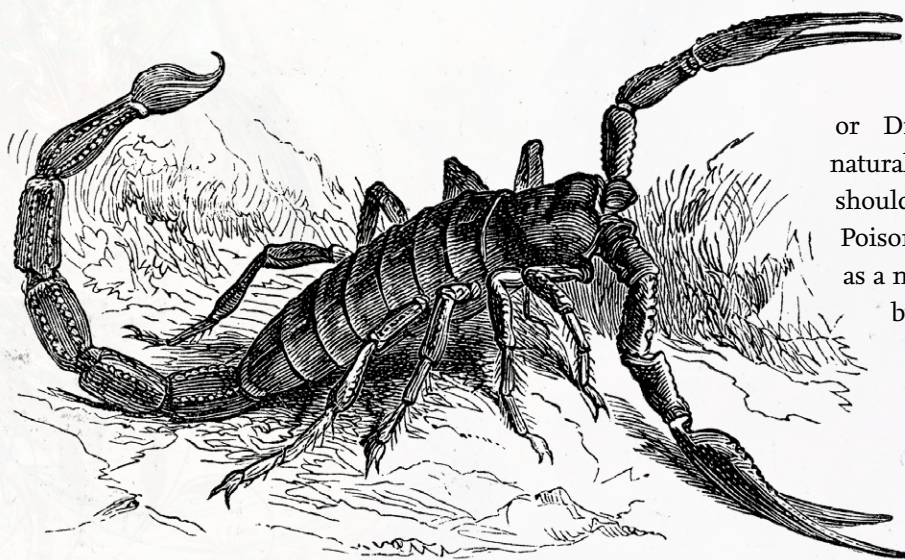
Creature Power [♠]

Creatures only

Much like Faeries, creatures often have traits and powers unique to it. In some cases, these powers make use of a standard ability such as Courage or Physique, but in others a new Ability specifically made to work with the power is included in the creature's write-up. Because these powers are different for each type of creature, there are no examples by rank. Read each creature's write-up for a better example of how their powers work and what a lower or higher rank in Creature Power might mean.

Outdoorsmanship [♦]

While a well educated individual might know the Latin names of flora and fauna or understand the muscular structure of a deer, such knowledge can mean little when lost in the jungle. Outdoorsmanship represents the ability to survive in the wild and covers camping, hunting, tracking, and all the other skills needed to live in the great outdoors without the comforts of civilization. It also covers what one might call “wilderness lore” and can be used in place of Education to determine knowledge of facts about topics such as animal behavior, plant identification and use, or geography. Someone with Poor Outdoorsmanship likely couldn’t survive more than a night or two in the wild without a full staff. An Average Outdoorsmanship represents basic camping knowledge of the sort most soldiers learn. Good Outdoorsmanship means a character is a skilled hunter, fisherman, trapper, hiker, or similar hobbyist. A character with Great Outdoorsmanship could easily make a living from such skills. An Exceptional Outdoorsmanship lives in the wilds as if born to it (and perhaps was!). An Extraordinary Outdoorsmanship knows the wilds like none other and has legitimate claim to the title of Ruler of the Jungle.



Poison [♣]

Snakes. Scorpions. Manticores. There are a lot of nasties out there that can pump toxins into your body to make you sick or dead. Unlike other offensive capabilities, the Poison Ability isn’t used to figure out if an attack hits its target but to determine damage once it does. If a creature or Dramatic Character somehow gets poison into their system a Contested Feat occurs, pitting the poisoner’s Poison Ability against the victim’s Physique Ability. If the victim wins, the poison wasn’t effective. If the poisoner wins, determine how much damage is inflicted by subtracting the victim’s Total from the poisoner’s Total.

The victim Health is reduced by the difference. Every poison is different and has four variables. The first is the strength of the poison. Next, each poison has a delivery method. Examples include ingestion, inhalation, injection, and physical contact. Thirdly, all poisons have an onset time and take effect either immediately or after a delay. Finally, different poisons cause different kinds of damage. Mild poisons which generally make a target sick will cause Constitutional Shock to both males and females. Poisons that cause incapacitation or pain but not death inflict Blows. Potentially deadly poisons cause Wounds. The strength of a poison is determined by a creature’s Poison Ability Rank while delivery method, onset time (including how long that onset time is), and damage type are detailed in a creature’s traits.

It should go without saying, but if a creature or Dramatic Character doesn’t naturally produce poison they shouldn’t have any ranks in the Poison Ability. The use of poison as a method of murder is covered by Tinkering to create it or Stealth to covertly deliver it.

POISONS FROM OTHER SOURCES

The system detailed under the Poison Ability can also be used for toxins delivered by methods other than a creature, from salmonella to iocane powder. Assign your poison an Ability rank from Poor to Extraordinary to determine how strong it is, work out the delivery method and onset time and decide what type of damage it causes. After that, wait for the poison to be swallowed, injected, rubbed into the scalp during a good shampooing or what have you and then call for the Contested Feat. Someone who has been poisoned can be treated with the Physician Ability much like any other form of injury. Treating poison with the help of the right anti-toxin is an Average Feat. Treating poison without such an aid requires a Contested Feat pitting the Physician Ability against the Poison Ability Rank.

its health, and its strengthAssign Ranks to the creature's Athletics and Perception Abilities. Those are the two that matter the most in the majority of situations. Stealth might also be important. The rest can probably wait until later.

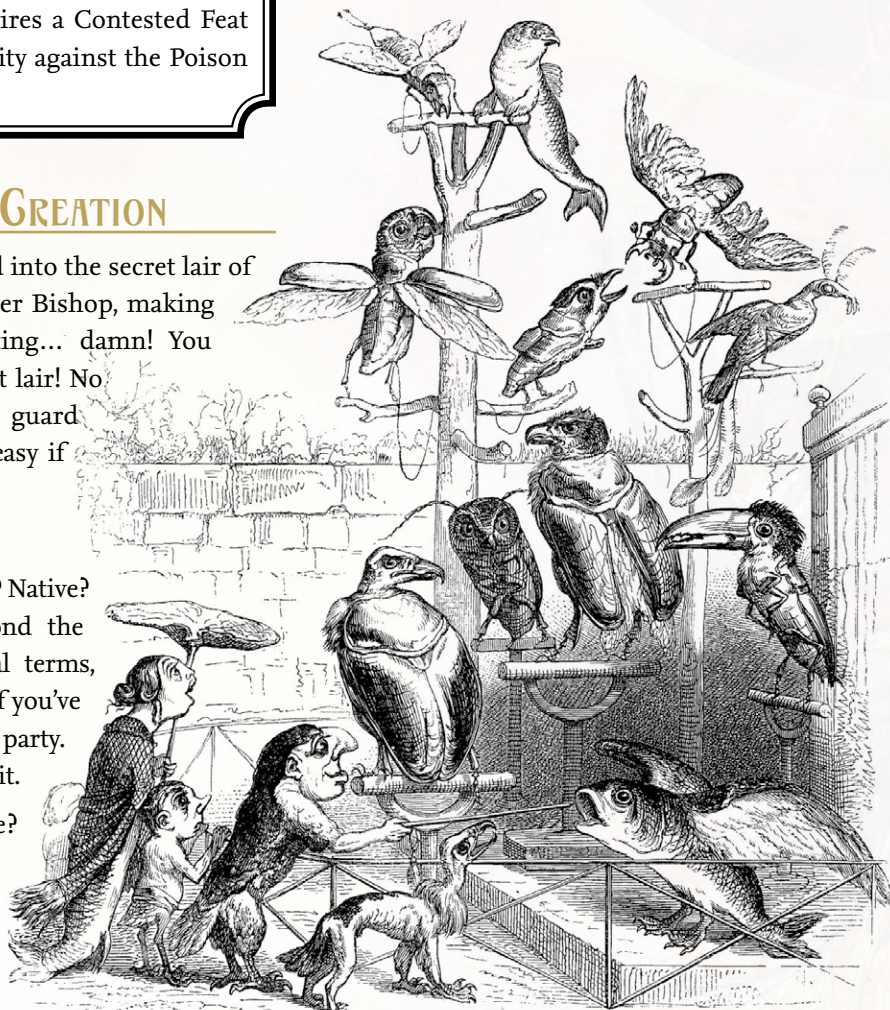
- If you feel the need, borrow a trait or two, such as poison or etherealness, from somewhere else. Assign Ranks as needed.

And you're done! Time for your players to face the nefarious, chemically altered guard hounds of that dastardly rogue, Mister Bishop. Good luck!

RAPID CREATURE CREATION

So, the party has stumbled into the secret lair of the nefarious criminal Mister Bishop, making a lot of noise and attracting... damn! You forgot to populate the secret lair! No problem! Whipping up a guard creature can be quick and easy if you follow these steps.

- What type of creature is it? Native? Faerie Pet? From Beyond the Faerie Veil? In practical terms, this really only matters if you've got spellcasters in the party. Otherwise, you can skip it.
- What size is the creature? Once you have size you can use the charts on pages 10 and 11 to determine how much damage it does,



DRAMATIC CHARACTERS AND PETS

Pets are a staple of gaming. Call them companions, familiars, mounts, or fuzzy sidekicks, they have been there since the beginning, supported by the rules or not. Over here in New Europa things aren't much different. Horses are used for everything and practically everyone owns a dog or a cat. Nobles love their hunting birds and I've mistaken a wyvern for a jeweled necklace more than once when meeting a Daoine Sidhe. Eventually, one of your players will want to bring a pet along on an adventure. Should you let them? I say, sure, why not! There are a few things to keep in mind, though. Taking a pet into an adventuring situation is different from taking them for a walk down the street. Not every horse has been trained to ride into battle. Dogs bark at danger, ruining attempts at stealth. And cats? Never around when you need them. Feel free to require Animal Handling Feats to calm down skittish critters or to order them to perform dangerous actions.

Also keep in mind New Europa's a world of social intrigue as well as daring do. A pet bear or lion will probably get you in trouble with the local constabulary and your horse or hunting dog won't be allowed into the Club or the dowager contessa's grand ball unless you have some serious social mojo. Not to mention the Victorian era isn't the most enlightened of times when it comes to animals. The Royal Society for the Prevention of Cruelty to Animals, founded in 1824, has made some inroads into improving laws and social conscious, but horses still get worked near to death and sold to glue factories, zoos are often more about spectacle than comfort for the animals, and I'd be wary of what's in your meat pie in some parts of London.

As Host, you have final say when it comes to animal companions. If you think one won't disrupt the game, retool the campaign to allow for a pet's presence and enjoy. If it becomes too much of a bother to keep track of, explain the situation to your players and send the pets off to retirement. Don't be afraid to say no, especially if one of your players wants a truly exotic pet such as a wyvern or a gryphon. In my own games, I use the following optional rule.

Having a pet is, essentially, an extra Ability and must be paid for accordingly during character creation. I rank potential companion creatures as Good, Great, Exceptional, or Extraordinary, depending on the impact they might have in the game. A pet's owner is required to take a number of additional Poor Abilities to pay for their pet, just as they would for a more innate Ability. Pets ranked as Good don't need to be balanced out unless they come in groups. In such a case, I'd rate every two Good pets as Great. Gaining a pet after the campaign begins works similarly to mastering new Abilities by using their journal to note how they're bonding with a potential pet. Over in the bestiary portion of this book you'll find my recommendations for how each creature rates in my commentary.



The Countess and the Cat

I recall stepping off the train and onto the platform in Exeter and I recall Wed's frantic barks of warning and then nothing at all until I awoke, sitting on the floor in a damp basement, bound securely by ropes back to back with someone else. You, as it turned out, Your Grace. We introduced ourselves, you as simply Marianne and myself as Tommy Stubbins. You seemed amused by that and remarked upon how men named Tom always seemed to lead you into trouble. After further discussion we resolved to trust each other and work together to escape.

Unfortunately, the ropes were tied most securely and we had no tools at our disposal with which to cut them.

"If we do not find a way to escape," you said as you strained to free yourself, "it is *la fin*. The end for us."

I agreed and looked about desperately for a blade or even a loose nail with which we might free ourselves. What I found, instead, was a hole in the far corner of the basement wall carved in a most curious, spiraling pattern. I felt a smile rise upon my lips.

"No need to worry, *mademoiselle*," I recall saying to you, "We have a friend here who will help."

You expressed surprise at the statement and even more surprise as I chittered and chuffed loudly in the direction of the hole. I know people are often startled to hear me talk in one of the languages of the animals and I am sure you thought, if only for a moment, you were bound to a madman.

It took several minutes before the creature, which looked rather like a badger except for the long, corkscrew horn growing from its snout, peeked out of the hole. It looked about to ensure it was safe and promptly scrambled across the floor to our position.

"Hold still," I cautioned you, "A tove's corkscrew is quite capable of slicing into flesh and bone."

The tove, for that was what the creature was, used its sharp horn to break our bonds. We were free! You seemed bemused as I introduced the tove to you and thanked it for our rescue. I admit, I blushed as it replied it was happy to do so for such a friend of the animals as I before it returned to its hole.

"Toves can burrow through anything and sometimes break through into basements looking for food." I explained. I was about to go on about their physiology and behaviors, a nervous habit of mine when in new company, when you silenced me.

I watched as you worked loose a leg from an old chair tucked against the wall and crept up the stairs. I heard, rather than saw, the scuffle as you surprised someone and brained him with your improvised club.

"Only one guard," you explained after I, too, had walked up the stairs. You were already at work searching his person for clues. You confiscated a short, weighted club and what looked to me to be a cheaply made derringer and secured them somewhere upon your person. You also found a key and a note, tucked away inside his jacket pocket.

Charlie, guard the prisoners. Do not let them escape. Bungle this assignment up and your next posting will be at the bottom of the canal. - M

"Moriarty!" you growled the name with distaste even as I shouted out a different name in alarm. My suggestion seemed to puzzle you.

"Who?" you asked.

"M, The Hidden Paw?" I replied, "A master criminal who happens to be an intelligent, talking cat. I've heard of him but never met him. They say he controls an organization of thieves and murderers for hire and can walk through walls."

You scoffed at the notion of an intelligent, criminal feline and suggested, if such a creature existed, it was not an actual animal but a Faerie Animal, perhaps a Caith Sith.

"Mademoiselle," I said, a bit distracted by the yipping I heard from nearby, "You don't think, in all the time they've been among us, the Faerie have only mated with humans do you? Especially the Faerie Animals you just mentioned?"

Your cheeks colored at the idea and you dropped the subject. I followed my ears until I discovered a chest in another room. I cried with joy at what I found inside. Wed leaped out, unharmed, and explained in rapid-fire barks that she had tried to defend me but had been grabbed and muzzled by the "bad men" and stuffed first inside a bag and then inside the chest.

I borrowed the note from you and gave it to Wed to sniff. She agreed it smelled of cat and shot off, once more on the trail. We hurried along after her, following as she meandered from corner to corner until, several blocks later, she came to the door of a rundown, two-story townhouse and barked loudly.

At your insistence, I followed your lead as Wed tracked the scent inside. After all, you had already proven yourself better in a fight than I. The door was unlocked with our guard's key and we climbed the stairs, you with the liberated club in one hand and the firearm in the other and I armed with the chair leg. You turned a knob and shoved open a door Wed pointed to.

"No one is there!" you cried angrily.

The study beyond the door was empty except for the furniture. Wed sniffed around the room, trying to find the scent once more while we searched for clues. The desk lacked a chair but hairs on blotter indicated the presence of a cat at some point in the past. I was just kneeling down to pick up a piece of paper crumbled up in the wastebasket when you placed a hand on my shoulder.

"Do you hear a ticking sound? Like the gears of a clock..." Your eyes widened with alarm and you shoved at me. "Out! Out now!"

I whistled to Wed and ran for the stairs with you just behind. We had just escaped the townhouse when it exploded in a ball of fire and noise, knocking us all to the ground.

"A powerful explosive attached to a clockwork timer. Meant to kill us, no doubt. *Diabolique!*" you explained to me as you helped me to my feet.

Once I was assured Wed was unharmed I uncrumpled the piece of paper I had snatched from the wastebasket before fleeing. It was somewhat singed but I could make out most of the words. It was a list.

- Steal book fr*** ***** of J.D. on beh** of T. of R.
- Ship ***** to Kongo on steamer *****
- Question and ***minate priso**s.

GLOCKWORK SELF-DESTRUCTION MECHANISM

Infernal Weapon

A common device employed by criminal masterminds, governmentspies, and the occasional paranoid reclusive, a clockwork self-destruction mechanism can be installed in any building with a minimum of fuss. First, explosives are installed in the walls of the building at key points. Low-yield explosives are placed near support structures to facilitate the collapse of the building while higher-yield explosives are positioned close to sensitive documents, incriminating evidence, or other items whose destruction must be insured in a moment of crisis. Fuses leading from the explosives are run through the walls to a central clockwork unit which serves as a timer. Most such units require a key be inserted and turned to activate, but some require a combination of levers be flipped or a specific punch card be slotted. Once activated, the timer mechanism runs for a pre-set amount of time and then activates, using a simple internal battery to send an electric pulse down the fuses to the explosives. The building is destroyed in short order.

Cost: 67 days at 6,700c

Size: Small (but diffused, running throughout a Huge structure) (20 Health)

Powered by: A cunning clockwork assembly which activates an electric battery.

Operates With: A key, combination of lever flips, or Babbage Engine punch card.

Range: Immediate.

Affects: The building it is attached to as well as any person or creature located inside.

Damage Level: Terrible

INTELLIGENT ANIMALS IN THE GREAT GAME

Okay, I'll admit it. Finding out Intelligent Animals exist in New Europa floored me. At first, anyway. Then I started to think and it makes a certain amount of sense. After all, animals who thought and even acted like people were as much a staple of Victorian literature as consulting detectives and evil masterminds. So, yes, Moriarty's greatest rival for control of the World Crime League is the cat they call M, the Hidden Paw and Black Beauty's currently retired and resting somewhere in England. Buck the dog might well be in Alaska, leading his own pack and waiting for Jack London to write about him and I wouldn't be surprised if Rikki-Tikki-Tavi's killing cobras as we speak. Sure, I somehow doubt Mister Toad will be taking any wild rides in automobiles but there's a bounty hunter in California who swears his horse Comet is smarter than he is. And he may be right.

So, if Intelligent Animals exist, the question becomes how did they get so smart? The answer lies, as so much in New Europa does, with the Faeries. As I've written before, Faeries sometimes mate with mortals. While this mating usually results in a Faerie child, occasionally the resulting offspring is mortal. Many family lines in New Europa have a wee drop of Faerie blood in them. Not all of those family lines are humans. I'll pause for a moment while that sinks in.

Honestly, once you remember Faeries often masqueraded as Greek and Norse gods, it's a wonder there aren't more Intelligent Animals running around! Those folks had some pretty interesting ideas when it came to making babies. Most animals out there with fae blood mixed in their veins are descended from Faerie Animals like the Arkan Sonney, Black Dogs, and Cait Sith but since every one of the fair folk can shapeshift the genetic possibilities are endless.

Just as most human descendants of Faeries aren't born with the second sight, most mortal animals with Faerie blood are unremarkable members of

their species. Every once and awhile, though, one is born with a human-like capacity for reasoning. Some rare few even gain the ability to speak human languages or a limited mastery of one of their ancestor's powers.

Occasionally, an Intelligent Animal isn't the descendant of a Faerie but the creation of one. For reasons known only to them, Faeries sometimes enjoy using Glamour to warp the brains of animals to bestow intelligence upon them. Auberon tells me Puss-in-Boots started off as a normal cat until a passing Faerie Lady decided such a clever beast deserved a clever mind. Hosts who want to explore the theme of uplifting animals could also make use of Magick or Mad Science to similar effect.

INTELLIGENT ANIMALS AS HOST CHARACTERS

Only Native creatures can be born as an Intelligent Animal. Hosts looking to include them as allies, adversaries, or supporting characters in their campaigns should build and run them just as they would any other creature but with the following differences.

- All Intelligent Animals have the Education Ability to represent their human-like ability to reason. In order to verbally speak a human language, an Intelligent Animal must have an Education Ability of Good or better. Hosts can assign them additional Abilities normally unavailable to creatures such as Connections, Physician, and Social Graces as needed.
- While most do not, some Intelligent Animals descended from Faeries can inherit a single power from their ancestors. This can be Etherealness or one Kindred Power but never Shapeshifting.
- All Intelligent Animals descended from Faeries are vulnerable to Cold Iron (but not Steel or normal Iron) and automatically take two Wounds when touched by it, in addition to any Wounds they suffer due to being struck.

Intelligent Animals make for interesting companions, allies, or even adversaries, especially in fairy tale style campaigns. However, they might seem silly in more serious campaigns and usually lack the connection to society which makes for a good Dramatic Character.



Une Course Dans les Bois Français

I've heard it said a brush with death can create close bonds and, while we hadn't known each other long, I was pleased to share information about myself and my quest to retrieve the manuscript over supper that evening. In return, I was honored to be taken into your confidence as you explained you were on a mission for the Second Compact.

Following your advice, I did not seek direct passage from England to Africa, the likely destination of my mentor's book according to the list we retrieved. I believe you were correct in believing that, if they had been watching the train station for my arrival, they might be watching the shipyards for my departure. Instead, we accompanied you on a coach to Weymouth and, from there, Wed and I boarded a ship heading across the Channel with a letter of introduction written by you in my pocket. My sincerest thanks, Countess Marianne, for taking time from your own mission to help mine.

They caught up with me on the train in France, just past Strasbourg as the sun had begun to set. A man and a woman, quite athletic, and armed with pepperbox pistols approached me and suggested we all disembark at the next stop. I had little choice but to agree and soon we were walking away from human civilization and into a thick section of forest.

My new friends introduced themselves as agent of the Mystic Lodge of the Temple of Ra, a sorcerous order who believed the ancient Magicks of Egypt, when combined with the modern wonders of science and technology, could shape the future. Apparently, my attempt to retrieve Doctor Dolittle's bestiary was considered a threat to their agenda. I apologized and asked them an important question.

"Did you know," I asked as casually as I could, "That the European eagle-owl is one of the largest known species of owl and can have a wingspan of over six feet in length?"

The purpose of my question seemed to confuse them so I enlightened them by crying out for help in the language of the owls. Two European eagle-owls, one male and one female, flew down from the trees and rushed my pepperbox-wielding companions. I called to Wed and together we ran away into the forest. I ignored the shots ringing out behind me, knowing the owls would fly into the safety of the trees and away from danger. Indeed, it wasn't long before I heard the two agents of the Temple of Ra trampling their way through the trees behind me.

I am unsure how long the chase lasted. Occasionally they fired but, running as we were, they were more likely to hit a tree than wound me. I considered myself in decent physical condition but before too long my burning lungs forced me to first slow and then stop. I ordered Wed to continue and seek help, then turned to face my pursuers.

I will spare you the details of their angry but triumphant speeches as they advanced upon me, steadying their weapons for execution. I am proud to say I did not beg but stood up straight and waited for what might come. It was at that exact moment an old man stepped out of the trees.

"It might be best if you stopped," the old man said, as casually as if he had been commenting upon the weather. By his accent, I made him out to be American.

"Or what?" the woman asked, training her pistol on him. "Will you stop us?"

The old man laughed and shook his head.

"Me? No." He pointed his thumb behind him. "Beth-Ann might not like it, though. I'd run, if I were standing in your shoes."

A tremendous roar issued forth from the trees and the ground began to shake. We all turned to watch a bear, the size of an elephant, emerge from the shadows. It roared again. The agents of the Temple of Ra turned and ran for their lives.

My rescuer introduced himself as James Adams. He also took the time to introduce Beth-Ann, who proved to be a gentle and friendly bear despite her size. I appreciated both his rescue and his manners and said so. Mister Adams told me no thanks were necessary since Wed had fetched him from his camp, nearby, which he offered to share with me.

"You wouldn't be the man they call Grizzly Adams, would you?" I asked as we settled ourselves around his fire. Doctor Dolittle had mentioned him in the past and praised his knowledge of American animals.

"Some people call me that," he replied, "I prefer James."

We spent a while that evening talking and comparing our observations on animals and nature. I also spoke with Beth-Ann, and learned she was once an ordinary grizzly bear before a wizard in California had accidentally enlarged her to her present size.

"He meant to cast one spell and ended up casting another." James explained to me when I asked him. "Something or another about the Harmonics going wrong. She's so big now, she can't survive on her own in the wild. Her paws are too big to fish and she'd eat the forest clean out of other food so I'm escorting her to Paris where she'll be given a nice home. A gift from the Emperor of California to the Emperor of France."

He paused, then continued on.

"A fellow I know named John Muir told me once I do Magick when I work with animals. Said I'd discovered, in my own way, what shamans had known for years. How to be part of nature and let the Magick flow through you instead of trying to make the world bend to your will. I don't know about that, but I guess I do have an easier time than most with animals. What about you? You just had a whole conversation with Beth-Ann there. Is that Magick?"

I explained it wasn't. I told him the story of how the Doctor's pet parrot, Polynesia, had taught us both the language of the animals. As I related the story, however, I remembered trying to teach the neighbor girl how to speak to Wed and how she was unable to. So I admit I wonder. Is it Magick? Or was Polynesia more than she appeared and her teachings more than simple lessons?

With both the Doctor and Polynesia gone, I may never know.





BETH-ANN THE GIANT BEAR

A member of the Theosophic Masters of the White Lodge sought to unlock the hidden memories of Mu within the inner soul of all creatures by experimenting with dream Magicks and a captured bear cub named Beth-Ann. The sorcerer was not as careful as he could have been. Harmonics entered the Ritual and, instead of stimulating hidden memories in Beth-Ann, he instead stimulated her physical growth. The day after the ritual, she was as large as a mature male grizzly. The next day, even larger. By the end of the week Beth-Ann had grown as large as an elephant. Confused by her strange size, Beth-Ann broke free from captivity and wandered into the streets of San Francisco. The papers sensationalized it as a rampage but, in truth, she did little but cause some property damage. The incident was ended by the practiced hand of James "Grizzly" Adams with harm to no one, including Beth-Ann. Emperor Norton the First himself came to meet Beth-Ann and adjudicate her fate. In his wisdom, he decided to make a gift of her to Napoléon the Third as a symbol of the friendship between the Bear Flag Empire and the Second Empire. Today, Beth-Ann lives a life of luxury in Napoléon's personal menagerie as a treasured guest.

BETH-ANN

Typical Abilities: Athletics [GD] • Physique [GD]

Size: Huge [30 Health]

Bite and Claws: As a Huge creature.

CREATURES AND MAGICK

For the most part, Sorcery works with creatures much as it does with everything else. Define the Spell, Gather Power, Cast the Spell. There are a few things to keep in mind, however, when it comes to creatures and Magick.

DEFINITIONS AND THAUMIC ENERGY REQUIREMENTS

The Thaumic Energy Requirement (TER) for Casting a Spell on a creature changes depending on its type, unless otherwise noted. Casting on Native creatures turns out to be pretty easy, no matter how weird they might seem. It gets harder when the critter is a Faerie Pet due to the Magicks involved in making them, and hardest of all with creatures From Beyond the Faerie Veil, possibly because they aren't naturally in tune with the *Castle Falkenstein* universe.

- The cost for Casting a Spell on a Native creature is 1 TER.
- The cost for Casting a Spell on a Faerie Pet is 2 TER.
- The cost for Casting a Spell on a True Unicorn is 6 TER.
- The cost for Casting a Spell on a creature From Beyond the Faerie Veil is 8 TER.

GIANT ANIMALS

I wrote it before and I'll write it again; Faeries love their oversized creatures and they're not the only ones. Sorcerers occasionally experiment with enlarging Spells and more than one mad scientist has plunged a syringe full of his patented Rapid Growth Formula into a creature while cackling insanely about how the world will rue the day and so forth. The point being, no matter if it happens

through Glamour, Magick, or Science, there's a good chance any party of stalwart Dramatic Characters will eventually run into a creature of the giant variety. Which means the Host should know how to make them.

If a Host has to enlarge a creature in a hurry, just follow the guidelines for Rapid Creature Creation on page 16, only make the ant Large instead of tiny or the owl Huge instead of Small. Quick and simple. On the other hand, if you have more time and want a more methodical process, the procedure outlined below should help.

STEP 1

Increase the creature's size to the appropriate level using the chart of page 10. If you don't have an idea of exact poundage try a comparison instead. Will the spell make the enlarged guard dog to be the size of a horse or the size of an elephant?

STEP 2

Boost damage appropriately with the help of the chart on page 10. Most creatures deal damage based on their size. Keep in mind attacks which do less or more damage than dictated by a creature's normal size (while at that size) should also do less or more damage at a larger size. For example, if a Small creature's bite inflicts damage as if it were a Medium creature, that same creature grown to Large size should have a bite which inflicts damage as if it were a Huge creature.

STEP 3

Boost Health appropriately using the chart on page 11. For most creatures, Health is based on size. If a creature's number of Health Points are higher or lower than is normal for a creature of their size normally, that carries over when they are enlarged. A Small creature with 3 Health Points instead of 5 at normal size would have 7 Health Points instead of 10 when grown to Medium size.

STEP 4

Determine if Athletics, Perception, Physique, Stealth, or other Abilities change when the creature's size does. This step requires a judgement call on the part of the Host. Does the larger size make it easier for a creature to bite into a target or just make it clumsier? Are its senses sharper? Can it move at a faster rate because its legs are larger? Does being bigger make it harder for it to hide? Raise or lower Abilities as needed.

STEP 5

Decide if the size change creates new traits or even removes them. For example, a normal-sized beetle's exoskeleton provides little protection against a human, but a beetle the size of a carriage might very well have armor capable of stopping 1, 2, or even 3 points of damage! The poison in a bee's stinger acts as only a minor irritant to anyone not allergic, but a giant bee just might gain the Poison Ability. Meanwhile, a house fly the size of an elephant might be too large to get airborne and might lose its flight trait.

Hosts can use the same process for shrinking creatures, just going down the size scale instead of up. In either case, whether grown or shrunk, a creature's type (Native, Faerie Pet, or From Beyond the Faerie Veil) doesn't change just because its size has been changed, though Hosts may bump the TER of Casting a Spell up by 1 if he or she believes the energies which transformed it would interfere with Magick.

FAMILIARS

Merlin's owl. A witch's black cat. Prince Rupert of the Rhine's poodle. Familiars are such a huge part of Magick lore back home I was disappointed when I found out Morrolan didn't have one. Or at least I was until I met other Sorcerers who did. It turns out some spellcasters in New Europa do partake in the ancient rituals and bind Familiars to themselves but the majority feel the risks outweigh the benefits and go without.

CREATING A FAMILIAR

To create a Familiar, a Sorcerer needs to first emotionally bond with a creature, a process which takes time and patience. The creature must grow to trust and love the Sorcerer. For those Hosts using my optional Pet Ability Rank Rule from page 17, this link should be represented through journal entries detailing how master or mistress and potential Familiar are bonding.

Once a Sorcerer has forged an emotional connection to the creature, he or she must Cast **Create Familiar** (8♠). The Spell is common to all Magickal Orders' Lorebooks. It permanently bonds Sorcerer and Familiar together so thoroughly they appear to have the same aura to Magickal sight. A Sorcerer can never have more than one Familiar at a time.

THE ADVANTAGES

Creating a Familiar has several advantages, both for the creature and for the Sorcerer.

- The Familiar gains the Education Ability at Poor Rank. This represents an awakening as the Familiar learns to understand the world from a more rational and human point of view. At this rank, Familiars can understand the native language of their Sorcerer and can communicate to him or her, though others cannot understand the creature without the aid of Magick or the Animal Speech Ability. Once the Familiar's Education Ability reaches Good Rank they gain the power of human speech and can communicate with anyone who speaks a language they know. Sorcerer Dramatic Characters can raise their Familiar's Education Ability much the same way they would their own, by noting how they and their Familiar are working together to improve it in their Diary. A Familiar's Education Ability Rank can never rise above the spellcaster's Sorcery Ability Rank.
- All Familiars gain the Empathic Bond Ability at Poor Rank. While both are alive, a Familiar

separated from its Sorcerer always knows the direction of its master's or mistress' present location and the approximate distance that separates them and vice versa. The Familiar and Sorcerer are also always aware of each other's emotional and physical state. This bond can only be blocked by Magick or iron, with 1 inch of iron required for each Rank of the Empathic Bond Ability (1 inch at Poor, 2 at Average, 3 at Good, and so forth). This bond ceases to function if the Familiar and Sorcerer are on different planes of existence but returns once they are on the same plane again. In such a case the Sorcerer and Familiar both know why the bond has ceased functioning. The Empathic Bond Ability can be improved like any other but can never rise above the spellcaster's Sorcery Ability Rank.

- Most importantly, a Familiar helps a Sorcerer Gather Power. When Gathering Power with a Familiar present, the Sorcerer draws two cards at a time instead of one. He or she chooses which card to keep and discards the other. The discarded card does not return to the Sorcery Deck until the Spell has been Cast or the Power Gathered released, making it unavailable to any other Sorcerers who might be Gathering Power in the same area. If the Sorcerer chooses not to use either card, one is returned to the bottom of the Sorcery Deck while the other is placed to the side and made unavailable.

THE DISADVANTAGES

So, the question is, if there are so many benefits to having a Familiar, why do so many Sorcerers go without? It turns out there's a downside, too.

- A Familiar bond is an implicit agreement of comradery and fellowship. If the Sorcerer breaks this agreement by abusing or harming a Familiar, the bond breaks. The Familiar becomes a regular creature once more and the Sorcerer loses all benefits. Luckily, the occasional argument or harsh word doesn't count as abuse but regularly belittling and insulting a Familiar does.

- If a Familiar bond is broken, either as described above or through a Familiar's death, the resulting feedback hurts the Sorcerer so much his or her Sorcery Ability becomes diminished by one Rank. The Sorcerer is always instantly aware of the disconnection as well as the reason for it. The reduction in the Sorcery Rank is permanent and cannot be regained if the Sorcerer takes a new Familiar, though he or she can improve the Ability again through sweat, hard work, and study over time.

You can see why most Sorcerers go without, though. A broken Familiar bond could represent the loss of years or maybe even decades of Magickal practice, learning, and strength.



NEW LORE BOOK

The Adventures of James Capen Adams, Mountaineer and Grizzly Bear Hunter of California

History and Secret Knowledge: Written by Theodore H. Hittell and published in 1860, this book was based on talks given by the mountain man known more famously as Grizzly Adams. Most of the book concerns Adams' adventures and his observations of animals, especially the bears with whom he is so often associated. Sorcerers reading carefully, however, can find accidental instructions for a number of spells Adams cast, unaware he was doing Magick at all.

***How I Survive in the Wild* (6♦)** allows the caster to instinctively know the nearest source of clean water and safe shelter.

***Getting Along With a Bear* (8♦)** creates a sense of calm in creatures. So long as the caster doesn't strike or mistreat an animal it won't attack.

***Figuring Out What's Wrong* (4♦)** allows casters to diagnose any injuries, stresses, or worries an animal might have.

***Friends With a Bear* (10♥)** creates a link between the caster and an animal, similar to that of a Familiar bond but without the increase of intelligence or Power Gathering capability.

The Sphinx and the Unicorn

In the morning, we parted ways. James and Beth-Ann continued their journey towards Paris. Wed and I followed the directions given to us by James into Bavaria.

"We came from there. Took an aeroship from New York City to Friedrichshaven. Darnedest thing, flying in the air like that." he said before he and the giant bear set off.

It was not long before Wed and I crossed the border between France and Bavaria. With no sign of the Temple of Ra and full bellies, thanks to James' outdoorsman skills, we felt our spirits rise and, I admit, wandered a ways into the thick German forests. It had been years since I had spoken with animals beyond England's borders and I was quite enjoying my conversations with German martens, pheasants, boars, and squirrels. I was, in fact, so engrossed with learning more about the local wildlife I failed to hear Wed's barked warning until it was too late.

My perspective on the world went from horizontal to vertical as something large leapt at me and knocked me flat on my back. I looked up to see an odd and alien face staring down at me. The face was attached to a winged, feline body, complete with razor sharp claws which, even at that moment, were pricking through my clothing and into my chest.

A Sphinx! While I had never seen one myself, I recognized them from descriptions given to me by Doctor Dolittle. Wed barked ferociously but wisely stayed away from this unusual and powerful being.

"What are you doing in these woods, little spy?" The Sphinx asked, not with spoken words but inside my mind.

I tried to stammer an answer but, I admit, my wits had quite left me. The Sphinx shifted, pressing more weight upon my chest when another voice, also spoken inside my mind and not with words, joined the conversation.

"Herr Muta, please wait. I think this dog is trying to tell us something."

Indeed Wed was, barking as loudly and rapidly as possible, stating her identity and my own.

"Could it be? Little Tommy Stubbins, is that you? Herr Muta, please move aside."

The Sphinx moved as asked and I saw the other mind-speaker, a beautiful and ethereal goat-like creature with a single horn spiraling gracefully up from the forehead. A True Unicorn and one, I believed, I had met before.

"It is me, Lady Capra. A bit older than last we met." I greeted her as I sat up, slowly, rubbing at the ache in my chest. Many years ago, when I was but a lad, Doctor Dolittle had brought me to the forests of Bavaria to meet an old friend, a unicorn by the name of Lady Capra. The very unicorn standing before me even now.

"I hadn't realized how long it had been." Lady Capra's mental voice exuded joy at meeting me once more. "Tommy Stubbins, may I introduce Herr Muta." Lady Capra projected to us, "Herr Muta, my friend, Mister Tommy Stubbins. Why do we not all relax and share a cup of tea?"

With the hostilities tabled, our party moved further into the forest where Lady Capra kept a small cottage specifically for the purpose of sharing tea with visitors. The fit was rather cozy but made a bit better when she adopted her human form so she could more easily prepare, pour, and sip.

I listened politely as Lady Capra and Lord Muta discussed the events of the day. It seemed she was attempting to entice the Sphinx into joining the Second Compact. Lord Muta would not hear of it, however, proclaiming any organization which allied with Faeries, no matter which court, to be ultimately corrupt and in the service of evil. I considered mentioning my meeting with you, Your Grace, but wisely kept my mouth firmly shut on the subject.

Finally, the topic of conversation turned to my own reasons for being in Bavaria. I explained I hoped to board an aeroship in Friedrichshaven and travel to Egypt. From there, I would make my way to the Kingdom of Kongo.

"I am sure we can do something to assist Tommy, can't we Herr Muta?" Lady Capra asked. In human form she spoke aloud, though her physical voice was as lovely and bell-like as her mental one.

Herr Muta thought a long moment before replying.

"I have a colleague in Egypt by the name of Balhib. I will contact her and ask her to provide you with help in traveling from Cairo to Kongo. Not for your sake, mind, but as a favor to Lady Capra, of whom we are both fond."

I thanked the Sphinx profusely for her generosity and returned to my tea as the conversation continued. While I sipped, I thought of something the Doctor once told me.

"Plans are rubbish, Tommy," he said, "Entire fleets can go astray due to an unexpected storm or a barrel of moldy bread. But if you strike out on a journey without overburdening yourself and remain open to possibility, you never know what help you might find."

As always, my mentor was exactly right.

ADVENTURE SEED

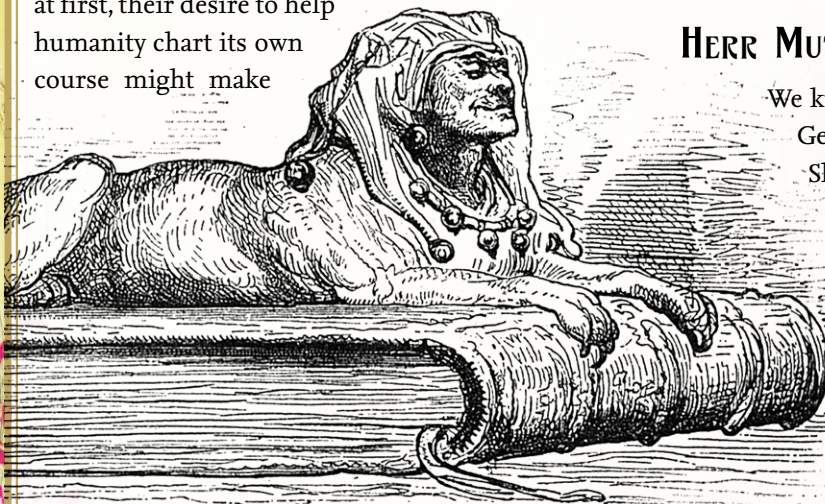
Herr Muta's animosity toward the Second Compact, and any human organization she believes to have surrendered to Faerie influences, extends far beyond simple distaste. She secretly funds an anarchist's cell known as the Liberators of the Celestial who target both Bayernese and Prussian interests. Recent attacks using a powerful new explosive formula on the Bayernese AeroWerks and Prussian LandForetress Werks have done the impossible and forced the two enemies to cooperate so they may end this threat once and for all. King Ludwig II himself has asked the Dramatic Characters to travel to Ruritania, suspected home of the Liberators of the Celestial, and work with Prussian representative and famed gentleman-detective Doctor Franz Xaver Windmüller to solve the case. Can differences be set aside to stop the threat of the Liberators of the Celestial? Or will Windmüller betray the Dramatic Characters at the last moment in order to steal the anarchists' secret explosive formula?

SPHINXES IN THE GREAT GAME

For more information on Sphinxes, see their bestiary entry on page 104.

Sphinxes are aliens. Not only are they from a parallel reality, they aren't even from the Earth of that reality. A group of them, the equivalent of commandos in their military, were captured by Faerie forces during some sort of war and brought into the Veil for study. Being clever and powerful and skilled, they found a way to escape, eventually, but ended up in New Europa instead of in their own home dimension. Extremely long lived, these Sphinxes have been playing a shadow game, trying to guide humanity toward an end they hope will both free us from Faerie influence and open a way home.

Sphinxes blend in poorly with human society and prefer to work from behind the shadows as masterminds, often with minions and even entire organizations at their beck and call. Their value to The Great Game comes mostly from the line they straddle between potential ally and potential antagonist. Like the most powerful of Faerie, the handful of Sphinxes in New Europa seek to alter the world to their liking and they'll happily include murder, destruction, war, and mayhem in their calculations if it suits their purposes. While, at first, their desire to help humanity chart its own course might make



them seem like a natural fit for the Second Compact, their hatred of Faeries of both Courts makes it impossible to work with them.

While not a complete listing of Sphinxes in New Europa, I've listed out a few of the more interesting ones the Second Compact are aware of below.

AKIS THE TRIPLE GLAW

Unlike most Sphinxes we know, Akis doesn't seem to be a subtle manipulator and doesn't control any organizations. Instead, we have reports of Akis saving humans from disasters, bandits, and even the Wild Hunt. We also have reports of her hunting down and killing Faeries, using custom made Cold Iron claws to make it stick.

BALHIB

A Sphinx who lairs somewhere on the Gaza Plateau in Egypt. While she probably doesn't live under the actual Great Sphinx (which the Egyptians have already fully uncovered here with the help of Magick and steam power) we have some evidence to suggest Balhib might be the original model. She has operatives throughout the Ottoman Empire and might be responsible, directly or indirectly, for the assassination of several key American, British, Prussian, French, and Bayernese operatives in the region.

HERR MUTA

We know this Sphinx lairs somewhere in the German states but aren't sure of where. She seems to have a particular hatred of technology and we suspect her of funding an anarchist cell which has struck both Prussian LandFortress Werks and Bayernese AeroWerks. Given the preference of Sphinxes for feminine pronouns, Herr Muta's choice of honorific might be considered a strange one by

some. Personally, I think she chose it deliberately in order to better project a sense strength and power to her subordinates.

LUFT

Luft may be somewhere in France, possibly in a secret lair in Paris, and we believe her responsible for a resurgence in pagan mystery-cults in the area. Auberon has suggested Luft and a Pixie muse named Triscalia are engaged in some sort of chess match using the Paris art world and counterculture as pawns in the game.

UNICORNS IN THE GREAT GAME

For more information on True Unicorns, see their bestiary entry on page 111.

Since they don't give interviews the way Dragons do, a lot of what I know about True Unicorns is based on what little information I've been able to gather from discussions with my friend, Lady Capra. According to her, they evolved from a goat-like creature during one of the Ice Ages. Developing intelligence let them survive the hostile living conditions of the time and their ability to see through falsehoods evolved from a sixth sense which allowed them to avoid ambush predators. I'm not sure about the shapeshifting, but Lady Capra once suggested that was the result of a gift from a powerful sorcerer and not an innate ability of the species.

Like Dragons, True Unicorns live in relative isolation from one another and come together only rarely to mingle, mate, and share fellowship and information. They are arboreal and can be found in forests across New Europa, living in harmony with both the animals and the Faeries who reside there.

Lady Capra isn't the only True Unicorn out there to adopt human form and mingle with our society. While most prefer to stay in their forests, a rare

few find reasons to leave the trees and the animals to walk on two legs in human cities. Some seek to protect their homes and look for human allies who can help find legal solutions to preserve the forests from loggers and urban expansion. Others make friends among the humans and journey to visit them. Still others find themselves curious about the world beyond the trees and the other intelligent beings they share it with. Occasionally, they even develop a taste for some human comforts such as tea or overstuffed lounge chairs. One thing they don't do is wander through human society looking for love. In the rare instances True Unicorns do take a mate it is always one of their own kind.

In general, True Unicorns are roughly as powerful as a Daoine Sidhe and thus suitable for play in The Great Game. All True Unicorns can shapeshift into a human form, are resistant to Magick, and have a unique ability to detect the truth. In their equine form True Unicorns more resemble willowy goats than horses, usually with flowing manes. Their human form is always beautiful and almost ethereal, with hair the color of the unicorn's mane. Both male and female True Unicorns can become adventurers.

TRUE UNICORNS AS DRAMATIC CHARACTERS

Like Dragons, Dwarves, and Faeries, players can choose to portray a True Unicorn in an Adventure Entertainment. If including a unicorn Dramatic Character, keep the following in mind.

- True Unicorns are incapable of lying, though they can choose to remain silent rather than reveal the truth. In theory, a True Unicorn can equivocate and tell half-truths and speak in riddles like Faeries but few are interested in such a level of deception. They are not harmed if they break promises, however.
- All True Unicorns have the capability of discerning truth from lies and have a unique Ability named Touch of Truth. This activity is not passive and



the Unicorn must focus to employ it. When Touch of Truth is active, anyone attempting to lie to the Unicorn must succeed at a Contested Feat using their Charisma or Social Graces Ability against the Unicorn's Touch of Truth Ability. A Partial or Full Success for the Unicorn means it knows the words are a lie. If the unicorn scores a High Success it not only knows the words are a lie but learns the exact truth behind them. A True Unicorn's Touch of Truth Ability defaults to Average if no Ranks are spent on it. This power does not extend to written lies.

- The Touch of Truth Ability also works on Faerie Glamours and illusion Spells. If a Unicorn suspects something to be a Glamour or illusion it can attempt a Contested Feat using Touch of Truth against the caster's Sorcery Ability or the Faerie's Glamour Ability. With a Partial Success, the Unicorn automatically knows what it is experiencing isn't real. With a Full Success, the Unicorn also sees the underlying reality behind the Glamour or illusion. If the Unicorn scores a High Success, it can dispel the illusion or Glamour with a touch of its horn (or hands, if in human form).
- True Unicorns can shapeshift into human form much like Dragons. Changing from one form to the other requires a full minute of time. Because it is so exhausting for them, True Unicorns can only shapeshift twice a day.

- Use Physique and the Creature Speed chart on page 13 to determine a True Unicorn's movement speed when in equine form. Use Athletics and the Running Speeds chart in the main rulebook to determine running speed when it is in human form.

- When in equine form, True Unicorns communicate using mind speech. This speech is omnidirectional and cannot be directed to one specific individual unless that person is in whispering range for normal speech. It can reach as far as the average human can shout but cannot be transmitted or amplified via artificial means. They cannot probe or read minds. When in human form, True Unicorns communicate using the spoken word.
- As Dramatic Characters, True Unicorns determine their Health based on their Courage and Physique Abilities and not on their size and their Health does not change from one form to the other. They attack using the Fencing, Fisticuffs, or Marksman Ability, whichever is appropriate, no matter what shape they're in but determine damage with horns and hooves, when in equine form, based on their size.
- True Unicorns are Magick resistant. Casting a spell on one requires 6 TER.
- Like Faeries, unicorns are incapable of casting spells. Their Sorcery defaults to Poor and can never be improved.
- All True Unicorns default to Average with Animal Speech and the ability can be raised during character creation or in play just like any other Ability. They can speak to animals in both their human and their equine form.

Because they choose to keep their existence a secret, True Unicorns aren't given honorary status in High Society, although many people often assume them to be nobility because of their natural grace and beauty. Still, few unicorns are ever truly at home in human civilization. Part of them always longs to be home with their animals and in their forests.

Queen of the Jungle

I must thank you for your letter of introduction, Your Grace. Whatever you wrote spurred quite a bit of action. On our second day in Friedrichshaven, Wed and I were ushered aboard an aeroliner and off we went to Cairo. I must also thank Herr Muta, for waiting for us in Cairo was a rather taciturn and quiet giant of a man by the name of Mister Stagger. I never met Mister Stagger's employer, the Sphinx known as Balhib, for I was immediately whisked away from the great city. Stagger, Wed, and I traveled down the Nile by paddlewheeler and then through miles of jungle inside a remarkably comfortable wheeled steam exploration vehicle until we boarded a barge and traveled a while upon the Congo river, and finally rode the steam explorer into São Salvador. Mister Stagger took his leave of me there and Wed and I were left alone on the streets of the beautiful African city.

Fortunately, when a man can speak to animals he has friends everywhere. We walked through the streets of São Salvador, questioning the animals we met. A cat in the Portuguese quarter of the city told me of many men who had the look of Magick directing the loading of crates onto noisy, horseless carriages. A monkey, much adapted to urban survival, confirmed a large group of white men had left the city in a convoy of iron monsters belching smoke and headed east, towards the jungle. I surmised the men described by the cat and the monkey to be members of the Temple of Ra and my best chance of recovering Doctor Dolittle's stolen manuscript. Screwing up my courage, I stopped in a local shop to purchase a few necessities after which Wed and I plunged into the jungle in pursuit.

Again, the animals came to our aid as we traveled eastward. Their useful advice not only helped us to avoid dangers, but helped guide us on the trail and in pursuit of the Temple of Ra. Of course, prudence required us to remain aware of the climate as well. Wed and I took regular breaks to avoid overheating. During one such break, Wed determined a brief nap might just be the thing to recover her flagging endurance. I agreed a nap might be brilliant and was about to join her when I heard a voice, low in pitch but unmistakably female in tone.

"Tell me of my enemies, man of New Europa."

Startled into wakefulness I turned to behold an African woman with light colored hair, dressed in black. I had met monarchs who did not wear power so well or so comfortably as this mystery woman of the jungle and, thus, I determined it to be in my best interests to be as polite as possible.

I introduced both myself and Wed and asked who her enemies might be. She stared off into the east, as if she could somehow see through the miles of jungle ahead.

"Foreign men of Magick have come here, Tommy Stubbins," she said, "They have captured the jungle's animals and destroyed them in rituals which defy nature. I had hoped to consult the Walking Ghost on this matter, but he has traveled to the south of the continent and will be gone many days. I must deal with these men myself, Tommy Stubbins, and I would know my enemy."

I did not find it difficult to puzzle out who these foreign men of Magick might be. I told her the story of my own quest, starting with the theft of my mentor's book at the behest, I believed, of her enemy. I told

her of being chased by agents of her enemy in the forests of France and of how I had come to Africa. Finally, I told her what little I knew of the Mystic Lodge of the Temple of Ra.

"They believe they have the Magick of ancient Egypt?" she asked with a laugh, "Fools! Pretenders! I am the inheritor of the ancient wisdom and power of the Pharaohs! Their presence insults me and insults the jungle, Tommy Stubbins, but I will show mercy and give them one chance. Go to them. Warn them to halt their blasphemous rituals and leave this land or face their doom."

I could feel the air chilling around me as she spoke and the words had the odd scent of prophecy to them. I agreed to do as she asked, then, finding strength, I dared to ask for her name.

"I am Fantomah," the woman said as she turned to leave, "Daughter of Africa. I was raised by the creatures of the jungle and unto me was given the mystic secrets of most ancient Egypt. And unless they heed my warning, Tommy Stubbins, I am death for this Temple of Ra."

Her words lingered in the air even after she head leaped up into the trees and vanished.



KINGDOM OF KONGO

Population: About 2 million

Government: Hereditary Monarchy

Alliances: Angola, England, Portugal

Enemies: Austria, Bayern, Belgium, Ottoman Empire (all but Belgium indirectly)

Position: A slowly dissolving African state under the sway of Portugal.



Back home, people tend to forget the Africa of Victorian times was more than just a patchwork of European colonies. Nations, kingdoms, and even empires ruled and run by Africans were still common and would be so until 1884 when Otto von Bismark organized the Berlin Conference and the major European powers divided up the continent like one big birthday cake. What followed was known as the Scramble for Africa and the intense colonization European efforts pretty much destroyed most African autonomy. Hopefully, Bismark's defeat at Königseig and native Magick and organization will make things different here in New Europa.

The Kingdom of Kongo is an influential nation on the west coast of Africa. It was a mere century old at most when the Portuguese first made contact. The two nations got along famously at first, with Kongo nobility so impressed they adopted Portuguese customs and names and converted to a form of syncretic Christianity which combined native beliefs with Catholic ones and persists to this day.

During the height of the slave trade, Kongo became a major source of slaves for much of the rest of the world. The driving need for slaves created problems between the Kingdom and Portugal and the relationship between the two countries fluctuated over the centuries and eventually culminated in a series of wars. Relations between the two countries were eventually restored, especially when Portugal backed current king Pedro V in a war of succession.

Today, the Kingdom of Kongo is a nation slowly losing power. A series of squabbles over succession has weakened the ability of the monarch to effectively govern and the abolishment of the slave trade, which has gone underground and become a criminal enterprise, has given more power to tribal leaders living closer to Kongo's new source of wealth, rubber trees. Things aren't made easier by Portugal actively pressuring Pedro V to sign a treaty naming Kongo a vassal state as they build power in the region. Even the Catholic Church in Kongo is in turmoil as a breakaway group known as the Antonine Sect, who believe Jesus and his followers were from Kongo and practiced native sorcery, gains influence. The Antonines are popular among the young people of the region who believe in a nation influenced by New European civilization but ruled by Africans and the sect boasts a number of powerful sorcerers who make eliminating it next to impossible.

The capital city, and also the largest settlement, of the Kingdom of Kongo is São Salvador, also known as M'banza-Kongo by some natives. Despite the turmoil, it is a beautiful city which mixes New European architectural techniques with West African aesthetics. Among the most beautiful sites of the city are the ruins of a cathedral built in 1549 and a newer cathedral which local legend states was built overnight by angels. A smaller city to the north, known as Tungwa, has become increasingly powerful as the headquarters of Garcia Mbwaka Matu, a trading magnate and Pedro V's chief political rival.

Dinner with the Doctor

Hours later, Wed and I had reached the camp of the Temple of Ra and spied upon it carefully through the trees. There were tents, of course, a sturdy looking crane, and two curious and large automotives with broad, flat cargo areas in the rear. In the center of the camp were three brass bowls some twenty feet in diameter set in a triangular pattern around an unlit bonfire. Inscribed upon the inside of each bowl was a winding spiral of arcane glyphs. Located near the bowls were three cages, one containing a leopard, one a pygmy hippopotamus, and one an enormous warthog. Men and women in white robes were in the process of directing what appeared to be servants in various activities.

I was contemplating a plan to gain entry to the camp when a man stepped out of the jungle so silently even Wed's superior senses received no warning to his presence. I was startled into inaction by the man's sudden appearance and stared at him for a long moment. As I did so, I realized his features were strange and resembled a rat's as much as a man's. A light, grey fur covered his pale skin, and in his eyes I recognized the same cunning I had found in every rodent I had ever met.

I had just time enough to warn Wed to run before the rat-man leaped upon me. We wrestled, briefly, before he wrapped long, thin fingers in my hair, yanked up my head, and dashed it down upon the ground. Darkness enveloped me.

For the second time since I left home, I awoke to find myself bound, this time to a chair and sitting at a table upon which a meager but quite appetizing feast had been laid out. The rat-man, now dressed in a butler's uniform, stood nearby with a bottle of wine cradled in both hands.

Sitting across from me was a man of youthful appearance yet with hair as white as any venerated elder. He was long and thin and possessed graceful and clever fingers with which he carved into his steak, employing surgical precision. The man took the time to savor a single morsel before he turned his attention to me.

"Welcome to Africa, Mister Stubbins," he said, his voice rich and commanding, "I haven't much time so, please, to business. You came for Dolittle's manuscript, correct?"

He reached out and patted a pile of papers, wrapped neatly with packing string. I struggled at my bondage and demanded answers. Who was he? Why had he stolen the manuscript? What was the purpose of this strange camp?

"Be still, Stubbins!" the man snapped, his eyes flashing with just a hint of mad fury, "I wouldn't wish you to come to harm. If you will but relax, I can provide answers to your questions."

I forced myself to be still and looked around yet again. We were inside a tent. Wed was nowhere to be found and I uttered a silent prayer, hoping she had escaped unharmed.

"My name is Moreau. I am a scientist, specializing in biology. Currently, I am allied with the Temple of Ra in an experiment which will do more to revolutionize our world than any mere steam engine or clockwork toy could ever dare dream. You've no doubt noticed Patrick here."

Moreau motioned with his wine glass toward the rat-man, who dutifully refilled it from the bottle.

"He was a test subject, created in London, to ensure the process worked. You see, my allies in the Temple of Ra have invented a method of Magickally reducing an animal into a primeval sludge from which can be extracted their core essence. That which makes a rat a rat, for example, and not a mouse or a beaver or

something else entirely. I admit, I am not entirely sure how the Magick functions. Vulgar stuff, really. One day I will be able to perform even more amazing feats than this without the need of such an unreliable and disgusting crutch as Magick.”

His face darkened and he set his glass down, perhaps so I would not notice how the wine inside trembled with his anger and distaste for the sorcerers of the Temple.

“Now. Once extracted, the essence can be injected into a man to force changes within him. The process isn’t perfect, of course. The essence of the man and the essence of the rat war with one another. Such a limitation of the Magick can only be solved through science, I assure you. Modern surgical techniques and the art of mesmerism proved useful — after a few, shall we say ‘lost subjects’ — at cutting away certain portions of the brain and forcing an acceptance of the rat essence by the human body.”

Having proven the superiority of his science to the Magick of the Temple of Ra, in his own mind at the very least, Moreau seemed to calm.

“As for the book. Yes, at my request the Temple of Ra employed a criminal organization to steal the manuscript. I had hoped the final writings of the legendary man who could talk to animals would provide me insight into the very building blocks of life itself! Such insight, I assure you, would be of great use to me in my research. Sadly, I found Dolittle’s book to be nothing more than the ramblings of an old man more concerned with educating the public about freakish and unusual creatures than a scientific treatise unlocking the mysteries of biology. Still, I suppose I must thank him. Dolittle’s insights will allow me to more easily hunt down powerful and interesting animals to experiment upon. You see what I have accomplished with a mere rat. Imagine what I might do with a hydra or a Unicorn or even a Sphinx upon my surgical table!”

I shivered in horror at the thought of this man hunting down any animal, much less a being as amazing as Lady Capra, for his unnatural experiments. Moreau took no notice.

“Now, you must excuse me. The sorcerers are about to perform their ritual. I would have preferred doing it sooner but they babbled on about ley lines and ancient powers and astrological convergences. It matters not. Once they have secured the animal essences for me I will inject it into our... ‘volunteers’ and proceed with surgery. Do not worry, Mister Stubbins. Patrick has instructions to ensure you a good seat to watch the ritual from, I have no desire to kill you. While you seem to be of limited intelligence, the strange ability to talk to animals which you learned from your mentor might prove useful to me in the future.”

Mention of the ritual reminded me of Fantomah and the warning she commanded me to deliver. I did try, Your Grace. I spoke the warning and told Moreau he and the Temple of Ra were meddling with forces they could not possibly comprehend in a land which did not belong to them. He simply laughed and called me fearful and feeble-minded before exiting the tent to attend the ritual.

ADVENTURE SEED

The Temple of Ra’s interest in combining science and Magick to effect change in humanity doesn’t stop with Moreau’s experiments. They have learned of Doctor Henry Jekyll’s formula and wish to acquire a sample for themselves. To that end, they have agents scouring the continent, looking for Jekyll, whose body vanished from a morgue shortly after his apparent suicide. Thus far, a dozen of the Temple’s agents have died in the pursuit as Jekyll’s alter ego, Edward Hyde, seems to take delight in killing them. As a last resort, the Temple of Ra has offered a reward to any adventurer, detective, or bounty hunter who can bring Jekyll, or Hyde, to them alive.



WILD CHILDREN

For more insight into playing a wild child, check out the template located in the new Dramatic Characters section of this book on page 143.

In literature, wild (also called feral) children are kids orphaned or otherwise abandoned far away from civilization. Usually, they are raised by animals such as wolves, gorillas, or deer. Occasionally, the story instead revolves around adults becoming lost or stranded in the wild and learning the ways of the animals in order to survive. The theme is popular in mythology: Romulus and Remus were said to have been raised by wolves; Atalanta by a she bear; Enkudy, friend of Gilgamesh was raised by animals; and several mythical heroes of the Ottoman Empire were not only raised by animals but went on to become great scientists and rulers. In more modern fiction, a certain Lord of the Apes made the archetype popular and Jungle Kings and Queens became an entire subgenre of pulps and comic books.

In reality (back home at least), feral children are those who are somehow cut off from human contact and have not learned the proper cultural and social skills needed for basic survival in

human society. Many such children seem to suffer from mental disabilities which they were either born with or developed after years of harsh living conditions. Sometimes these children seem to have been adopted by animals or, at least, have learned to emulate the animals around them. Many, however, are feral because of abuse and isolation forced upon them by a guardian and have little to nothing to do with animals.

Both types of wild children exist in New Europa. A quick trip through the history books tells us about a number of them including:

- Peter the Wild Boy, found living wild in Hertswold Forest in Hanover in Germany and raised in England who lived to the age of seventy as a ward of the crown.
- In Croatia, people tell stories of a girl who was raised by deer and learned to fight for both animals and people. She eventually met and married a prince. A similar story is told in Japan, about a forest princess who was raised by wolves and helped save the life of a Forest Spirit. She brokered a peace between the wilderness and a local town in the Muromachi period.
- Marie-Angélique Memmie Le Blanc, a young woman who survived for a decade in the wilds

of France before returning to civilization. Just like back home, in New Europa she learned to read and write, but here she also became an adventuress of some renown before dying in 1775.

- The Lobo Wolf Girl of Devil's River, a recent figure in Texas lore was last spotted in the wild in 1852. She might not be an actual human but, instead, a Legendary Figure like Paul Bunyan or Pecos Bill.
- The most famous of historical wild children in my neck of the woods is Kaspar Hauser, who appeared on the streets of Nuremberg and was only able to say, "I want to be a cavalryman as my father was." and a few other words. In time he learned to speak and told stories of growing up in a dark cell and only met another human being for the first time a few weeks before his release, when a man visited him to teach him to say his famous phrase. As Hauser grew older he proved able to learn to read, write, and speak German. He died in 1833 of a knife wound while supposedly investigating the circumstances of his birth. Some believed Kaspar Hauser to be royalty. Others believed him to be a fraud who accidentally killed himself in a bid for attention. Here in Bayern, Hauser remains a figure of some controversy and a subject of late night debates over beer in the local bars.

Of course, wild children aren't just a phenomenon of ancient history in New Europa. Tommy met Fantomah, who claims to have been raised by the animals of Africa and rumors report a young boy running around in the jungles of India. That would probably be Mowgli, who Rudyard Kipling will eventually write about. Raised by wolves, Mowgli learned something of the ways of man from Bagheera, the black panther and the laws of the jungle from Baloo. He's probably years away from leaving the jungle, becoming a forest ranger, and getting married.

In addition to Fantomah and Mowgli I've heard reports of an adventurer named Saturnin Farandoul who claims to have been raised by orangutans and of children raised by wolves both in the American northwest and on the Alaskan North Slope. There might also be someone running around in a tight purple suit somewhere on the Dark Continent. And, for the record, I've met the current Viscount Greystoke.

WILD CHILDREN THROUGH MODERN EYES

The wild children, ape lords, and jungle queens of Victorian fiction, pulps, and comics were born in an era when racism and stereotypical caricatures were all too often the norm. Individual members of indigenous population might be written with depth and nuance but depictions of larger groups and background characters usually conformed to a sensationalist, one-dimensional, and, frankly, poorly understood cultural representation. Something else to keep in mind is most of these wild child characters were white saviors who could always out native the natives and rose to the top of the hierarchy even without the resources of Western civilization. It is telling that most of the heroes from Africa in western fiction aren't of African descent. Players of *Castle Falkenstein* looking to play in a Victorian world more as it should have been and less as it was might want to keep this in mind as they design wild child Dramatic and Host characters.

Right now he's in his teens, in school, and unmarried. I've thought about warning him against taking trips to Africa, but I'm not sure he would listen to me.

There aren't any special rules for playing a wild child (or wild adult, as it were) as a Dramatic Character. While they are often exceptional athletes their skills only seem to border on the supernatural and don't actually cross the line. I recommend putting an emphasis on physical Abilities, especially Athletics, to represent the ability to run, swing, and move quickly through the woods. Wild children raised by animals will likely have Ranks in the Animal Speech and Outdoorsmanship Abilities. Wild children raised in isolation and not by animals probably won't have learned Animal Speech but may have Outdoorsmanship as an Ability. In both cases, unless the character has had years to learn and adapt to human society, Education and Social Graces will likely be Poor.

BEAST FOLK IN THE GREAT GAME

Moreau's beast folk represent the latest in a long history of humans taking on animalistic characteristics. At first glance, beast folk seem similar to wild children and both explore the themes of where the animal kingdom ends and humanity



begins. Looking closer, though, wild children like Mowgli are usually heroic and show us how nature can temper and improve humanity while beast folk are cursed, becoming either tragic heroes suffering animalistic urges or true evil as they abandon reason and give into base instinct.

The most well known of beast folk, historically, are werewolves. I've had a few discussions with Morrolan on the subject. According to him, there's no single cause of lycanthropy and the condition is fairly rare. Most werewolves Morrolan knows of have been cursed by a spellcaster using a spell commonly known by witches in eastern New Europa. When I asked if he knew the spell himself, Morrolan muttered something I couldn't hear and suggested a pot of tea. Remind me not to tick him off! He also says there have been some people transformed into beast folk after being possessed by a demon or spirit, though this happens more commonly in foreign lands and less often here on the continent. Still, even over here in a world full of Magick, most supposed "werewolves" aren't cursed at all. They're just normal humans suffering from conditions such as hypertrichosis (abnormal hair growth) or clinical lycanthropy (a mental condition which causes someone to believe they are transforming or transformed into an animal). People suffering from such conditions may live under unfortunate circumstances but aren't beast folk.

Magick isn't the only creator of beast folk. Moreau mixed his science with the sorcery of the Temple of Ra but others have tried less mystical means to power the transformations. Moreau will eventually abandon Magick altogether and attempt a technique using vivisection while Doctor Henry Jekyll developed a serum which brought out his worst instincts, creating the bestial Edward Hyde. Other mad scientists have undoubtedly experimented with ways of combining man and beast, transforming humans into animals, animals into humans, bringing out the savage instincts beating in every heart, and other twisted and nefarious endeavours. Between curses and mad science, who knows how many beast folk are running around out there?

BEAST FOLK AS DRAMATIC AND HOST CHARACTERS

Because every beast folk is different, there are no universal rules for creating one as a Dramatic or Host Character. Instead, when creating a beast folk character, choose two of the following special powers to represent the unusual traits gained from being half-human and half-animal.

- You have natural weapons such as claws or fangs, attack with them using Fisticuffs, and do damage as a Medium creature.
- You can inject poison using natural weapons, much like a snake, or spray it much like a skunk. You gain the Poison Ability which defaults to Average unless bought up during character creation.
- Your senses are more like those of an animal than a human. They might be able to see farther, hear higher or lower pitches, or have a heightened sense of smell. No additional Abilities are needed but Hosts should keep in mind the enhanced senses when you attempt Perception Feats.
- You move at amazing speed. Land movement is still determined by Athletics instead of Physique but use the running/swimming portion of the Creature Speeds chart on page 13 to determine speed.
- You have an armored hide which stops 2 points of damage per attack (Light Armor). If this trait is taken twice, the armor stops 3 points of damage per attack (Medium Armor).
- You are, for whatever reason, resistant to Magick. Targeting you with a spell costs 3 TER.
- You are particularly hearty and gain 2 extra Health Points.
- You have tremendous strength. While Physique is used as normal to counter poisons and determine Health Points, you can lift a maximum of 800 pounds and bend steel bars with effort.

- You have two forms, one human and one animal. The animal form must be Small, Medium, or Large in size. While in animal form, you possess the natural weapons, senses, and speed of the animal but Health remains unchanged and attacks are still made using Fencing, Fisticuffs, or Marksmanship as appropriate. It takes you one minute to change from one form to the other and the transformation can only happen a maximum of three times per day. This trait counts as two traits unless the you have a restricting trigger for the transformation, such as only changing under the light of the moon.
- You have two forms, both human but each distinctly different. When creating a Dramatic Character with this trait, buy two sets of Abilities: one for each form. The two sets should have noticeable differences though there can be some overlap. The transformation takes one minute to complete and can only happen a maximum of five times per day. This trait counts as two traits unless you have a limiting trigger for transformation, such as a serum which must be swallowed.

Beast folk, especially those with two forms, may not look the part to the casual observer. In fact, many werewolves are known to look quite attractive when human. Beast folk of the type created by Doctor Moreau, however, will find it hard to fit into society and should consider a Poor Rank in Comeliness to reflect this fact. Other social Abilities, such as Charisma or Social Graces, do not necessarily suffer but an odd appearance combined with animalistic speech mannerisms might raise the difficulty of some Feats.

Beast folk can make fantastic Host Characters, playing the part of a sympathetic ally, dastardly enemy, or unthinking henchman. A player might also find one of the beast folk to be a challenging and interesting Dramatic Character to play but Hosts should take care. Most beast folk make tragic heroes at best and might end up disrupting a game if too much focus is placed on their bestial side.

Primeval Visitations

I pleaded with Patrick to release me but he ignored my words. Either the rat-man was completely loyal to Moreau or the surgery he had been forced to endure had made him incapable of betrayal. No matter the reason, he dragged me, chair and all, from the tent and left me at the edge of the camp to watch as the crane was used to pick up the occupied cages and place them in the giant brass bowls. The bonfire, now lit, roared. One man, clad in white robes, walked around it, occasionally drawing forth powder from a bag and tossing it into the blaze, which then burst forth with blue, green, and purple flames. Other robed figures encircled the ritual area and chanted in a language I did not recognize. I could not see Moreau but I had no doubt he was present somewhere, watching eagerly as animals were prepared for mystical slaughter so he might have material for his mad science.

The ritual chanting continued for some time as the moon rose above us and I began to feel a bit numb from being held in one position for so long. After a while, I felt a tugging at my wrists. I contorted my body to look behind and saw Wed gnawing at the ropes which bound me. Patrick, standing guard nearby, watched the ritual and paid little attention. I prepared myself to leap upon the rat-man so as to take him by surprise before making good my escape.

As it turned out, there would be no need for me to wrestle with Patrick a second time. A female figure appeared as if from nowhere in the camp. She did not shout but, somehow, her words carried over the chants and the crackling of the fire and the desperate cries of the caged animals.

"You have ignored my warning!" Fantomah's voice dripped with disdain for the outsiders who dared perform profane rituals in her jungle. "And so you learn the jungle hunts those who hunt the jungle-born! Die, outsiders! Die!"

A voice, one I recognized as Moreau, shouted manically.

"Shoot her! Kill her!"

Servants and those members of the Temple who were not directly engaged in the ritual scrambled for rifles but acted too late. Fantomah raised her arms and chanted words I could feel vibrating in my very bones. Her skin drained of color until it seemed blue in the light of the torches and an shaman's mask, a terrifying skull, formed in place of her own face. The earth quaked beneath us. A great dome of soil rose up from the ground just outside the ritual area, seemingly oddly like a soap bubble floating upon the water just before popping. And pop it did, exploding in all directions in a shower of dirt.

Giant, roaring beasts, reptilian in appearance, poured forth from the hole created. It took me a moment to recognize them, for no man had ever seen such creatures in the flesh. Dinosaurs! Dinosaurs had answered Fantomah's call and were climbing forth to purge the jungle of outsiders! Shots rang out but to no avail. The mighty hunters of the ancient world would not be stopped by mere firearms. Sharp teeth and claws flashing in the moonlight, the dinosaurs set to work.

I felt Wed chew through the last of my bonds just as Patrick sprang into the camp, presumably to find and protect Moreau. I assumed the better part of valor, grabbed up Wed, and ran beyond the trees. I closed my eyes and refused to watch but I will forever hear the sounds of great bellows and dying screams in my dreams.

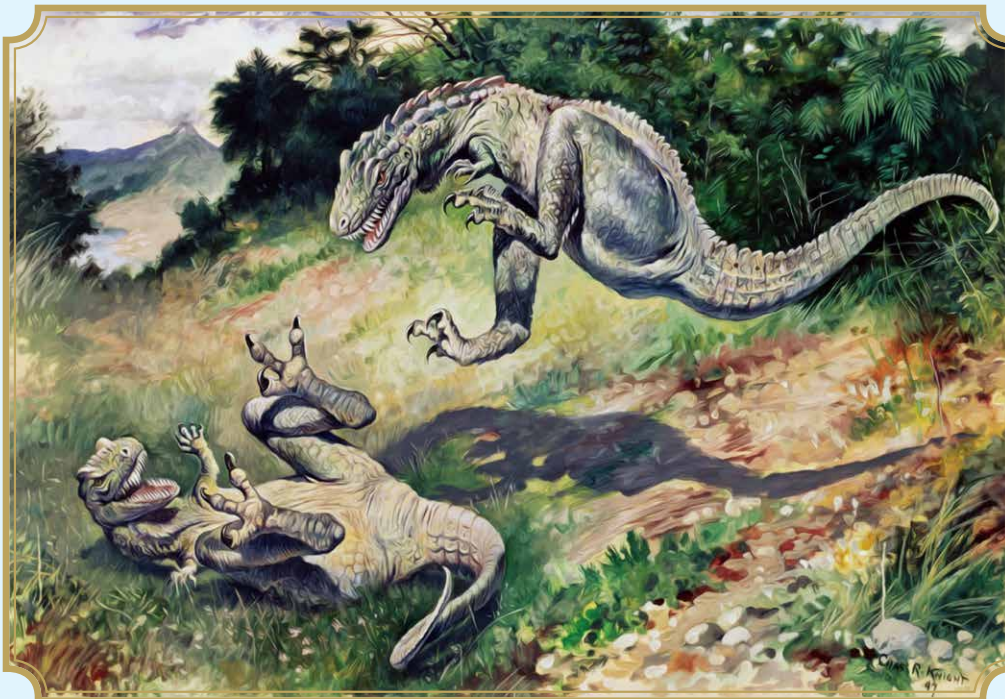
When the sounds ceased, I dared to open my eyes. Crouching before me was a dinosaur unlike any I had yet seen reconstructed by paleontologists and sculptors. It stood on two legs and used a long, thick tail for balance. I recognized in the large head and the configuration of the eyes a predator and, while the arms were small compared in size to the body, I imagined those mighty jaws more than enough to snap me up in a single bite. Still, I was fascinated. I imagined how excited the Doctor would be to meet an animal from so long ago. And so, inspired by the memory of my mentor, I dared to speak to it.

It took several attempts to find a common tongue but I eventually discovered the dinosaur spoke something akin to the language of ostriches with a smattering of phrases from, of all things, the dialect of chickens! We exchanged only a few words before the mighty hunter stalked away. Their mission accomplished, the dinosaurs were returning to a subterranean realm where, as the one I spoke to told me, they lived beneath the light of their own sun.

When the last dinosaur had descended into the earth, the hole they erupted from collapsed upon itself, sealing the entrance to their home. Wed and I traveled into the camp, making my way past the rubble and remains. The three cages were open and the animals once trapped inside gone. Of Fantomah I could find no trace. I can only assume, with the ritual ended and the interlopers dead, she had returned to the jungle.

In the tattered remains of Moreau's tent I located the book. I stored it carefully in my pack and looked around, once more, at the carnage wrought that night. Was Moreau among the dead? Or did he, as I feared, escape into the jungle and would he one day do as he promised and use science to create even greater horrors than Patrick? It might be I would never know for certain. At least he would do so without Doctor Dolittle's manuscript to aid him.

Calling Wed to my side, I turned away from the wreckage of the Temple of Ra's camp and began the long journey back to my home in Puddleby-on-the-Marsh.



FINDING DINOSAURS

Dinosaurs are alive! Alive I tell you! Or, at least, I assume they are over here in New Europa based on the trend of what was fictional back home being real here. If living, breathing dinosaurs are out there, here's a few possible locations intrepid explorers might encounter them.

- A plateau in the Amazon basin of Antillea is inhabited not only by dinosaurs and other extinct creatures, but a tribes of intelligent proto-humans and humans.
- Living in underground caverns so vast as to be entire realms or, perhaps, part of a Hollow Earth. The dinosaurs encountered by Tommy seem to be living beneath Africa but other entrances to dinosaur-filled subterranean realms might be found in the Snæfellsjökull stratovolcano in Iceland, openings in the Earth located at either pole, and beneath London (and primed for release when they begin digging the Underground).
- Dinosaurs might be responsible for a number of creature sightings including the Loch Ness Monster in Scotland, the Mokele-Mbembe in Africa, and the Thunderbird in the Americas.
- There might be entire "Islands that Time Forgot" out there where dinosaurs, giant apes, and other improbable creatures live somewhere in the Pacific, close to Japan or China.



DINOSAURS

Dinosaurs! Who doesn't love them? They're both mystery and monster and nothing seems to fire up the imagination quite like the big (and not so big) beasts. Right now, New Europa is in the grip of dinosaur fever with every new discovery making the papers. Doctor Richard Owen, the man who coined the word *dinosaur* and first postulated the known remains (Iguanodon, Megalosaurus, and Hyleosaurus) should all belong to a single, distinct taxonomic group, is still alive and making discoveries, though he gets along poorly with his fellow scientists, especially Darwin.

The first dinosaur in the Americas, the Hadrosaurus, was discovered by a man named William Parker Foulke in New Jersey. Not only did this prove dinosaurs had existed in the New World, it proved some dinosaurs walked upright instead of on all fours. Currently, the entire world is watching the ongoing rivalry between Edward Drinker Cope and Othniel Charles Marsh who are in the middle of what the papers call the Bone Wars. Unfortunately, both men seem willing to stoop to anything and have been known to sabotage each other, steal bones, and destroy dig sites. Between this intense competition and their methods, including using explosives to blow their way to bones, I shudder to think of how much knowledge has been lost.

Of course, I know there are real, living dinosaurs out there in New Europa. Sometime in the future, Professor Challenger's expedition will find the Lost World, after all, and dinosaurs were a common theme in subterranean fiction. Apparently, at least some dinosaurs live beneath the earth in Africa, according to Tommy's account.

The following dinosaurs are ones commonly known here in New Europa and all currently on display in Crystal Palace Park as sculptures created by Benjamin Waterhouse Hawkins under the direction of Sir Richard Owen. In writing up these creatures I'm using the theories of Owen and other New European paleontologists and not my own,

admittedly incomplete, knowledge from back home. After all, here some dinosaurs evolved into intelligent, spellcasting Dragons. For all I know, Owen and the others might be right and our best minds back home might be wrong.

DICYNODON

A dog-sized herbivore with a curved beak and tusks used to dig up tubers. Owen believes them to be turtle-like, complete with shells.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GD] • Perception [GD]

Size: Small [5 Health]

Armor: A dicynodon's shell stops 2 points of damage per attack (Light Armor). Its head and underside are not protected.

Bite: A dicynodon's bite does damage as a Small creature.

ICHTHYOSAURUS

A swimming dinosaur the size of a man. Owen theorizes the ichthyosaurus resembles modern crocodiles and has excellent vision due to oversized eye sockets.

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Perception [EXC] • Physique [GD] • Stealth [GD]

Size: Medium [10 Health]

Armor: An ichthyosaurus's thick hide stops 1 point of damage per attack (Light Armor).

Bite: An ichthyosaurus's bite is especially strong and does damage as a Large creature.

Lung Capacity: An ichthyosaurus breathes air but can hold its breath as if it had an Extraordinary Physique.



HYLAEOSAURUS

Little is really known about this dinosaur and, perhaps as a result, it is one of the most beautiful sculptures in Crystal Park. It is believed to have been a bear sized reptile with armored scales or plates and a fringe of spikes, located either along the spine or around the neck.

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Perception [GD]

Size: Large [20 Health]

Armor: The armor plates of a hylaeosaurus stops 3 points of damage per attack (Medium Armor).

Bite: A hylaeosaurus's bite does damage as a Medium creature.

IGUANODON

The second dinosaur type formally named, the iguanodon is commonly depicted as a bulky herbivore with stubby legs. Early models gave the iguanodon a horn on its snout but more recent theories suggest the horn to actually be a claw.

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Perception [GD]

Size: Large [20 Health]

Armor: An iguanodon's thick hide stops 2 points of damage per attack (Light Armor).

Bite and Claw: An iguanodon's bite does damage as a Large creature.

And so, Your Grace, my story ends and we come to the point of my letter. Thank you for indulging me thus far.

I last saw Doctor Dolittle on a rainy day several years ago. He was old by then and a bit slower of step but still sharp of mind and filled with a passion for life. That day, the Doctor pulled on his jacket, placed his hat upon his head, picked up his favorite cane, and paused to look at me.

"I am going for a walk, Tommy," he said, "I do not know when it is I might be back. You shouldn't wait, I think."

He walked out the door and I rushed to watch him as he made his way across the garden and down the path. When last I saw him just before he rounded the bend, he had been joined by a Faerie Lady with dark skin and gray hair, streaked through with shots of vivid red.

Moreau outright said I was of limited intelligence. For many years after the Doctor left, I thought much the same. As a boy and a young man I traveled the world with Doctor Dolittle. I visited exotic lands, met royalty, fought pirates, encountered unusual creatures, survived terrific dangers, and, yes, learned to speak to animals! Yet, what was I without him? I could care for animals, yes, but I was no Doctor. He was smart and clever and brave and, all by myself now, I felt lacking in such qualities. I loved my mentor as well as any man had ever loved another but, I admit, I had not learned to feel similarly about myself.

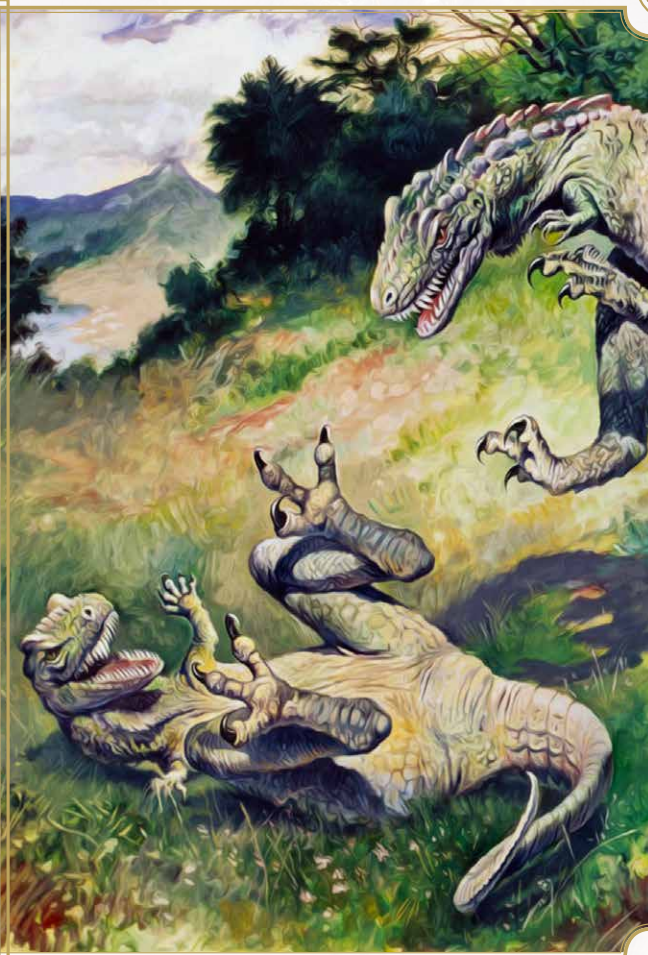
And then the Doctor's final manuscript was stolen and events forced me out into the world once more. I do not pretend I am the hero of my story. You assaulted the thug and saved us from the bomb. Beth-Ann frightened off my pursuers in the forest. Fantomah and her summoned dinosaurs ended Moreau and the Temple of Ra's mad scheme. Yet, I was there. I did travel halfway around the world and I did meet exotic and unusual people and creatures and I did have an adventure. And all without the Doctor.

Marianne, Doctor Dolittle was smart and clever and brave and I admit I am not him. But I am Thomas Stubbins, the man who can speak to animals and that, I think, is enough. If you do not mind, I would like to come visit you and your Captain Olam at Castle Falkenstein. I would like to learn more of your Second Compact and, perhaps, offer my services to it as an associate.

I believe there are still adventures for me in this world.

With gratitude and heartfelt admiration,

Thomas Stubbins



MEGALOSAURUS

At first believed to be a giant lizard some twenty meters in length, Owen concluded it to be a mere nine meters (or roughly thirty feet) in length. Megalosaurus was the first dinosaur to be identified as such. Megalosaurus is the big daddy of known New European dinosaurs and will probably remain so until the Tyrannosaurus Rex is discovered next century.

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [EXC] • Perception [GD] • Physique [GR]

Size: Huge [30 Health]

Armor: An megalosaurus' thick hide stops 3 points of damage per attack (Medium Armor).

Bite: The bite of a megalosaurus does damage as a Huge creature.

PTERODACTYLUS

The first flying dinosaur to be discovered and, perhaps, the most accurate reconstruction of dinosaurs in New Europa. It helps that Owen and other scientists have living models to base their theories on, though Dragons aren't likely to sit around and pose for long. Some Dragons consider the presence of pterodactylus bones in museums to be an affront to their history and ancestors.

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Perception [GR] • Physique [GD]

Size: Large [20 Health]

Armor: A pterodactylus' thick hide stops 1 point of damage per attack (Light Armor).

Bite and Talons: A pterodactylus does damage as a Large creature.

Flight: A pterodactylus is capable of flight with speed based on its Physique Ability.

TELEOSAURUS

Another crocodile-like semi-aquatic dinosaur, this one measures roughly ten feet in length and has a long, thin snout with rows of jagged teeth perfect for catching fish.

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GD] • Stealth [GD]

Size: Medium [10 Health]

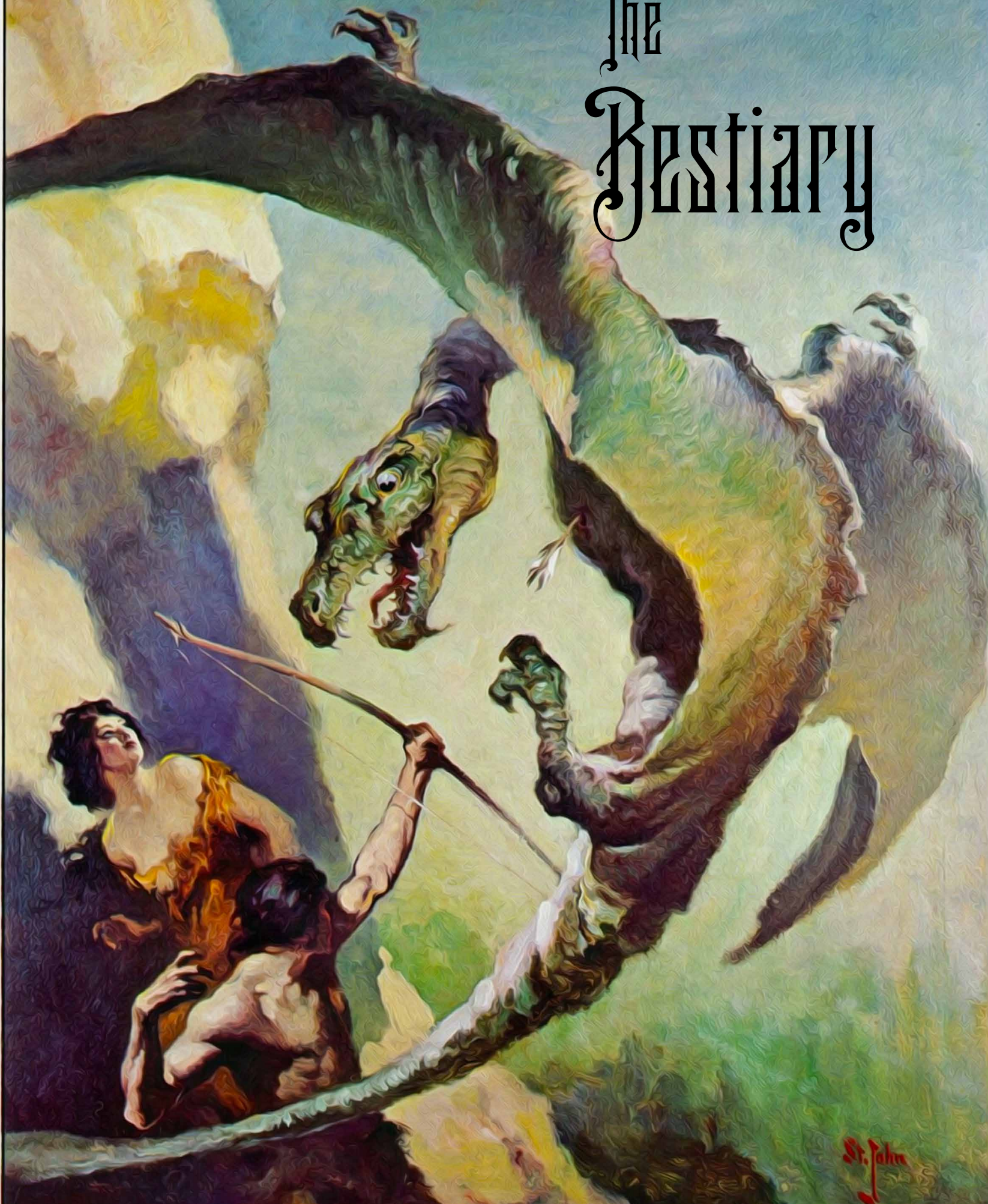
Armor: A teleosaurus' thick hide stops 1 points of damage per attack (Light Armor).

Bite: A teleosaurus' jaws are designed for fish, not larger prey, and do damage as a Medium creature.

Lung Capacity: An teleosaurus breathes air but can hold its breath as if it had an Extraordinary Physique.



The Bestiary



St. John

TOM'S GUIDE TO THE BESTIARY

I'm happy to say Tommy Stubbins did visit us a few months later and he is officially an ally of the Second Compact. That gave me a chance to teach him how to play The Great Game and to consult with him on my adaptations of Doctor Dolittle's bestiary. You'll find that, plus a selection of common animals, Host Characters, and new Dramatic Character concepts in the second half of the book.

Each bestiary entry breaks down as follows:

Creature Name & Type

The name of the creature and its type. All creatures in the bestiary are either: **Native** (originating from the world of *Castle Falkenstein* and relatively unchanged by Magick or Faerie), a **Faerie Pet** (a creature changed by the Faeries through Glamour and experimentation), or **From Beyond the Faerie Veil** (a creature not native to the world of *Castle Falkenstein* but also not changed by Faerie Glamour).

Doctor Dolittle's Summary

Observations on the creature as documented by Doctor John Dolittle. This includes a brief summary and common habitats at the beginning of each creature's entry.

Game Information

Specifics needed to use the creature in *Castle Falkenstein* as detailed below.

Pet Ability Rank: My suggested Rank if a player is taking the creature as a companion in an Adventure Entertainment using the optional rules laid out on page 17.

Typical Abilities: A list of abilities suited for a typical member of the species.

Size and Health: The creature's size and number of Health Points.

Restrictions: If the creature has any specific restrictions to its behavior or abilities it is listed here.

Armor: If the creature has an ability which reduces damage it is listed here for use with both the original and optional Fearful Harm rules as presented in *Comme il Faut*.

Other Powers/Traits: Additional traits and powers are listed next. This includes attacks creatures can make, special forms of movement, and other unusual attributes which are unique to the creature or require some level of explanation.

Adventure Seed: An idea on how to use the creature in an Adventure Entertainment. You might notice few of the adventure seeds involve direct combat with the creature. That's because, as a game of Adventure and Intrigue in the Steam Age, *Castle Falkenstein* works best with thinking opponents whose motivations, desires, and backgrounds make for dramatic fodder. The majority of creatures work better as plot points or as henchmen or the occasional guard than as targets to knock down on the way through a dungeon. Most basilisks can't deliver a stirring, cackling dénouement, after all.

As you read the bestiary, by the way, keep in mind who wrote it. Doctor Dolittle mentions having a conversation with various creatures. That's because, in game terms, he has the Animal Speech Ability and doesn't designate intelligence on the part of the creature. Only creatures with the Education Ability can reason in a human-like way.

AMPHISBAENA

Native

"The amphisbaena has a twin head, that is one at the tail-end, as though it were not enough for poison to be poured out of one mouth."

~Pliny the Elder

Known also as the *amphisbene*, *amphisbona*, *amphista*, and *amfivena*, this peculiar creature is said to have been born when blood leaked from Medusa's head as the hero Perseus flew over the Libyan Desert astride the famed Pegasus. Several scholars, including the much quoted Pliny the Elder, describe the amphisbaena as being a poisonous serpent with two heads, one on each end. While there are, indeed, two headed creatures in this world (for instance, my friend the pushmi-pullyu, whom I will detail later in this volume), this particular animal has but one head which is exactly where one might expect it to be. Instead of a head, at the end of the amphisbaena's tail sits a stinger. There are two white and black circular markings located just above the stinger that resemble eyes, explaining why some believed the creature to have not one but two heads.

Other facts are also in error in traditional accounts of the amphisbaena. Specifically, it has always been classified as a serpent. This is understandable due to the lack of legs and seeming lack of fur. However, closer examination of an amphisbaena reveals it to be warm blooded and to be covered in fine hairs difficult to see without the aid of a magnifying lens. Thus, it is a mammal and not a reptile. This explains why some accounts, such as those by Isidore of Seville, make a specific point to note the amphisbaena as being active during the winter months.

Much like the platypus and the spiny anteater, the amphisbaena does not give birth to its young live but lays eggs which it carries for some time before depositing underground for hatching. Once free of its egg, the newborn nurses by licking milk,



secreted through pores, from the mother's skin. Based on these facts, I believe I can confirm with some authority that the amphisbaena is the only known example of a monotreme found outside of Oceania. Certainly, it is the only known example of one found in New Europa.

Limbless, amphisbaena travel much as serpents do, flexing their muscles to create a series of ripples which grip the environment around them

AMPHISBAENA

Suggested Pet Ability Rank: Great

Typical Abilities: Athletics [GR] • Poison [GD]
• Stealth [GD]

Size: Small [5 Health]

Burrow: An amphisbaena can burrow through sand and loose earth at a rate of one foot per minute. It cannot burrow through compact soil, clay, or harder substances.

Stinger: The amphisbaena's stinger does damage as a Small creature plus immediate Poison which causes Blows.

ADVENTURE SEED

A splendid yacht party has put ashore on one of the many small islands surrounding Greece. Music and merriment continue apace until a young boy cries out in pain. A quick examination shows the boy, son of Greek olive oil giant Antonis Liokareas, has a wound on his heel, most likely caused by the stinger of an amphisbaena. In a grown man, the poison would be a survivable inconvenience but in a child it could prove fatal and there are no medical facilities on such a tiny island. Can the boy be saved? And was he truly stung by an amphisbaena or is there a more sinister plot afoot? Might there be a murderer among the party guests?

IN BRIEF

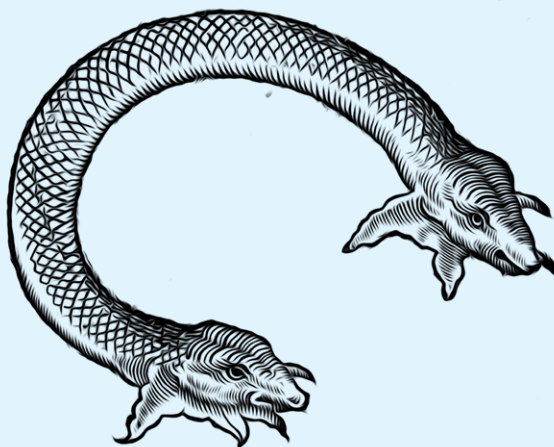
A mammal, specifically a monotreme, often mistake as a serpent. It is a burrowing creature and has a barbed tail which delivers poison.

WHERE IT MIGHT BE FOUND

Amphisbaena are most commonly found in the Mediterranean region, often near the shore.

and propel them forward. They are burrowing creatures and use a similar motion to dig their way through loose soil and sand. Ampbisbaena live in small family units in underground pockets and hollows they discover during their travels.

Common prey for the amphisbaena includes small mammals such as mice, frogs and lizards, and occasionally large insects. Unlike serpents, amphisbaena are capable of tearing their food to pieces with their teeth. The preferred method of hunting is to use the stinger to render prey unconscious and then to dine once the meal can no longer fight back. The average, healthy adult human need not fear dying if stung by an amphisbaena but the experience can be quite painful and is best avoided if possible. I suggest those visiting the shores of the Mediterranean wear sandals, shoes, or a sturdy pair of boots and watch where they step.



BASILISK/COCKATRICE

Faerie Pet

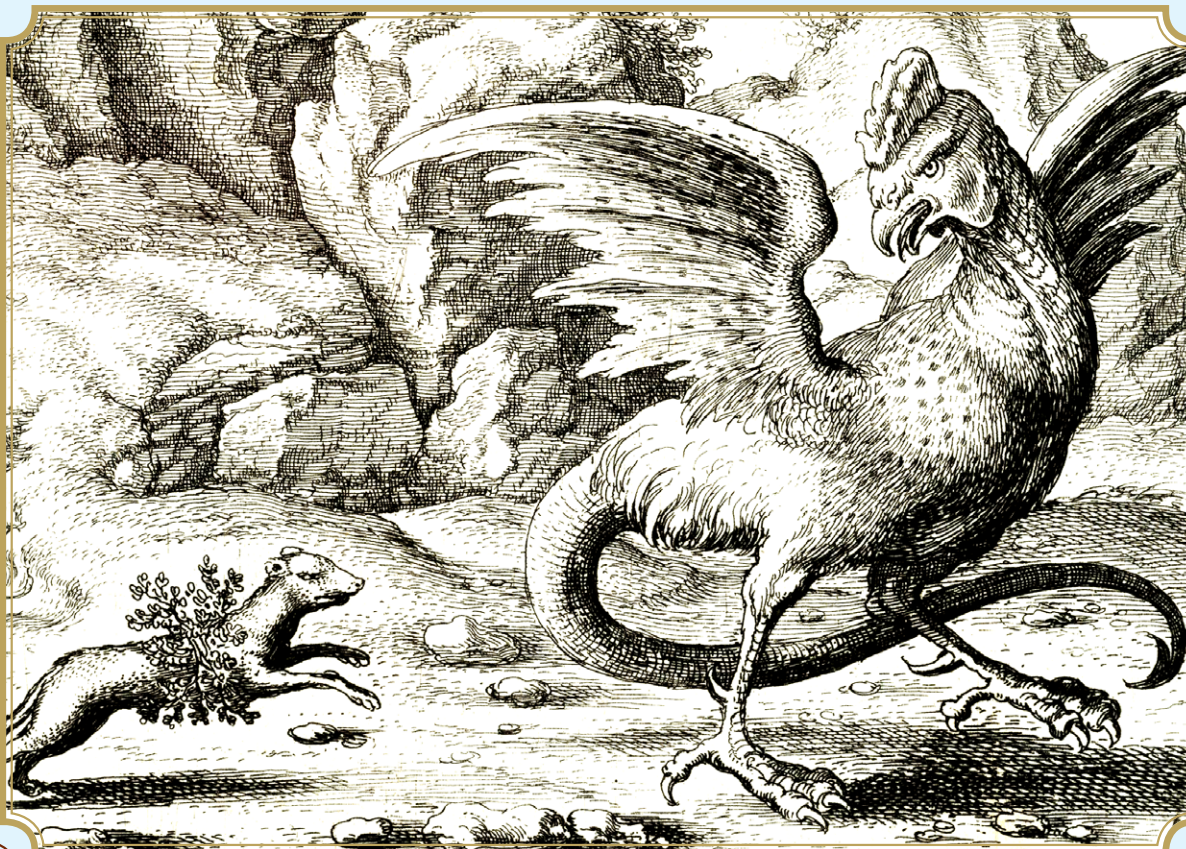
"Anyone who sees the eyes of a basilisk serpent dies immediately. It is no more than twelve inches long, and has white markings on its head that look like a diadem. Unlike other snakes, which flee at its hiss, it moves forward with its middle raised high. It is tough and even its breath scorches grass, kills bushes, and bursts rocks."

~Pliny the Elder

Allow me a moment to correct an error made by several of my colleagues. The creature known as the basilisk and the creature known as the cockatrice are, in fact, one and the same. The markings on the basilisk's head, though most often white, are occasionally imbued with a reddish hue. This has led to some to believe in two separate beasts, one with white markings that resemble nothing so much as a crown known as the basilisk and one with red markings that resemble nothing so much as a cock's comb. It is this confusion that led to nonsense tales about invulnerable cock's eggs hatching to become oversized serpents.

Based upon a study of anatomy and conversations with one particular basilisk, I believe their origins lie in the beautiful but deadly naja, also known as the cobra, native to Africa and parts of Asia. At some point in the past, before even the time of Aristotle, an unknown Faerie applied strange Glamours to transform the naja's poison producing glands into a mechanism for delivering an even more dangerous attack at a distance.

As described by Pliny the Elder and numerous naturalists and scholars since, the basilisk appears to possess a variety of deadly defense mechanisms.



Eyes that murder with but a gaze. A hiss that drives away any who hear it. Breath that burns vegetation and breaks apart minerals. Yet, after exhaustive examination and several discussions with a member of the species, I have determined these are not multiple, different abilities but a single attack that affects animal, mineral, and vegetable alike.

When a basilisk wishes to cause harm, it vibrates a unique membrane located where the poison gland would be on a more mundane naja. This vibration creates a sonic signal, not unlike that which a bat uses to locate and hunt prey at night, so intense the human ear cannot perceive it. I believe this sonic signal somehow disrupts the very atoms that make up all matter creating physical damage that harms the organic and sunders the inorganic. Scholars of the past, unable to detect the basilisk's attack ascribed the damage caused to other causes such as the creature's gaze or hiss or breath. Fortunately, while I can not hear that intense sound, my canine companion Jip can. It was his keen ears that gave me the key to unraveling this puzzle of the ages. Without his aid,

IN BRIEF

A powerful, reptilian Faerie Pet capable of using sounds inaudible to the human ear as a weapon.

WHERE IT MIGHT BE FOUND

Guarding Faerie properties of both courts. Rarely found in the wild and has an extreme distaste for colder climates.

even I might still believe the basilisk kills with a look and not with a cry no human ear can hear.

Faeries of the Seelie and Unseelie Courts both make use of the basilisk to guard their installations. I know from my conversations with a basilisk they prefer guarding outdoor Faerie strongholds such as circles and caverns and prefer warmer environments close to the equator. Cold, it seems, acts upon a basilisk as it might any serpent, and makes them sluggish and unresponsive.

BASILISK/GOCKATRICE

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Perception [GR] • Sonic Scream [EXC] • Stealth [EXC]

Size: Small [5 Health]

Restrictions: When in a cold environment reduce all of a basilisk's Abilities by one. If the temperature is below freezing, reduce all of a basilisk's Abilities to Poor.

Armor: A basilisk's tough hide stops 1 point of damage per attack (Light Armor).

Bite: The basilisk's bite does damage as a Small creature.

Sonic Scream: The basilisk uses its Sonic Scream Ability to attack. A sonic scream does damage as a Carbine with an Effective Range of 30 yards. This attack ignores armor unless created or enhanced by Magick.

ADVENTURE SEED

Stealing from a Dark Lord is never a recommended course of action, yet the Dramatic Characters' patron has specific need of technical schematics sealed away in the treasure vault of Alpain the Pale, trusted agent of the Adversary. Given the thugs guarding Alpain's Parisian home, an underground approach might be best but beware the basilisks patrolling the sewers!

GALADRIUS

From Beyond the Faerie Veil

*"With propitious gaze the caladrius looks at the sick man, When Lachesis twists her thread with favouring hand.
With eyes averted it raises a warning cry of sorrow. As often as it perceives the day of death approaching.
Its flesh restores the bright keenness of vision which has grown dim. The colour of its wings is said to be milk-white."*

~Alexander Neckam

With apologies to the eagle, phoenix, roc, and even my own dear companion Polynesia, the caladrius may well be the most astounding bird in existence. In appearance, it seems beautiful but otherwise unremarkable, the size of a dove but with a long neck like that of a heron. Its feathers are the white of cream without blemish and its beak and legs are a light pink in color. What makes the caladrius so utterly amazing is not its appearance or size but its ability to heal the sick and injured.

In story, the caladrius either is placed or lands upon the breast of the dying, leans forward and then drinks of the illness for many minutes, drawing the sickness unto itself. Once the caladrius has had its fill it flies away and into the sky, bathing in the

sunlight to burn away the disease. Both the man and the bird live due to this miracle.

Of course, as is often the case, certain elements of the myth are true but the understanding of them are naught but fantasy. Having spoken to experts on the sorcerous arts as well a caladrius itself, I have learned the truth of how the bird achieves such an extraordinary feat.

It seems every caladrius hatches from the shell with an innate ability to cast a single spell, one which accelerates healing in others. The "many minutes" of "drinking illness" is, in fact, a gathering of power not dissimilar to that done by human sorcerers. Once the caladrius has absorbed enough Magical energy it casts the spell, which strengthens the



constitution to battle against disease and injury and quickens the pace of recovery. The bird does not draw the sickness in to itself, and so does not need to burn it away in the light of the sun.

I cannot write on the territories or habits of the wild caladrius because no caladrius is known to live in the wild. Every caladrius I am aware of lives in the care of a Faerie Lord or Lady. From what I have been told by a caladrius of my acquaintance, the species originally comes from another world,

GALADRIUS

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [PR] • Perception [GD] • Physique [GR]

Size: Tiny [1 Health]

Beak and Talons: The caladrius does damage As a Tiny creature.

Flight: A caladrius is capable of flight with speed based on its Physique Ability.

Healing: A caladrius can cast a healing spell with a base Thaumatic Energy requirement of 12. The caladrius follows the same procedure for casting the spell as any spellcaster. It must gather power and construct the spell using standard definitions. A caladrius will reject Unaligned Power as it gathers energy.

ADVENTURE SEED

Grievous harm has come to the King while on an expedition! No amount of mortal medicine will repair the damage and no Magickal healer of sufficient skill can be found. The only hope lies in the pet caladrius of a nearby Faerie Lady who rarely entertains visitors. Can the Dramatic Characters convince her to come to the King's aid? And what of the foreign agents who seek to prevent his recovery through any means necessary?

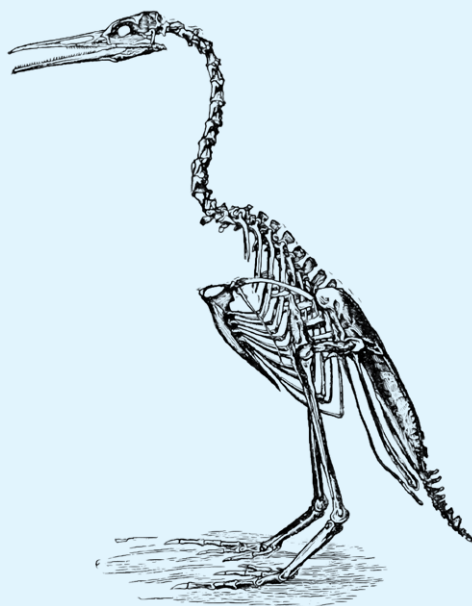
IN BRIEF

A small bird originally bred on another Earth, possessed of the ability to cast a single spell of healing.

WHERE IT MIGHT BE FOUND

Domesticated and in the care of specific Daoine Sidhe family lines. Rarely, if ever, found in the wild.

much like this one, where castles floated in the sky. There, the birds were domesticated by a powerful clan of wizard healers, not dissimilar to the Holy Order of Saint Boniface. Allies of the Seelie Court, this clan taught a number of Faerie Lords and Ladies the secret of domesticating and caring for the remarkable, healing birds. When the Faerie left that world they took with them several pets, including many caladrius. Today, the secrets of their care are passed along family lines among the Daoine Sidhe, from parent to child. The Seelie use the caladrius to help heal favored humans since no Glamour, no matter how real it seems, can truly knit together flesh or bone, or boil away disease.



CATOBLEPAS

Native

"The catoblepas lives near a spring in western Ethiopia, which some think to be the source of the Nile. It is of moderate size but has a very heavy head which it carries with difficulty, so that its head is always hanging down. Its eyes are deadly and anyone who sees them dies instantly."

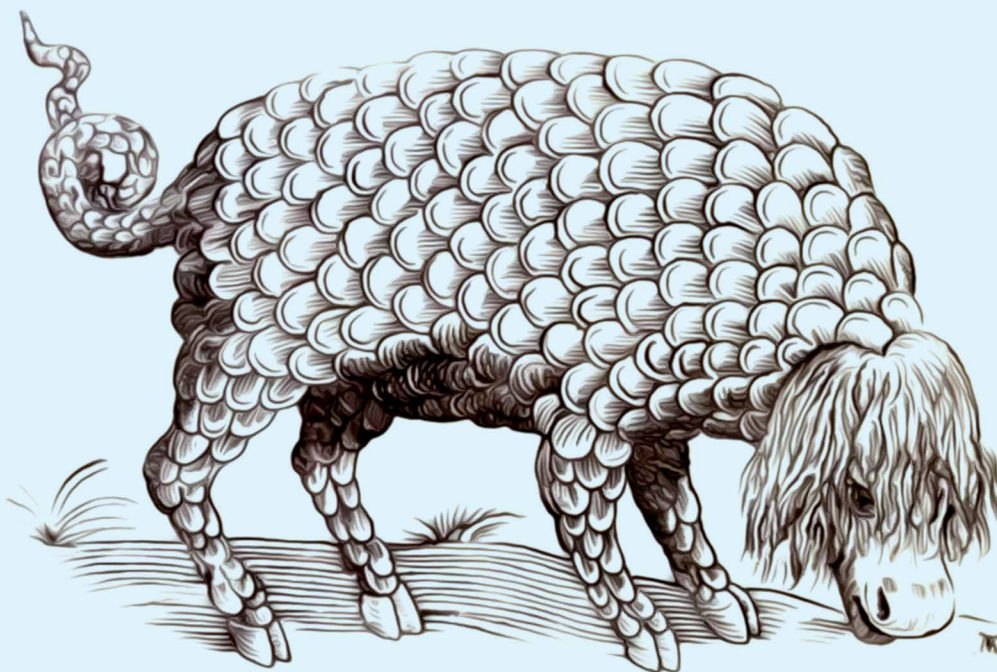
~Pliny the Elder

It feels as if any creature native to Africa of which Pliny did not have personal knowledge was relegated to being a resident of Ethiopia. At the time it was a country far enough away from Greece as to be exotic but not so far away as to be entirely fictional. Today, we know the catoblepas, also erroneously referred to as a gorgon by Edward Topsell, roams across much of Africa, from Ethiopia to the southern tip. Study of the catoblepas by explorers and colonists has revealed it to be a dwarf breed of wild cattle. Measuring only three feet in height and hornless, the catoblepas protects using a combination of unusual defensive abilities.

Much like the scaly anteater native to eastern tropical regions, the catoblepas is protected by a

layer of iron-strong, overlapping scales grown from a substance similar to human fingernails. During an attack, the catoblepas curls inward, tucking its head beneath its body to ward away the fangs and claws of predators. Should the armor not be enough to deter an aggressor, the catoblepas produces a noxious and nauseating spray cloud similar to that of the skunk which burns the throat and sinus passages and induces violent sickness of the stomach. Catoblepas themselves seem immune and unbothered by this ability. Given this combination of defenses, few predators dare attack.

As with most cattle, catoblepas travel in herds ruled by a chief bull. During the day, the herd forages for food near a plentiful source of water



while one cow, playing the part of the nanny, keeps watch over the calves as they sleep. In the evening, the herd forms a circle, facing outward, with the calves in the center for protection. Should the forage in an area grow too sparse, the water become polluted, or the presence of other animals present a problem, the herd will travel for miles to find new territory. Catoblepas are rarely aggressive with one another. Young males will leave to form a new herd rather than challenge the chief bull for leadership and one herd will not attempt to drive another out of territory. Rather, the herd with first claim will remain and the other herd will continue to search for a new source of food and water.

CATOBLEPAS

Suggested Pet Ability Rank: Great

Typical Abilities: Poison [GR] • Physique [GD]

Size: Small [5 Health]

Armor: A catoblepas's armor plates stop 2 points of damage per attack (Light Armor).

Toxic Cloud: Creates a three foot wide, six foot long cloud of inhaled, immediate Poison which causes Constitutional Shock in Men and Woman.

ADVENTURE SEED

Famed animal trader and entertainer Carl Hagenbeck wishes to be the first to successfully capture and display a herd of catoblepas to the public of New Europa. Unable to do it alone, he hires the Dramatic Characters to accompany him into the savannahs of Africa. Unfortunately, not everything is as Mister Hagenbeck suggested and he is lacking in the proper permits to hunt and capture animals. Whatever will the Dramatic Characters do when they go from hunting to being hunted by the local authorities?

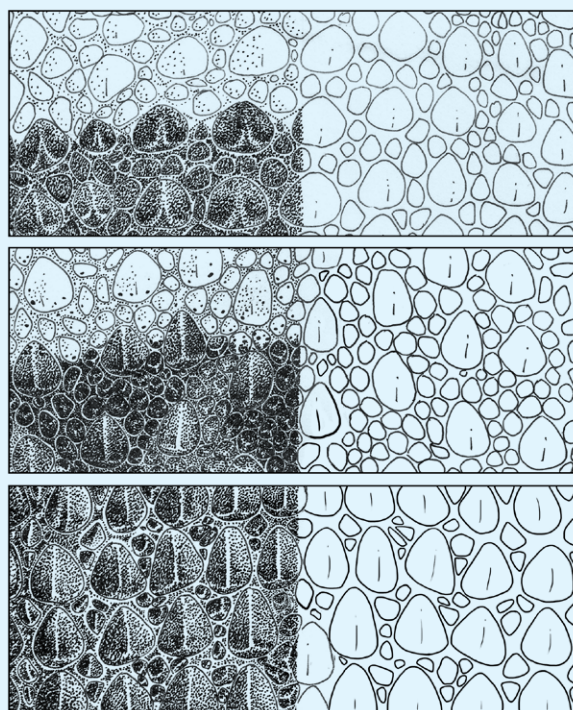
IN BRIEF

A miniature bovine coated in armored scales capable of breathing a noxious fog.

WHERE IT MIGHT BE FOUND

Nomadic herds wander in the savannahs of Africa.

Attempts to domesticate the catoblepas have, thus far, failed. They fare poorly in even the limited captivity imposed on cattle by ranchers, often growing sick and dying. Catoblepas also respond poorly to attempts to herd them, refusing to move and employing their natural defenses against their handlers. More extreme measures might be taken in the future but, for now, their small size makes the catoblepas undesirable for the production of either milk or meat, and they remain wild.



EGHINUS

Native

"How futile a creature is man, seeing that those rams, armed for striking with bronze and iron, can be checked and held fast by a little fish six inches long! It is said that at the battle of Actium the fish stopped the flagship of Antonius, who was hastening to go round and encourage his men, until he changed his ship for another one, and so the fleet of Caesar at once made a more violent attack."

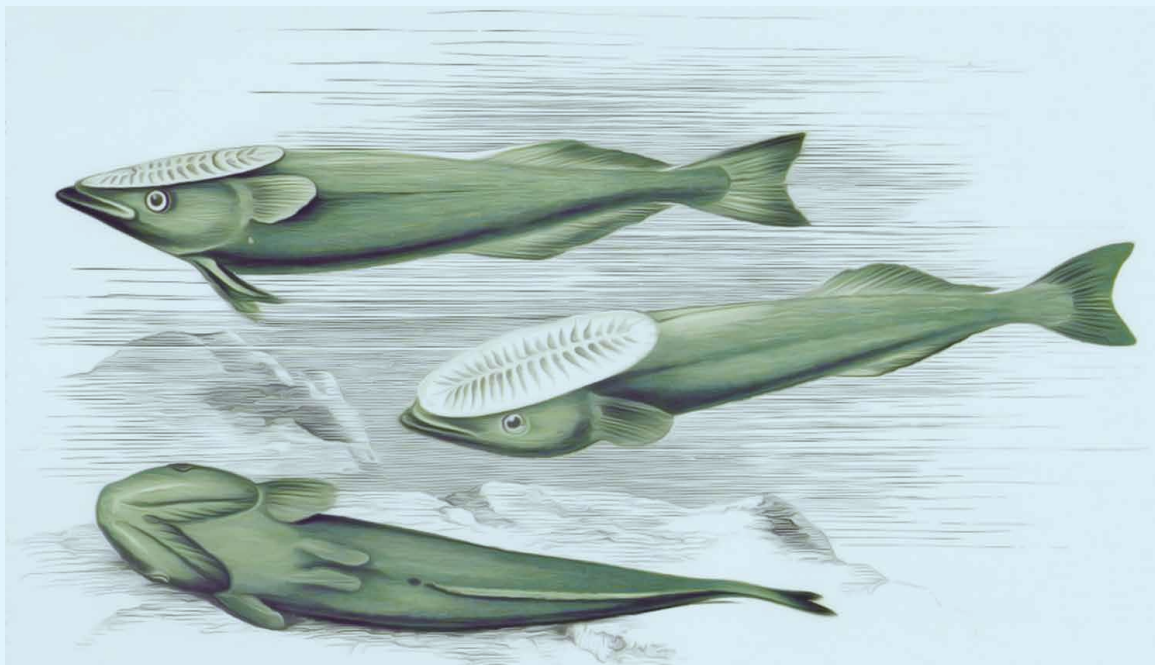
~Pliny the Elder

Pliny the Elder, and several notable scholars following him, described the echinus as being a mere six inches in length yet capable of halting the movement of a Roman trireme simply by affixing itself to the rudder. I believe this to be either a translation error or a bit of confusion on the part of Pliny. Perhaps the echinus was conflated with its much smaller cousin, the remora? I can only say with surety that every echinus I have ever seen measures at least six feet in length. Certainly, this larger size lends validity to the idea that a fish can alter or even halt the course of a sea-going vessel.

Long, thin, and silver in color, the echinus possesses a flat organ atop its head that allows it

to cling to a larger fish or vessel, properly called its host, by the process of suction. It controls this organ perfectly and can attach or remove itself from the host with little effort. Once connected, the echinus feasts upon feces excreted by its host who benefits in return by being cleaned of harmful parasites. Echinus prefer to attach to whales and cling to vessels by mistake. Indeed, since a ship does not excrete waste the sucking fish can receive no nutrition from it and, more often than not, will detach itself in a matter of hours.

If an echinus does attach itself to the rudder of a vessel, its bulk can throw off the steering apparatus, making it impossible to move properly. This does not truly stop the ship since it



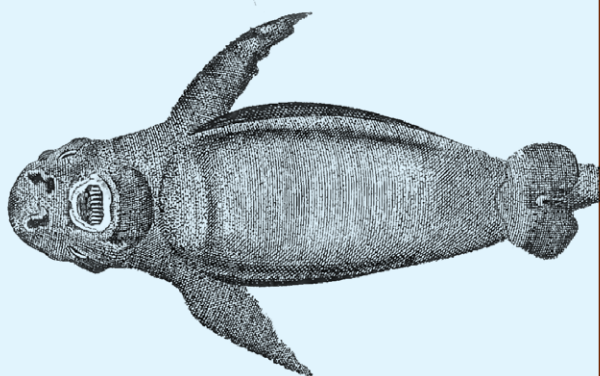
still drifts with the current, but it can make it quite hard to steer. While this can be a problem for primitive vessels like Antonius's trireme, the modern, three-masted sailing ship is so powerful the addition of an echinus' bulk matters little and, indeed, might not be noticed at all. In truth, if an echinus does attach to a passing ship, it is likely to do so to the underside of the hull. Should the crew of a sailing vessel find an echinus attached to the rudder or hull, they need not kill it to remove it. They need only push the echinus forward along the hull or rudder until at least some portion of the sucking organ no longer touches the vessel. At that point the suction will be broken and the fish will likely swim away. Do not tug on the echinus or attempt to pull the fish backwards. Such tactics will not work. Attachment by an echinus to the rudder is a rare occurrence but, to this day, remains a convenient excuse for ship captains to use with nautically ignorant customers when they arrive at port late.

IN BRIEF

A giant remora capable of stopping a vessel from steering.

WHERE IT MIGHT BE FOUND

Most commonly found swimming in the Mediterranean Sea and Indian Ocean. Occasionally found in the Atlantean Ocean as well.



ECHINUS

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [PR] • Perception [PR] • Physique [GD]

Size: Small [5 Health]

Restrictions: The echinus cannot survive outside of salt water.

Fin Slap: The echinus is particularly weak and does damage as a Tiny creature.

Suction: Treat an echinus attached to a host as having the strength of a Huge creature when attempting to remove it by pulling on it. If an echinus attaches itself to the rudder of a Huge (if an oar-powered vessel), Large (if a sailing vessel), or Medium (if a steam-powered vessel) or smaller ship consider the vessel incapable of steering and at a dead stop until the echinus has been removed.

ADVENTURE SEED

In honor of the release of *Around the World in 80 Days*, a serial by Jules Verne celebrating the accomplishments of Mister Phileas Fogg, Emperor Napoléon the Third is sponsoring a race around the world! The first to travel eastward from Paris, circumnavigate the globe, and return to Paris will be awarded 10,000 francs. What will the Dramatic Characters do when their progress through the Mediterranean is halted by an echinus which has attached to their rudder?

FAERIE MOUNTS (GRIFFIN AND WINGED HORSE)

Native and Faerie Pet

"The griffin is both a feathered animal and a quadruped; its body like that of a lion, but it has wings and the face of an eagle. Griffins are hostile to horses and attack any man they see."

~Isidore of Seville

I have seen the 7th Irish Lancers march by during military parades and I have heard the sighs of women inspired by handsome Faerie Lords dressed in full uniform mounted upon shining winged steeds. I admit they are something to behold. I, of course, find myself more interested in the mounts favored by members of the Faerie "Flying Squads" than the officers themselves.

To join in an aerial hussar or lancer regiment such as the 7th Irish Lancers, a Faerie Lord must provide his own mount. Most choose either the griffin or the winged horse to carry them into battle. Despite this commonality, and despite serving side by side, carrying stalwart defenders to battle, these two creatures have little in common beyond their wings.

The griffin, of course, is famed for having the body of a lion but the head, wings, and foreclaws of an eagle. A magnificent and noble creature, the griffin nests in the tallest mountain crags throughout New Europa, India, and the Ottoman Empire. Despite some speculation by scholars and their association with Faeries, I believe them to be native to our Earth and not a creation of fae Magicks.

Both the griffin's beak and talons are razor sharp, easily capable of rending flesh and they are fiercely loyal. Griffins form intense bonds to their sires, dames, mates, and young (properly called cubs) and will battle to the death to defend any of them.

Faerie riders have learned to exploit this loyalty by stealing away griffin eggs. Absent parents, a newly hatched cub will imprint upon its Faerie caregiver and eventually grow to become a loyal companion and mount.

Despite strong wings and ferocity of beak and talon, griffins are best suited to daytime activity. They seem to derive strength from the rays of the sun and flag when not under its influence. An intelligent rider knows this and will not push their mount to fly or fight at night.

Unlike the griffin, the winged horse is not a proper species as they do not breed true and produce winged colts. Nor are they descendants of the legendary Pegasus. In truth, the mounts so favored by Faerie Lords and so fawned over by their admirers are most often nothing more than a regular horse changed in both mind and body by Faerie Glamour to be winged and capable of flight. I have been told only the most skilled of the fae can perform such a transformation and to do so is considered a mark of great ability. Beyond the ability to fly, winged horses behave as and are in all other ways the same as their earth-bound kin.

Some few winged horses used as cavalry mounts are not animals at all but a Faerie of some kind shapeshifted into that form. This curious arrangement, of one Faerie serving as military mount for another, might come about voluntarily

"And the curious country people, Rich and poor, and young and old, Came in haste to see this wondrous Wingéd steed, with mane of gold."

~Henry Wadsworth Longfellow

as an act of love or friendship or as a form of servitude or as the result of an oath. I know of at least one Leprechaun who, having lost a wager of quite some size, shapeshifted and served as a Daoine Sidhe's mount for one year and one day to pay off the debt!

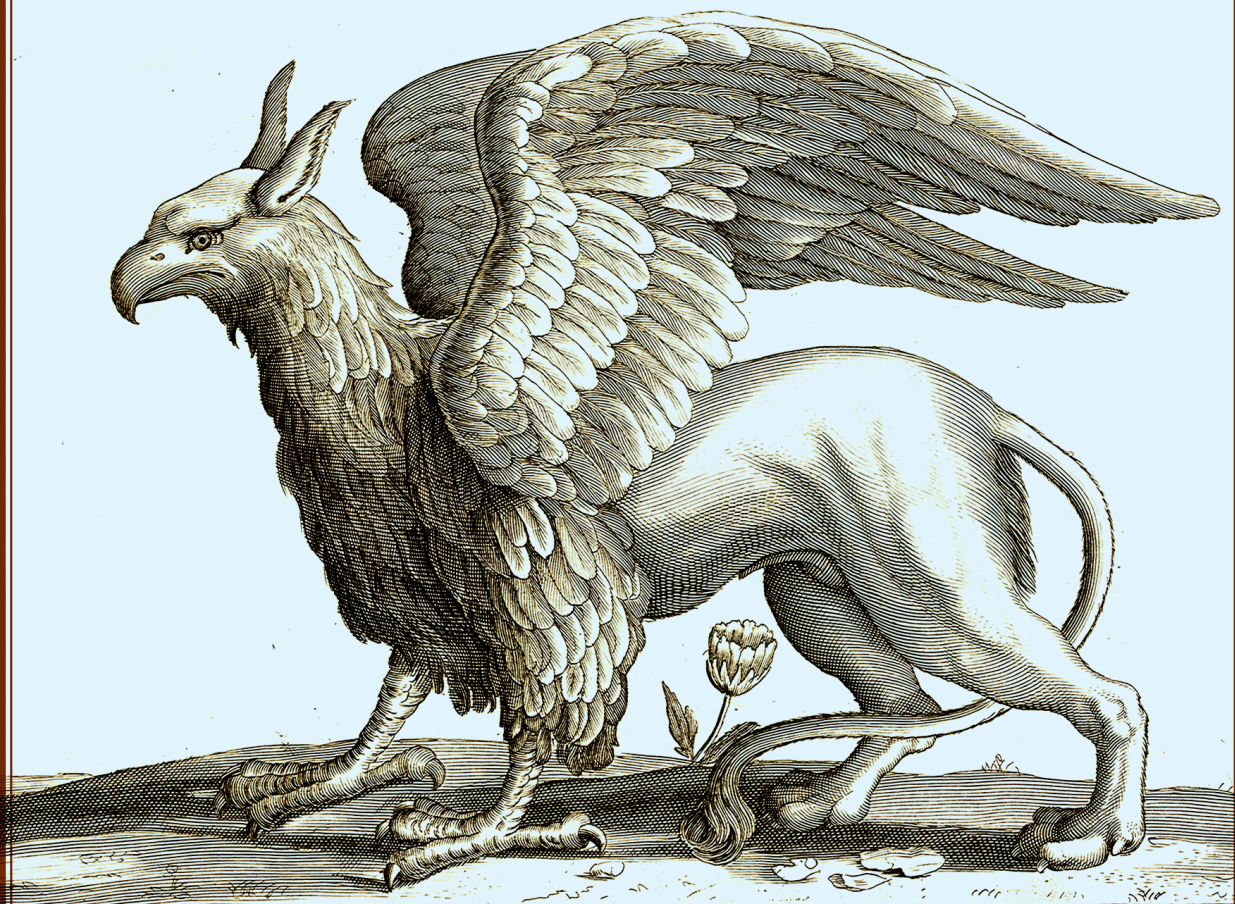
I offer one last thought of Faerie mounts. The noted scholar and Church father, Isidore of Seville wrote that griffins were especially hostile to horses and many took this to mean the two species are mortal enemies. In truth, griffins, as meat-eaters, regard horses as nothing more than a tasty and filling meal and hold no special enmity towards them. Wise stablemasters know keeping griffins well fed is the key to peace when billeting them with winged horses.

IN BRIEF

The two most common mounts ridden by Faerie interested in the equestrian arts.

WHERE THEY MIGHT BE FOUND

When not serving as mounts, griffins nest in mountain ranges found in New Europa, India, and parts of the Ottoman Empire. Flying horses are only found in the service of Faerie cavalrymen and hussars.



GRIFFIN

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GR] • Courage [EXC] • Perception [GR]

Size: Large [20 Health]

Restrictions: Griffins grow weaker when the sun doesn't shine. Reduce all of their Abilities by one at night.

Beak and Claws: A griffin does damage as a Huge creature when the sun shines and a Large creature otherwise.

Flight: Griffins are capable of flight with speed based on their Physique Ability.

WINGED HORSE

Suggested Pet Ability Rank:
Great

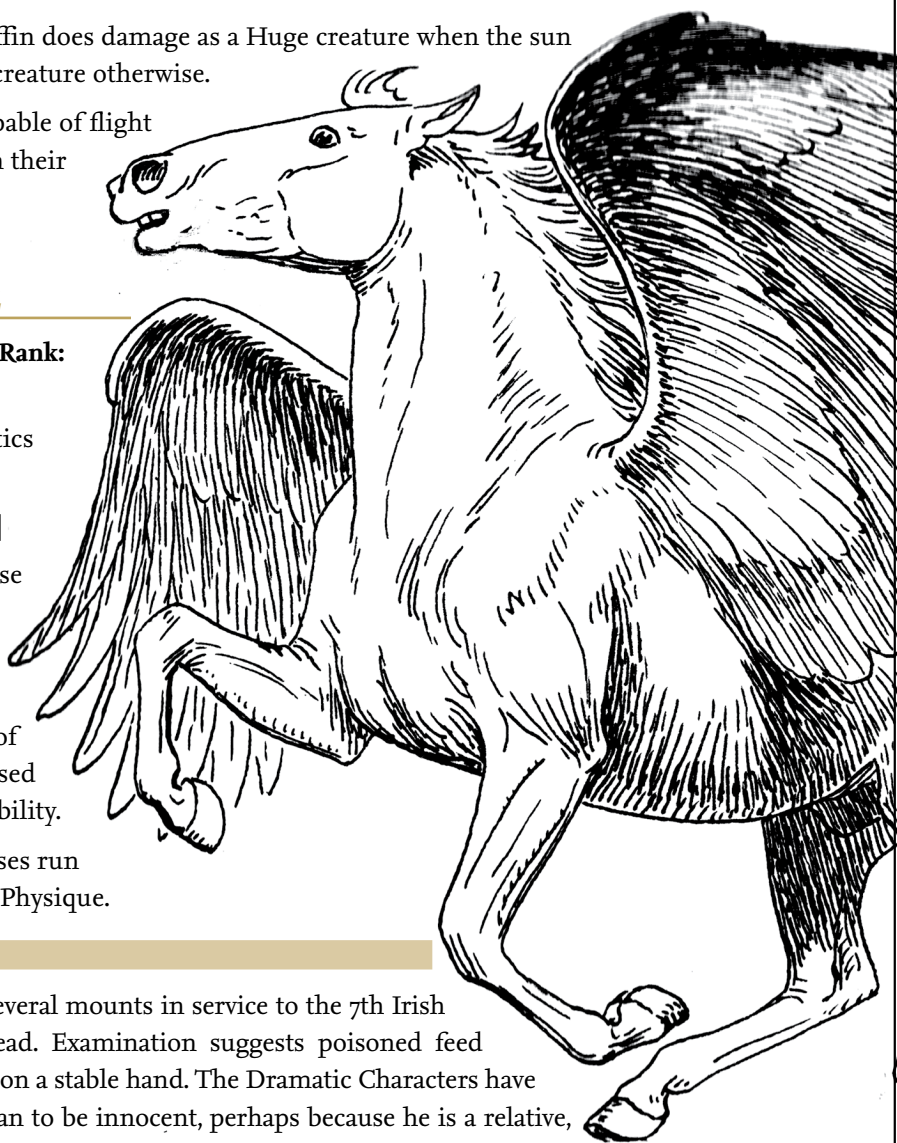
Typical Abilities: Athletics
[GD]

Size: Large [20 Health]

Hooves: A winged horse does damage as a Large creature.

Flight: Winged Horses are capable of flight with speed based on their Physique Ability.

Running: Winged horses run as if they had Good Physique.



ADVENTURE SEED

Yesterday morning, several mounts in service to the 7th Irish Lancers were found dead. Examination suggests poisoned feed and blame has fallen upon a stable hand. The Dramatic Characters have reason to believe the man to be innocent, perhaps because he is a relative, friend, or connected to a valued companion. They only have a matter of days to prove his innocence before he hangs for treason.

FAERIE PLANTS

(BERNAGE AND BORAMETZ)

From Beyond the Faerie Veil

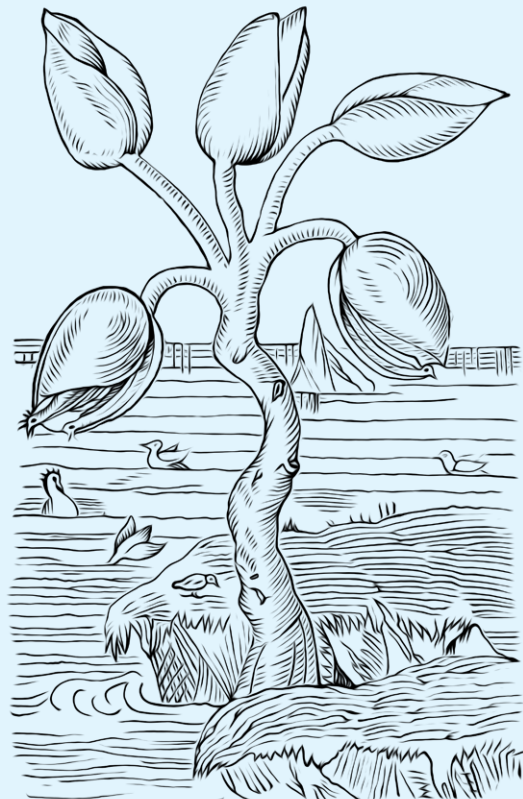
"I told them as of as great a marvel to them, that is amongst us, and that was of the barnacle goose. For I told them that in our country were trees that bear a fruit that become birds flying, and those that fell in the water live, and they that fall on earth die anon."

~Sir John Mandeville

Of all the creatures either crafted or brought to our Earth by the Faerie, perhaps none are more curious than the two Faerie plants, the bernace and the borametz. While each is quite different from the other, with one being a tree and the other a legume, their similarities are much more remarkable than their differences. For you see, dear reader, the bernace and the borametz are both plants that produce not fruit but living animals!

The bernace, commonly found growing on lake shores in the British Isles, seems to be a tree of a type completely alien to new Europa. It can be classified as neither oak nor ash nor hazel nor birch nor as belonging to any other family of trees. It perhaps best resemble a willow, with watery sap and long, slender branches that bend easily. Its leaves, however, are more akin to those of the maple, forming a rounded shape not unlike that of the club on a deck of playing cards. Of course, what is most remarkable about the tree is its fruit. Instead of producing an edible, seed-bearing structure, the bernace grows from its flowers black goslings. The beaks of these young geese acts as a stem, connecting them to the tree until such time as they are roughly twelve inches in length. With good sunlight, soil, and plentiful water this process takes no more than two months, after which the goose breaks off from the tree and drops to the ground. Contrary to some accounts, most survive the fall no matter if they land on shore or in the water, but some few do hit the ground hard and die from a broken neck.

Once independent of the tree the barnacle goose, as it is properly known, is fully grown and acts much as other geese might, swimming in the pond or lake near the tree and eating the seeds of water lilies and other aquatic plants. Unlike other British water fowl, however, barnacle geese do not migrate south for the winter. Instead, those barnacle geese still living when the leaves fall nestle their way into a hollow in their mother tree and vanish, never to be seen again. In the spring, a new flock of geese will sprout from the tree's branches. The Faeries



who protect and nurture these trees consider a healthy flock of barnacle geese each spring to be a point of pride, much the way a gardener might fuss and display his prized roses.

The borametz, meanwhile, is most often found in Tartary and Russia. To the untrained eye it might seem to be nothing more than a simple bush pea plant with overly large pods, each six inches in length and full to bulging. Those who stay to watch the borametz at night, however, will see an astonishing sight! As the sun sets, the bush slowly lowers its pods to the ground. The pods open and tiny green lambs, each no more than five inches in length, begin to graze on the grass that surrounds the borametz. An umbilical cord

connects each lamb to its pod and prevents it from wandering too far from the bush. When each lamb has eaten its fill, it returns to its pod, climbs inside, and falls into a contented sleep. Like most legumes, the borametz flowers and produces pods but once per year and they require roughly twenty days to mature and grow the lambs inside. These vegetable lambs are fragile things and live but a mere few weeks before they wither away as all plants must. If their umbilical cord is cut at any time during their brief lives they will die and wither away in mere moments much as a flower will if plucked from its stem, leaving little behind but the coat. The wool of a vegetable lamb is softer than cotton, but so many would be required to produce even a modest garment only a

BARNACLE GOOSE

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD]

Size: Small [5 Health]

Restrictions: A barnacle goose cannot disobey its Faerie patron.

Beak: A barnacle goose does damage as a Tiny creature.

Flight: Barnacle geese are capable of flight with speed based on their Physique Ability.

VEGETABLE LAMB

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [PR] • Physique [PR]

Size: Tiny [1 Health]

Restrictions: A vegetable lamb separated from its bush dies immediately.

Headbutt: A vegetable lamb does damage as a Tiny creature.

ADVENTURE SEED

While travelling through Eastern New Europa's forests the Dramatic Characters find themselves forced to adjudicate a wager between two Leshiye. The focus of the bet? Which Leshiye's vegetable lambs possess the softest and most luxurious coats. Can the Dramatic Characters escape such a dire situation without upsetting either of these powerful Faeries?

IN BRIEF

Curious plants which produce neither fruit nor seeds but instead animals.

WHERE THEY MIGHT BE FOUND

The bernace is most often found in the English Isles and almost always by the shore of a body of water. The borametz can be considered native to Eastern New Europa and to Russia. Both are cultivated by Faeries and rarely grow wild.

*"E'en round the Pole the flames of love aspire,
And icy blossoms feel the sacred fire,
Cradled in snow, and fanned by Arctic air,
Shines, gentle borametz, thy golden hair
Rooted in earth, each cloven foot descends,
And round and round her flexile neck she bends,
Crops the grey coral moss, and hoary thyme,
Or laps with rosy tongue the melting rime;
Eyes with mute tenderness her distant dam,
And seems to bleat - a vegetable lamb."*

~Doctor Erasmus Darwin



rare few treasures have been woven from the material. I believe a baby's bonnet made from vegetable lamb wool is one of the treasures of British Royal family, given as a gift from the Czar.

To my knowledge, no human gardner has ever succeeded in cultivating either of these strange and wondrous plants. This may be in part due to their otherworldly nature but I suspect some credit must be given to their Faerie protectors who would look poorly on any attempt to harm or steal their charges. No bernace or borametz grows wild. Each is planted and looked after by one of the fae. Bernace and barnacle geese are most often looked after by Nixies but, occasionally, other Lake Ladies take pride in cultivating and caring for the unusual tree and the birds it produces. Borametz and vegetable sheep are grown almost exclusively by the Nature Spirits known as Leshiye and are a source of considerable pride. More than one wager between two Leshiye has centered around two borametz plants with some poor human being forced to judge the contest.

GULON

Faerie Pet

"Sized as a great dog, and his ears and face are like a cat's, his feet and nails very sharp, his body furred with long brown hair, his tail somewhat short, but the hair thicker and of this they make brave winter caps. Wherefore this creature is the most voracious, for when it finds a carcass, he devours so much that his body, filled by so much meat, is stretched like a drum, and finding a strait passage between trees, he presses between them, that he may discharge his body by violence, and being so emptied, he returns to eating."

~Olaus Magnus

The tale of the gulon is one that brings me close to tears and should serve as a lesson for those who would seek to meddle with the composition of what is true and natural. All too often the speaking races, human and Faerie and Dragon, meddle with breeding and science and sorcery to alter animals to suit our needs without giving thought to how those changes might affect the very nature of the beast.

During the height of the Roman Empire, a Faerie Lord became enamoured with wolverines,

a predator of fearsome reputation commonly found in the far north of New Europa. This Faerie Lord of whom I write enchanted and captured a number of wolverines and brought them with him into the Faerie Veil. What happened to them there I cannot say but when they returned to our world, these wolverines were changed and not for the better. Their time in the Faerie Veil had somehow destroyed their digestive systems, making it impossible for the animals to properly break down meat into nutrients on their own.



As it always does, however, nature found a way. These changed wolverines, now properly known as gulons, discovered a curious process by which they could aid digestion. Thus the gulon, after eating some portion of a meal, grinds its torso against trees and rocks. The agitation caused by this action helps break down food inside the animal's stomach, much as small rocks do inside the bodies of some birds and reptiles. Once the gulon has sufficiently ground down enough food to make room in its stomach it returns to its meal and devours more. It should be noted that, despite the testimony of worthy scholars such as Olaus Magnus, this grinding does not cause the gulon to immediately relieve itself nor does the gulon need two trees to accomplish the task, though some have been known to employ the squeezing method should the opportunity presents itself.

In habit, temperament, and appearance, the gulon greatly resembles its wolverine forebearers, though there are some differences. A gulon's coat, for example, has streaks of dark blue shot through the fur, especially around the fore and hindquarters. Also, due perhaps to their digestive difficulties, the gulon is less aggressive than the wolverine and not as likely to attack a larger animal. Instead they rely more heavily on carrion left behind by other predators to make their meals. Despite being more scavenger than predator, the gulon



can be as fierce as any wolverine when provoked into combat and it is recommended they be treated with care.

IN BRIEF

A fierce creature, similar to the wolverine, which requires an outside pummeling of the gut to aid in digestion.

WHERE IT MIGHT BE FOUND

Scandinavia and the northern reaches of the German states.

GULON

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GR] • Perception [GD]
• Physique [GR]

Size: Small [5 Health]

Claws and Teeth: A gulon is particularly fierce and does damage as a Medium creature.

Frenzy: When a gulon is cornered and cannot flee from an aggressor it enters a frenzy and its claws and teeth do damage as a Large creature.

ADVENTURE SEED

During an annual festival, a woman wearing a gulon's coat and wielding its claws, leaps upon a stage and murders the mayor before the assembled villagers. She points to the crowd and roars, "He is not alone! I will come for you all!" and then bounds off. Before anyone can give chase, a woman points to the stage and screams as the mayor's human form melts into that of a Goblin, a subspecies of Bogey. The words of the Gulon Woman are murmured by the crowd. "He is not alone! I will come for you all!" Why was a Goblin posing as the mayor? What happened to the real mayor? Are there other Goblins hidden among the population? And who is the Gulon Woman? The Dramatic Characters must deal with a community torn apart by suspicion before she strikes again!

HIPPOGAMP

Faerie Pet

"There, Neptunus brings home to haven his coursers wearied by the Aegean flood; in front their hooves paw the sand, behind, they end in fishy tails beneath the water."

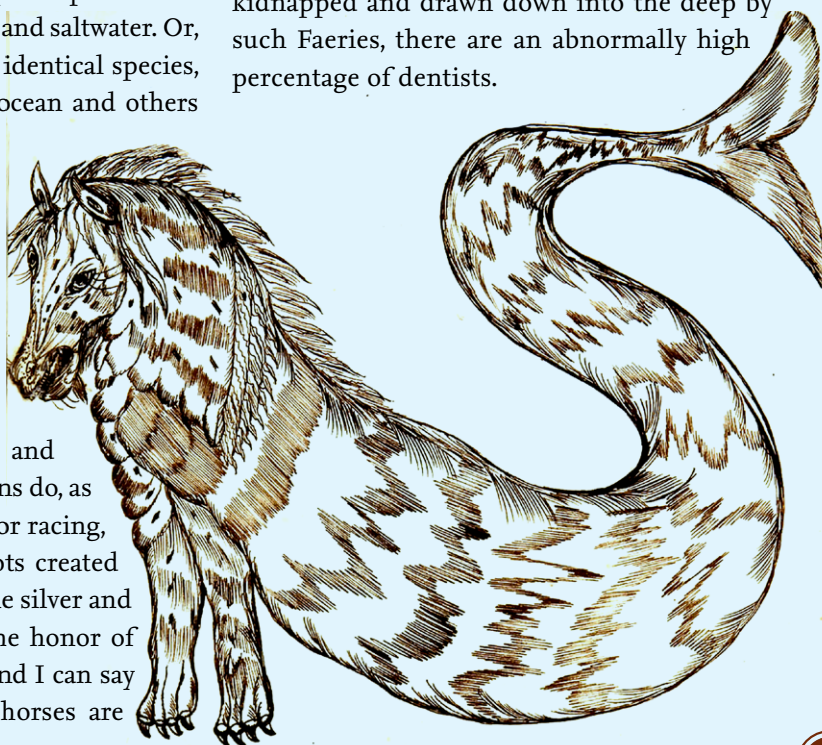
~Publius Papinius Statius

There exists in myth, legend, and sailor's stories an entire bestiary's worth of aquatic analogues to land bound creatures. Sea-pigs, sea-dogs, sea-lions, and more. Most of these are nothing more than misinterpretations of visual evidence. A way, perhaps, of putting a familiar face to the strange animals of the deep. The famed steeds of Neptune, however, are quite real and nearly exactly as described, with the forebody of a horse and the tail of a fish. The only true difference between the reality of the hippocamp and the legends of old are in the creature's forelegs, which end in fins to aid in swimming, and a series of gills which run along the neck, under the hair, allowing it to breathe in the water. Unlike most denizens of the seas, the hippocampus seems equally comfortable in both fresh and saltwater. Or, perhaps, there are two otherwise identical species, one capable of surviving in the ocean and others in lakes.

Much as with terrestrial horses, few hippocamps are wild. Most have been domesticated into the service of the water dwelling fae folk and, I believe, were created by them for this purpose. The Merfolk, especially, are fond of their hippocamps and make use of them much as humans do, as transport and beasts of burden, for racing, and for drawing beautiful chariots created by Dwarven craftsmen from Faerie silver and coral. I should mention I had the honor of timing a hippocamp race once, and I can say with certainty that these water horses are

every bit as swift as those which run on land. Lake Ladies, water Nymphs, and even the occasional Water Demon have also been seen astride the back of a hippocamp, though such accounts are rare.

In diet, the hippocamp is content to graze in fields of sea grass but enjoy the occasional treat of kelp or seaweed. At least one hippocamp of my acquaintance has shown a fondness for land vegetables, especially carrots. Sadly, one of the most traditional gifts for equines, sugar cubes, will dissolve before a hippocamp could so much as get a taste. Merfolk take special care with a hippocamp's teeth as they continually grow through life and must be worn down regularly. Perhaps this is why, among those reported kidnapped and drawn down into the deep by such Faeries, there are an abnormally high percentage of dentists.



Hippocamps are used by water Faeries for combat, either as mounts or to pull their chariots of war, and they can be quite dangerous in a battle. While they lack hardened hooves, their fins allow them to deliver powerful, slapping blows which can knock an enemy senseless. Their bite, while rarely fatal, can be most painful and I doubt anyone who has experienced it would recommend the experience.

I have written a great deal here comparing the hippocamp to the land horse. Indeed, except for their anatomical differences and habitat, there seems to be little difference. This is, perhaps, most obvious in the hippocamp's behavior towards its master. Treated poorly, a hippocamp will act much like a horse. It will perhaps buck or employ trickery to avoid obeying orders. Treated well and trained, however, the hippocamp becomes a trusted ally. Indeed, just as it is with horses, an almost spiritual bond can form between hippocamp and rider to the point where the two can seemingly move and act as one. To see such a connection is as beautiful and touching a sight below the waves as it is above them.

IN BRIEF

A mixture of horse and fish used as a mount by Faerie living beneath the waves.

WHERE IT MIGHT BE FOUND

In the care of Merfolk, Nymphs, Sirens, and other water-dwelling Fae. Some wild herds are known to exist in the Atlantean.



HIPPOGAMP

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Physique [GD]

Size: Large [20 Health]

Restrictions: A hippocamp is incapable of surviving outside of the water.

Fin Slap: A hippocamp does damage as a Large creature.

ADVENTURE SEED

Nearing the end of her life, famed marine biologist Jeanne Villepreux-Power wishes to make right the greatest tragedy of her career. She has engaged the Dramatic Characters for an marine expedition to retrieve the scientific papers and sketches she lost in a shipwreck in 1843. The papers were carefully sealed in a water-tight chest and might have survived even to this day. Using equipment borrowed from inventor Jake Hollinder, the Dramatic Characters make their way to the site of the shipwreck, only to discover it rests in the territory of a herd of wild hippocamps. Can they retrieve the papers without harming the hippocamps and upsetting the nearby merfolk settlement?

HYDRA

Faerie Pet

"The poets do fain, that neer to the Fountain Amymona, there grew a Plaintain, under which was bred a Hydra which had seven heads: whereof one of these heads was said to be immortal: with this Hydra Hercules did fight."

~Conrad Gessner

Modern retellings of the tale of Hercules would have us believe the hydra to be a hundred feet in height and capable of swallowing down a grown man with a single snap of the jaws. In truth, the largest hydra ever encountered was no more massive than famous Saint Bernards of the Swiss Alps. The true danger of a hydra comes not from its size, but from its unusual number of heads.

When a hydra is encountered it will possess between one and twelve heads, each mounted upon a long serpentine neck. Only one head is true and holds the brain. The other heads are false and formed through a limited form of shapeshifting similar to that possessed by the hydra's Faerie masters. While these false heads can be used to growl and even bite, their removal causes no harm to the hydra. Indeed, a hydra can quickly grow more false heads to replace those cleaved from the body. Because thick, armored scales cover all but the hydra's necks and heads, the only reliable way to destroy such a beast is by severing the true head. Unfortunately, a hydra's true head is visually indistinguishable from the false ones. I have been told a keen intellect holds the key to determining which head is true through careful observation of social behavior. The hydra's true head seems to direct the others much as the alpha male of a wolf pack directs his beta males and females. I cannot attest to the validity of this, however, as I have never attempted to slay a hydra and hope never to be in such a position as to be required to.

Due to their amphibious nature, Hydras are a favored pet of the Faeries known as Lake Ladies. River Women, Undines, Nixies, and Gwagged Annwn employ the many-headed creatures as guards, using them to drive away unwanted mortals, especially those armed with iron. I do not believe the Russalki of eastern New Europa keep hydra as pets, perhaps because of the cold clime that permeates the region. It is my belief the hydra is a result of Faerie experimentation on a creature native to southern New Europa. Perhaps the Greek rock lizard or the Macedonian crested newt. Nor do Siren make use of hydras. Like many species of fish, the hydra cannot survive for long in salt water, making it useless to these beautiful bane of sailors.

I make one last observation before concluding this entry. Many stories speak of hydra venom however I can find no credible evidence that a hydra's breath or bite, from either the true or the false heads, contain poison.

IN BRIEF

An amphibian with the ability to grow multiple false heads with which it attacks.

WHERE IT MIGHT BE FOUND

Guarding the holdings of Faeries, especially the breed known as Lake Ladies. Wild hydra are possible but unlikely.

HYDRA

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Perception [GD] • Shapeshifting [PR] • Stealth [GR]

Size: Medium [10 Health]

Restrictions: A hydra cannot attack a Lake Lady.

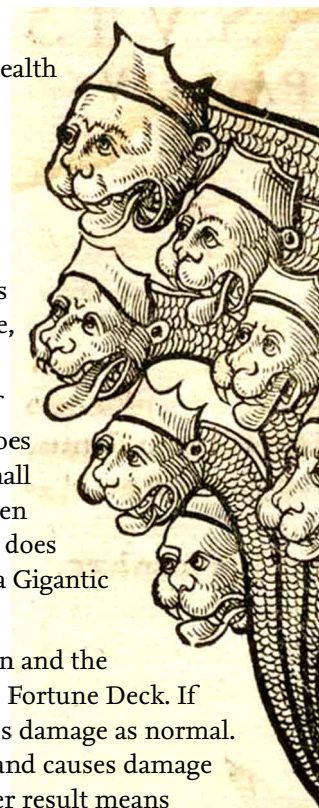
Amphibious: A hydra can survive both on land and in fresh water.

Armor: A hydra's scales stop 3 points of damage per attack but only on its body and legs (Medium Armor). Its neck and heads, both true and false, are unarmored.

Bite: The damage caused by a hydra's bite is determined by the number of heads, including the true head, it currently has. If one to two heads, it does damage as a Tiny creature. If three to four heads it does damage as a Small creature. If five to six heads it does damage as a Medium creature. If seven to eight heads it does damage as a Large creature. If nine to ten heads it does damage as a Huge creature. If eleven to twelve heads it does damage as a Gigantic creature.

Multiple Heads: A hydra has multiple heads, one real containing its brain and the rest false. Whenever a character damages a hydra draw a card from the Fortune Deck. If the drawn card is an Ace, the character has hit the true head and causes damage as normal. If the drawn card is a face card, the character has hit the hydra's body and causes damage only if the armor doesn't reduce the number of Wounds to 0. Any other result means the character has hit one of the hydra's false heads. The false head is sliced off or otherwise destroyed but the hydra takes no damage. Characters can attempt to detect which head is the true head by making a Contested Feat using their Animal Handling or Education Ability against the hydra's Stealth. Once the true head is identified in this way, or after it has been revealed due to being damaged, assume all attacks that hit the hydra are made against the true head.

Shapeshifting: A hydra can use its shapeshifting ability to grow up to eleven additional false heads identical to its true head. Each combat turn a hydra will grow a number of heads as determined by its Shapeshifting Ability. At Poor it grows a single head and at Average it grows two and so on up to Extraordinary where it grows six. A hydra cannot have more than twelve heads, including its real one.



ADVENTURE SEED

An odd circus run by an eccentric old man named Doctor Randall comes to town in the midst of a violent storm. Among the circus' many attractions is a glass tank sealed with a clever clockwork lock claiming to hold the Loch Ness Monster, though careful eyes will recognize the captured creature to be a hydra. What secrets does the circus hold and what will happen should the hydra break free of its cage?

JABBERWOCK

From Beyond the Faerie Veil

“Commonly mistaken for a Dragon due to a physical appearance including featherless wings, a serpent’s tail, a hawk’s talons, and a rabbit’s teeth, the Jabberwock possesses no intelligence or occult power but is well known to mutter a constant stream of almost intelligible sounds. These sounds fall upon the ear and drive men to insanity as the mind seeks to make sense of the insensible.”

~Aristotle

I have never met the Jabberwock nor have I had occasion to lay eyes upon it. Yet, based upon the evidence of testimony gathered by scholars since the time of Aristotle I am convinced enough that the beast does exist that I include it here. I have attempted to gather every possible account of the Jabberwock, from the rational to the mad, and distill them into a guide I hope can save the life and sanity of any unfortunate soul that should encounter it. I have had opportunity to converse with many of the animals and creatures that crawl and walk and fly upon this Earth, from predator to prey, and have found all to be pleasant enough in their own way so it is a rarity when I say this. I hope I never encounter the Jabberwock. I fear I shall not like it very much.

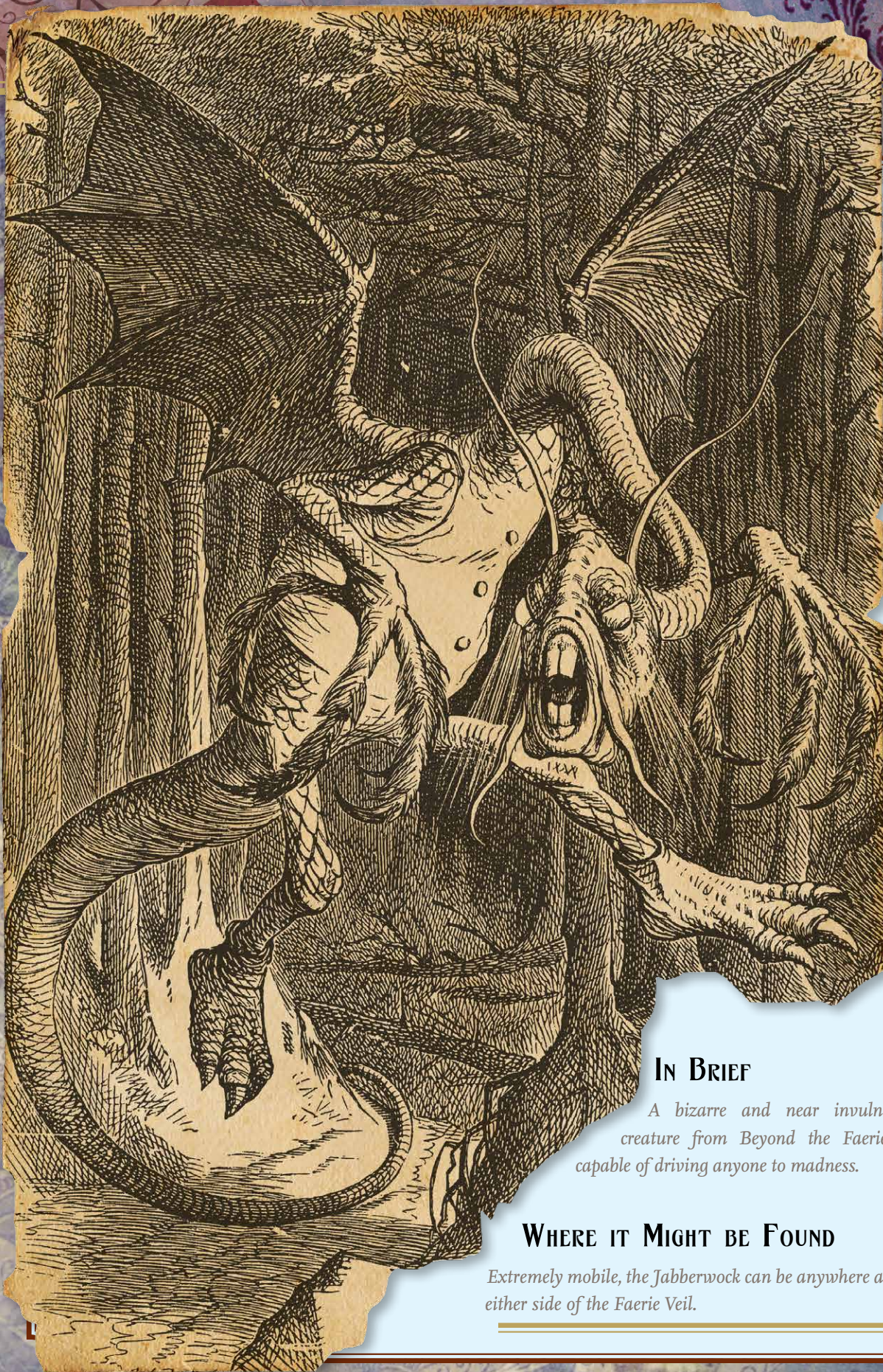
Based upon my studies, I have concluded the following. First, there is but one Jabberwock and it is either immortal or so long-lived as to effectively be so. Accounts of its size vary and it has been described as being both as small as a donkey and as large as an elephant. The reported differences of size could be due to the unreliability of human testimony, but I believe instead the Jabberwock may be able to grow and shrink.

No matter the size, it is always described as somewhat Dragon-like in shape, with a long whipcord tail and a serpentine neck topped off with the face of a fish possessed of bucked teeth, antennae, and whiskers. The Jabberwock’s eyes are described as flaming, perhaps capable of reflecting light much as a cat’s do. It has wings like those of a bat and several accounts mention it as wearing, of all things, a waistcoat!

A powerful physical specimen, the Jabberwock’s teeth are reported as being able to shear through the metal of any blade and its claws capable of ripping apart stout oak trees. It is the sound of the Jabberwock, however, that gives us true reason to fear it. The Jabberwock, according to more than one account, emits a continuous mumbling noise as it slithers and crawls and flies. It *burbles*, if you will. I can not attest to the exact quality of this burbling sound nor compare it to any other, for most accounts agree that it resembles nothing possible upon this Earth. Those who hear the burble of the Jabberwock risk more than life for it somehow contains concepts so utterly irrational it drives the minds of Dragon, human, and Faerie alike to a madness from which they may never recover.

I have had occasion to ask no less an august personage than Lord Auberon himself about the origin of the Jabberwock. His answer made it clear that the creature comes not from this Earth. Instead, Auberon believes the Jabberwock to either be a creature native to the Faerie Veil, but not of the fae, or else from somewhere beyond it, unknown to even his people. This means the Jabberwock possesses the ability to open portals in the Veil through its own agency. These possibilities seemed to disturb the lord of the Seelie Court greatly. I quickly, and wisely I believe, changed the topic of conversation.

As I wrote before, I like to consider myself a friend to all animals, no matter their reputation among mankind. Of the Jabberwock, however, I say beware. I do not believe any good can come of an encounter with it.



IN BRIEF

A bizarre and near invulnerable creature from Beyond the Faerie Veil capable of driving anyone to madness.

WHERE IT MIGHT BE FOUND

Extremely mobile, the Jabberwock can be anywhere and on either side of the Faerie Veil.

JABBERWOCK

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Burble [EXT] • Perception [GD] • Stealth [PR]

Size: Variable [always 30 Health no matter the size]

Restrictions: The Jabberwock will automatically take 30 Wounds when struck by the Vorpall Blade, as soon as someone figures out what and where it is.

Armor: The Jabberwock's strange hide stops 5 points of damage per attack (Heavy Armor).

Bite and Claws: A Jabberwock does damage as a creature of its current size.

Burble: Anyone who hears the Jabberwock's burble must perform an opposed Courage Ability Feat against its Burble Ability. Those who succeed at the check with a Partial Success are unaffected. Those who succeed with a Full Success are unaffected and immune to the Jabberwock's burble for twenty-four hours. Those who succeed with a High Success are unaffected and immune to the Jabberwock's burble for a period of one year. Those who fail, male or female, take Constitutional Shock equal to the difference between the Face Value of the Jabberwock's Burble Ability and the character's Courage Ability check. If the shock is enough to render the character unconscious, partial insanity sets in. Draw a card. All Ability checks corresponding to that card's suit are reduced by one until a cure is found. If a Joker is drawn, all Ability checks are reduced by one until a cure is found. The effect is cumulative.

Flight: The Jabberwock is capable of flight with speed based on its Physique Ability.

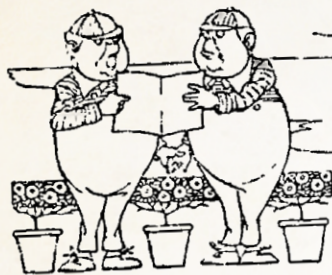
Portal: The Jabberwock can, with one minute's concentration, open a doorway to the Faerie Veil.

Sizeshift: The Jabberwock can change its size one step in a single turn. It generally prefers to be either Large or Huge.



ADVENTURE SEED

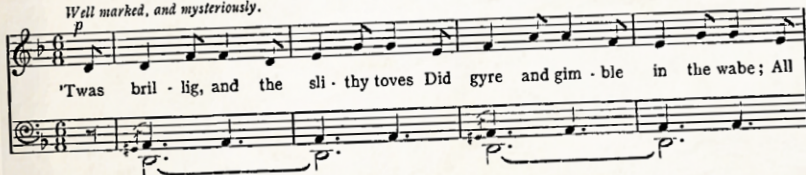
The local asylum is full near to bursting. The ranks of the mad, babbling nonsense, have increased to such a dramatic degree experts agree there must be a singular cause! Is it a curse, laid upon the town by a vengeful wizard? Or perhaps demons rising up from the depths of hell? Or might it be a hallucinogenic fungus infecting the local wheat supply? Or, is it the legendary Jabberwock, burbling through the forests, driving all who hear it insane? The cause may be unknown but it is clear to all, if something is not done soon the entire town will soon be nothing but one large madhouse.



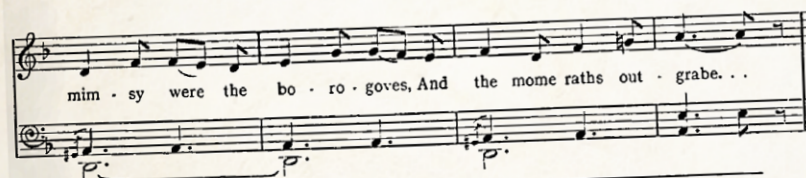
Jabberwocky



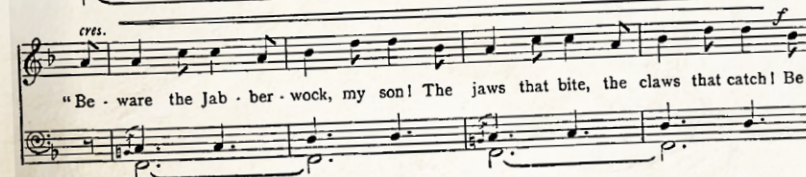
Well marked, and mysteriously.



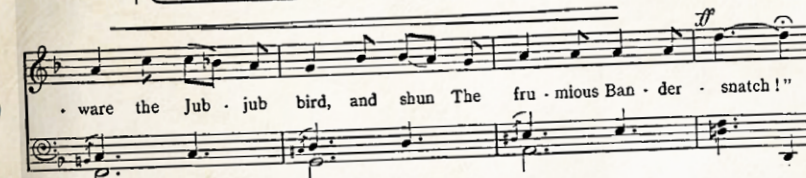
'Twas bril - lig, and the sli - thy toves Did gyre and gim - ble in the wabe; All



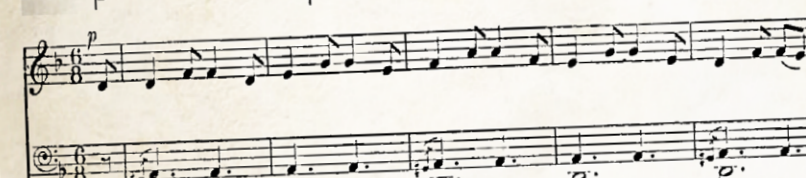
mim - sy were the bo - ro - goves, And the mome raths out - grabe. . .



"Be - ware the Jab - ber - wock, my son! The jaws that bite, the claws that catch! Be -



. ware the Jub - jub bird, and shun The fru - mious Ban - der - snatch!"



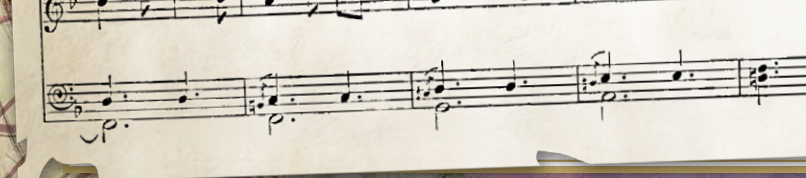
'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.



FIN. cres.



cres.



He took his vorpal sword in hand:
Long time the manxome foe he sought—
So rested he by the Tum-tum tree,
And stood awhile in thought.

And as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffing through the tulgey wood,
And burbled as it came.

One, two! One, two! And through and through
The vorpal blade went snicker-snack!
He left it dead, and with its head
He went galumphing back.

"And hast thou slain the Jabberwock?—
Come to my arms, my beamish boy!
O frabjous day! Callooh! Callay!"
He chortled in his joy.

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.

While doing research for Curious Creatures we came across this charming madrigal version of Mister Carroll's most famous poem. We are including it here for musically oriented players who want to add a touch of acoustic class to their Adventure Entertainment or Live-Action event.



JAGULUS

Native

"The jaculus hurls itself from the branches of a tree, so that it is not only dangerous to the feet, but flies through the air like a missile from a catapult"

~Pliny the Elder

Despite every illustration I have ever laid eyes upon, the jaculus, also known as the *javelin snake*, does not have wings nor is it capable of flight. In most other ways, past accounts are accurate. The jaculus had adopted a hunting strategy in which it climbs up into a tree and rests there, in a coil. When prey passes beneath the tree, it propels itself downward with powerful muscles and strikes with uncanny accuracy. A hard, thick, bony plate built into the top of the jaculus' skull allows it to harm its victim without suffering damage itself. A well struck blow can break open the prey's skull or snap its neck, essentially clubbing it to death. Should the jaculus miss or not deal a killing blow, it quickly slithers into the undergrowth or back up a tree and out of reach.

The jaculus has dark brown scales on top of its body which allow it to camouflage itself against the bark of a tree and a lighter, more yellowish underside. The jaculus' head seems particularly bulbous due to the thickness of the bone at the top of the skull. The average specimen measures five feet in length although some few have been recorded as reaching a startling eight feet from tip to tail when fully stretched out. They are native to eastern New Europa, but in recent decades have migrated to other regions and can now be found spread across the continent.

As with many serpents, the jaculus has a dietary preference for rodents. Their size and unusual hunting method allows them to subdue and eat larger rodents such as marmots, river rats, and rabbits. Occasionally, they will propel themselves into a low flying bird such as a hawk or owl, knocking it from the sky and stunning it. There

exist tales of them attacking larger creatures and even humans but, since they could not swallow such a kill whole, I suspect if such a thing happened it would only be because the jaculus believed itself to be in danger. As with most animals, the jaculus will not attack an enemy much larger than itself unless it feels it has no choice.

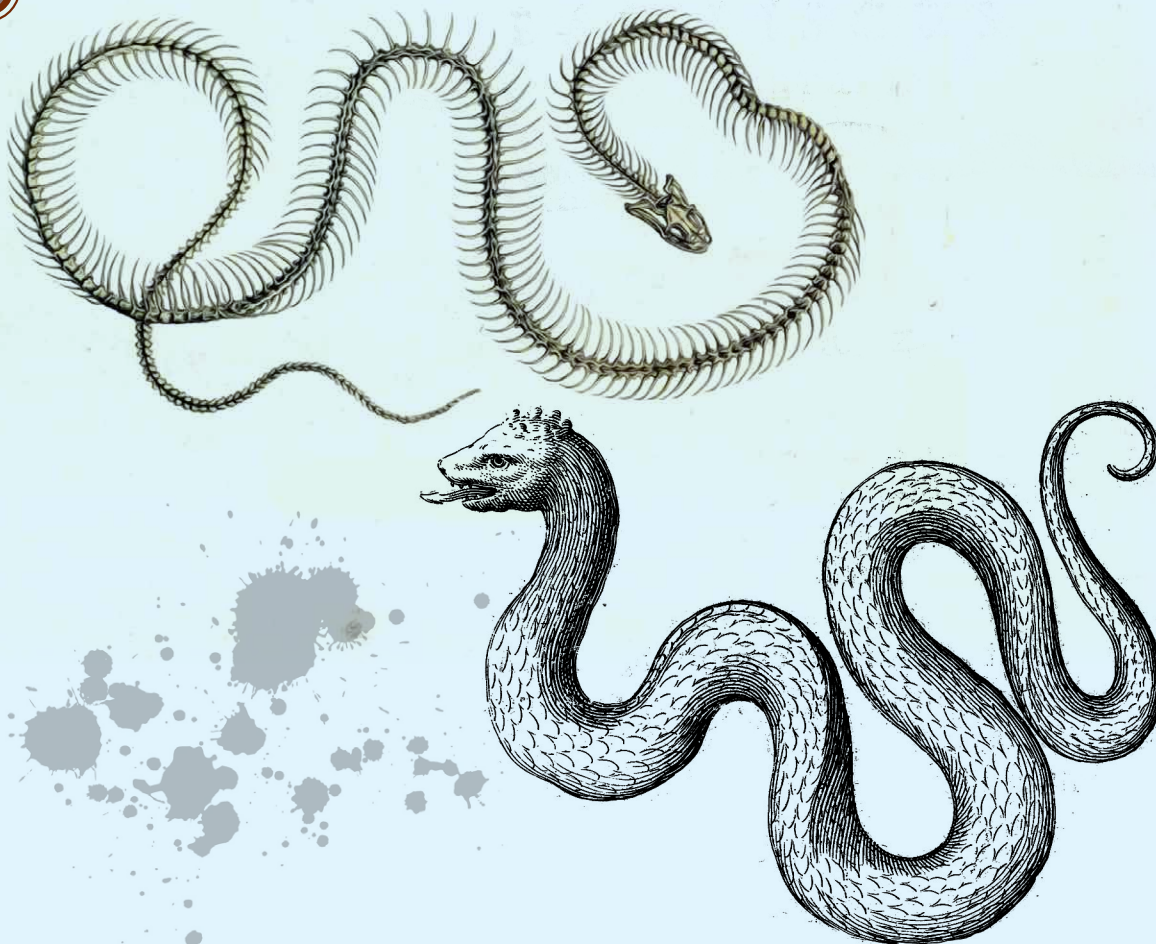
I know of a castle gardener in Bavaria who had trouble with invading marmots devouring his prized flowers before they could fully blossom. No solution he tried could drive away the menace to his beloved plants. At his wits end, the gardener paid for several jaculus to be imported. With great care he brought the shipping box into the center of his garden and released the serpents, then watched as they slithered and climbed up into the trees surrounding it. Within a month his marmot conundrum was solved but a new problem emerged. Without a steady supply of marmots to eat the jaculus took to hunting other prey. A number of small dogs of the type in favor with court ladies at the time vanished, never to be seen again.

IN BRIEF

A leaping snake capable of striking prey and knocking them senseless.

WHERE IT MIGHT BE FOUND

In forests throughout New Europa but especially in the western part of the continent.



JAGULUS

Suggested Pet Ability Rank: Great

Typical Abilities: Athletics [GR] • Perception [GD] • Stealth [GR]

Size: Small [5 Health]

Bite: A jagulus' bite does damage as a Small creature.

Leaping Bash: The jagulus can propel itself through the air nearly twenty feet as part of a clubbing attack that does damage as a Medium creature.

ADVENTURE SEED

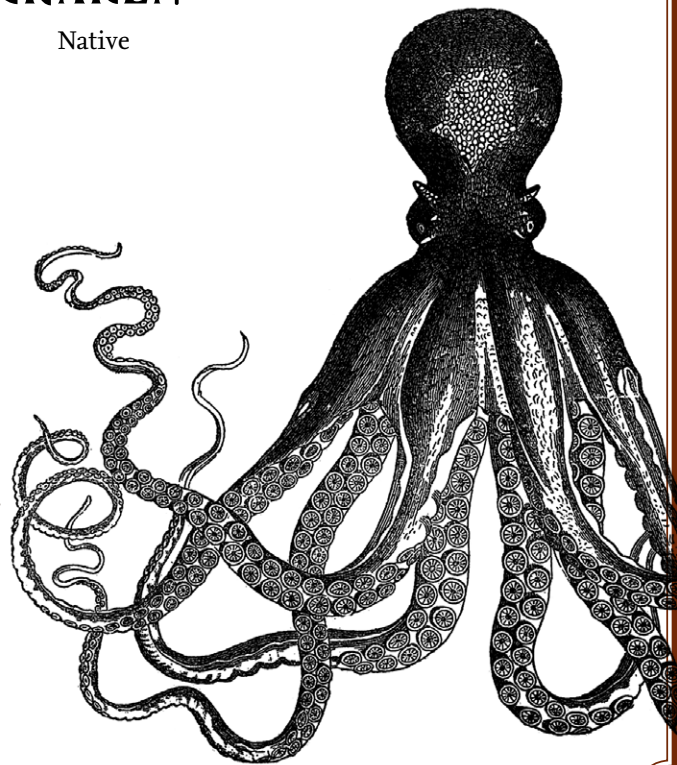
The diabolical mastermind Count Rugen has taken refuge in an old Rolandian border fort surrounded by a forest infested with jagulus. While these unusual serpents are normally little threat to anything larger than a rabbit, Count Rugen has employed his Sonic Projector to broadcast a frequency which drives the jagulus into a frenzy, ready to attack anything which might move on the ground below! Reaching the Count in order to bring him to justice won't be easy.

KRAKEN

Native

*"Below the thunders of the upper deep;
Far far beneath in the abysmal sea,
His ancient, dreamless, uninvaded sleep
The Kraken sleepeth: faintest sunlights flee
About his shadowy sides; above him swell
Huge sponges of millennial growth and height;
And far away into the sickly light,
From many a wondrous grot and secret cell
Unnumber'd and enormous polypi
Winnow with giant arms the slumbering green.
There hath he lain for ages, and will lie
Battening upon huge seaworms in his sleep,
Until the latter fire shall heat the deep;
Then once by man and angels to be seen,
In roaring he shall rise and on the surface die."*

~Lord Alfred Tennyson



When I write of the kraken, I do not refer to the possibility of a giant squid, as some have speculated. I speak something larger and more dangerous, capable of hunting the most mammoth of whales and destroying even the greatest of the mighty vessels that sail the seven seas. No, I believe Tennyson had the right of it in his shiver inducing poem. The kraken is, quite simply, the greatest hunter this Earth has ever known. It outmatches the sperm whale and the Dragon and even the extinct terrible lizards recently named by Richard Owen. Nothing, perhaps not even the Lord of the Unseelie or the Wild Hunt, can match the kraken for sheer destructive potential. It is possessed of tremendous size, incredible strength, and, worst of all, intelligence.

My apologies, in advance dear reader, if what I am about to write shocks or disturbs. In 1691, the HMS Coronation was attacked by the kraken while at

anchor. One survivor describes a tentacle snapping free one of the masts and shoving it through a doorway before drawing it back with several crew members speared along its length. In 1781, the Swedish ship Prinses Sophia Albertina fell prey to the kraken. The ship's carpenter survived the disaster and testified the creature used its tentacles to employ force to specific sections to the ship, as if

IN BRIEF

An enormous creature of the deep, possessed of multiple tentacles and capable of destroying entire ships.

WHERE IT MIGHT BE FOUND

Krakens dwell in the depths of the Atlantean Ocean. Sightings of kraken in other oceans are, as of yet, unconfirmed.

it knew just where to squeeze to crack it open like an egg. In 1840 the kraken set upon the Lexington, a paddlewheeler. It ignored the attempts of the frightened crew to ward it off and carefully ripped open the decking concealing the cargo hold. Using a seemingly endless number of tentacles the kraken drew out over a hundred bales of cotton and carefully piled them about the Lexington's smokestack. So concerned were the crew with the kraken they did not notice the resulting fire until the creature withdrew its tentacles. Survivors swear they saw a single, massive eye watch from just beneath the waves as the Lexington burned and sank. From these accounts and others I can only conclude that not only is the kraken possessed of intelligence, but that it is also curious and capable of a cruel form of experimentation.

Most of what I know of the kraken's habits and physical characteristics comes from eyewitness accounts given by both humans and fish. Should a kraken ever come in possession of this volume and be capable of reading it, I apologize for any inaccuracies. Firstly, let me say the kraken is not a solitary creature but an entire species that ranges across the Atlantean Ocean. I am unsure of the exact number, but believe it to be low, numbering no more than a dozen for they seem to be territorial creatures and incapable of sharing their kingdoms with their fellows for any length of time. They are long lived, with lifespans rivaling that of the most ancient of tortoises and thankfully, seem to likely reproduce only rarely. Kraken are, of course, capable of surviving in the deepest depths of the ocean and seem to be carnivores.

The most reliable accounts I have received suggest the kraken appears as a massive eye, easily as wide as a blue whale is long, surrounded by a whirling mass of tentacles so numerous as to be impossible to count. Unlike the those of an octopus or squid, the tentacles of a kraken vary in width and length with some being delicate and thin and others massive and thick, as if each was a specialized tool developed for different tasks. The kraken obviously has a mouth

of some sort, but I cannot describe it for none who have come close enough to see the kraken's maw has survived the trip.

I believe the kraken to be native to our Earth and no Faerie Pet. Indeed, when I have had opportunity to question the Merfolk about it they shivered as if in fear and quickly changed the topic. In the end, we know precious little about these powerful creatures but we do know this — if even the Faerie fear it, the kraken might best be avoided entirely.





KRAKEN

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [EXC] • Education [PR] • Perception [GR] • Physique [EXT]

Size: Gigantic [100 Health]

Restrictions: The kraken is unable to survive outside of the water.

Swimming: Determine the kraken's swimming speed using the flying portion of the Creature Speeds chart.

Tentacles vs Characters and Creatures: When using tentacles against individuals a Kraken does damage as a Gigantic creature.

Tentacles vs Vehicles: When wielding tentacles against a vehicle the kraken does damage as a Ghastly Infernal Weapon. Such attacks can only be used against Devices, Structures, Vehicles and other Gigantic animals. The kraken often chooses to cause less harm per attack and can cause damage as a Fearsome, Terrible, or Horrible Infernal Weapon.

ADVENTURE SEED

Famed Finnish explorer Adolf Erik Nordenskiöld is leading his third expedition into the arctic. Rumors abound in the clubs and salons of New Europa about just what Nordenskiöld might be seeking in these frigid and deadly explorations. Common wisdom suggests him to be charting a course for an eventual attempt at navigating the famed Northwest Passage but some more occult minded individuals suspect he seeks the legendary land of Thule. Those who know the man, however, remember his tales of a kraken frozen in ice rising like a temple in the middle of a barren white wasteland. Nordenskiöld told the story with a feverish gleam in his eyes and an almost religious intensity as he spoke of whispers calling to him...

MANTIGORA

Faerie Pet

"... an Indian animal called Manticora, which had three rows of teeth in each jaw; it is as large and rough as a lion, and has similar feet, but its ears and face are like those of a man; its eye is grey and its body red; it has a tail like a land Scorpion, in which there is a sting; it darts forth the spines with which it is covered, instead of hair; and it utters a noise resembling the united sound of a pipe and a trumpet; it is not less swift of foot than a stag, and is wild, and devours men."

~Aristotle, quoting Ctesias.

In this description Ctesias and Aristotle were, unfortunately, close to correct, though I find the beast's head more resembles that of a large ape than a man. I am loath to use the term *monster* to describe any creature on this Earth, but of the class of creatures known collectively as Faerie Pets, none is perhaps more fearsome or more sadistic than the manticora, also known as the *manticore*. A curious amalgamation of savannah lion, great white shark, scorpion, and primate, this fearsome

creature surpasses any of those worthies in both deadliness and cruelty. For where the animals of the wild hunt for food and survival, the manticora inflicts pain for pleasure. Though not intelligent enough to form words, it possesses a sadistic form of cunning.

On occasion, I have had the opportunity to put questions to a member of the Faerie host about those creatures they keep as pets. Of the manticora,



I have been told that the first of the kind was created through a particularly vile and agonizing process by a Dark Lady known as the Morrigan. Born of pain, the manticora desires nothing more than to share that pain with every creature it encounters, including its own masters should it gain the opportunity. Fortunately for everything living on this Earth, manticora are few in number. They are sterile and unable to make young. Thus, these poor creatures can only come into existence through the deliberate machinations of powerful Faerie Glamour.

The Unseelie Court makes use of manticora to guard their lairs, and they commonly roam the

halls and grounds in search of intruders. Those locations which contain doorways into the Faerie Veil are especially vulnerable and often have two or even three of these vicious guards. Some tales suggest the Unseelie also employ manticora in the questioning of prisoners as they are experts in the art of pain but, fortunately, I have no independent confirmation of these claims.

While the manticora's claws are no more powerful than those of a lion's, its triple-rowed bite can rip through steel. Of greater concern is the creature's tail. Hidden within the spines is a stinger, like that of a scorpion, containing a venom which does not kill but causes intense and excruciating pain. The

MANTIGORA

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Intimidating Roar [GR] • Perception [GR] • Poison [EXC] • Physique [EXC] • Stealth [GD]

Size: Large [20 Health]

Restrictions: A manticora cannot attack a member of the Unseelie Court without permission or disobey the order of a Dark Lord or Lady.

Bite: A manticora's bite is especially strong and does damage as a Huge creature.

Claws: As a Large creature.

Intimidating Roar: Manticora may roar as an attack. All characters, male and female, capable of hearing the roar must succeed in a Courage Feat against the manticora's Intimidating Roar Ability or suffer three points of Constitutional Shock.

Spines: A manticora's spines do damage as a thrown Dagger with a range of 5 yards.

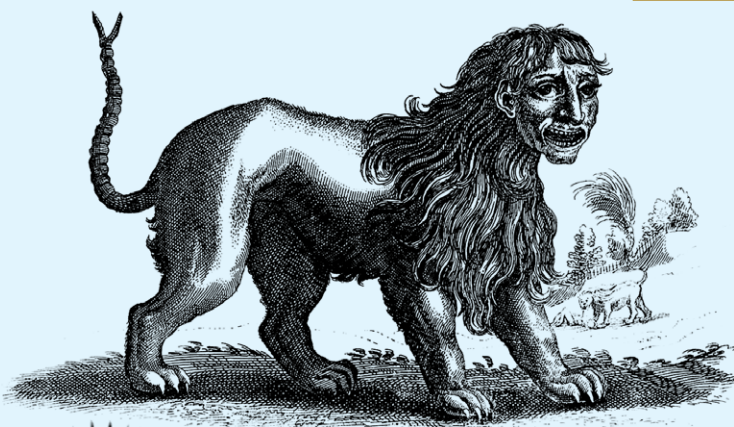
Stinger: A manticora's stinger does damage as a Medium creature plus immediate Poison which causes Blows.

ADVENTURE SEED

American sensationalist P.T. Barnum, now mayor of Bridgeport, Connecticut, has somehow acquired a mounted and stuffed manticore. To draw crowds and increase tourism to his fair city, Barnum had the manticore fitted with clockwork to make it move. Why, it seemed almost alive! That is, until it vanished. Large feline paw prints have been found in the snow, leading away from the scene. Was the manticore stolen? Or does a clockwork killer beast even now roam the back alleys of Bridgeport?

spines themselves can be shot like an arrow from a bow and the mantichora are accurate with them at some distance. The creature's human-like face and strangely discordant roar have been known to strike fear into even a Dragon's heart.

To those reading this humble work let me speak plain. The mantichora takes pleasure in harming others in unspeakable ways. If you encounter one, run. Run swiftly. And pray it is bound by orders from its Unseelie masters not to leave the place it guards.



IN BRIEF

An odd and dangerous creature possessed of a felinoid body, apeish head, a shark's mouth, and an oversized scorpion's tail.

WHERE IT MIGHT BE FOUND

Most often found guarding the holdings of Unseelie Faeries. Some might live free in the wilds of India or eastern Asia.

MI'RAJ

Native

"It is said Alexander the Great set foot upon the island of sea serpents and slew a Dragon there using naught but trickery and poison. The natives, in gratitude, gave to the conquerer a large and ferocious yellow hare with black spots and a dark horn."

~Anonymous

The mi'raj, sometimes erroneously referred to as the al-mi'raj, is an unusual species of rabbit native to multiple regions surrounding the Indian Ocean. Most famous among the public for the six-inch, black, spiraling horn which sprouts from the top of its head, the mi'raj attracts the attention of scholars for other reasons. While poems and bawdy tales speak often of the "unicorn hare," naturalists find more interesting their unique dining habits.

In diet the mi'raj is neither carnivore, herbivore, nor omnivore. Instead, it is the only known example of a metallikovore, a creature who subsists entirely on metals as food. Specifically, the mi'raj prefers soft metals such as copper, gold, silver, and tin but distains harder metals such as iron, finding them difficult to chew and digest. Curiously, they completely ignore the presence of Faerie silver and seem incapable of detecting it. In nature, these curious beasts burrow into the earth and unerringly search out natural deposits of their preferred metals, but those mi'raj living closer to civilization have discovered, much to their delight, a much more easily accessed supply of food. Humans, after all, craft quite a great many things from these metals, especially during the era of the classic civilizations when bronze ruled and iron was rarely seen. Fragmented reports have survived from those times suggesting a warren of mi'raj could eat the contents of an entire regiment's armory in a single night while unassuming soldiers slept peacefully in their barracks. Because of this, bounties for mi'raj pelts and horns were not uncommon among the armies of the day.

It is assumed by some scholars that the mi'raj wards off predators with its horn and this is the reason for its fearsome reputation, but this is not so. In fact, the mi'raj uses its horn in digging away at the earth and making room in its burrows. No, to drive off predators the mi'raj belches forth a scream that sounds like nothing so much as the terrible cacophony of vast quantities of metal grinding upon metal. This horrible din is usually quite sufficient to frighten off any predator and force it to flee. The cry becomes especially raucous and frightening when multiple mi'raj scream together.

As with most rabbit species, mi'raj congregate together in groups known as herds. Much like a children's school yard, mi'raj herds seem to have no established leadership but instead form ever changing social groups around popular individuals which change often. Males and females have equality and members of either gender can become temporary leaders in a herd. Baby mi'raj, known as kit, are born naked with their eyes closed. For the first ten days they are dependant upon the adult members of their herd for warmth and protection but grow fur and open their eyes within two weeks. They live longer than most rabbits, to a maximum of five years.

In these modern times of iron and steel, the mi'raj spends less time raiding mankind's stores and more time foraging once more beneath the earth. Modern miners have learned to search for veins of ore near mi'raj warrens and Kobolds are known to occasionally treat them as pets.



IN BRIEF

A form of rabbit which lives upon a diet of metals and is capable of emitting a most terrible scream.

WHERE IT MIGHT BE FOUND

Mi'raj are most often found in regions near the Indian Ocean such as the eastern coast of Africa, southern and southeast Asia, and in Oceania.

MI'RAJ

Suggested Pet Ability Rank: Great

Typical Abilities: Cacophony [PR] • Perception [GR] • Physique [GR] • Smell Rare Earth [PR] • Stealth [GD]

Size: Small [5 Wounds]

Bite and Horn: A mi'raj does damage as a Small creature.

Burrow: A mi'raj can burrow or bite through any substance up to the hardness of soft metal at a rate of one foot per minute.

Cacophony: A mi'raj can shriek as an attack. All characters, male and female, capable of hearing the shriek must succeed at a Courage Feat against the mi'raj's Cacophony Ability or suffer two points of Constitutional Shock. Multiple mi'raj shrieking attack as a group, using the leader's Cacophony Ability. For every three mi'raj shrieking together, increase the Cacophony Ability Rank by one to a maximum of Extraordinary.

Smell Rare Earth: Mi'raj can somehow smell copper, silver, gold, platinum, and other rare metals the way some humans can smell a hot meal. The sense has a range of roughly one hundred feet but functions in all other ways like the Kobold Ability of the same name.

ADVENTURE SEED

The "Race Around the World" sponsored by Emperor Napoléon the Third is off! Several teams are competing in a mad rush to circumnavigate the globe, leaving from Paris and traveling east before returning once more to the cultural capital of the world! The Dramatic Characters run into a spot of trouble in India, however, when they awake from a night's rest to find several mi'raj snacking on the copper parts of their automotives' boiler! Whatever shall they do?

MONOCERUS

Native

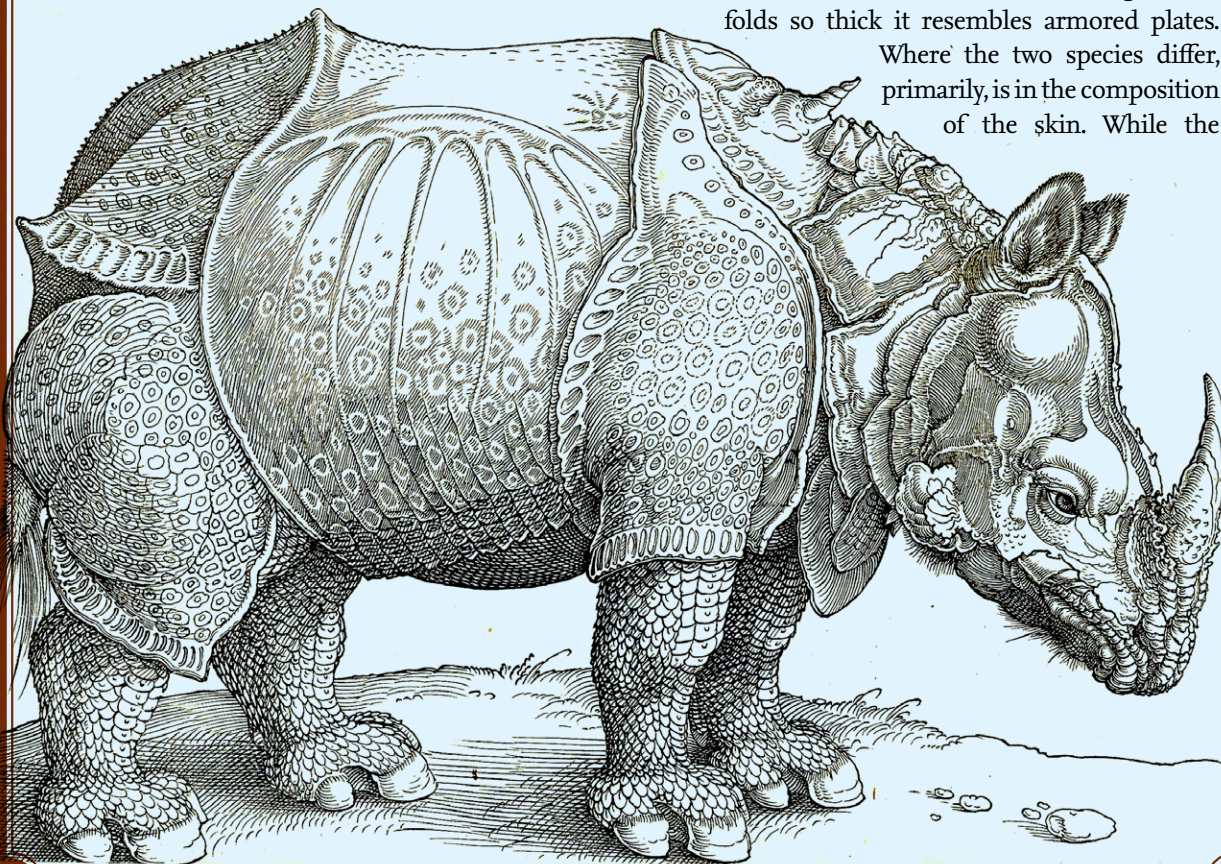
"The monoceros is a monster with a horrible bellow, the body of a horse, the feet of an elephant and a tail very like that of a deer. A magnificent, marvellous horn projects from the middle of its forehead, four feet in length, so sharp that whatever it strikes is easily pierced with the blow. No living monoceros has ever come into man's hands, and while it can be killed, it cannot be captured."

~The Aberdeen Bestiary

For centuries, scholars of the natural world have debated the very existence of the monoceros. Some believe it to be a misidentified unicorn. Others suggested monoceros was, in fact, just another name for the rhinoceros. It was not until the end of the last century that explorers in India settled the matter to the satisfaction of New European academics. The natives of India, of course, knew the truth all along and would have been glad to share the information had we just bothered ourselves to ask.

The monoceros is cousin of the rhinoceros but a separate species. In appearance they greatly resemble the greater one-horned rhinoceros and can be easily mistaken as such. As with their cousins, the monoceros has thick grey skin and a single horn which is long and sharp on youths but worn down to a mere stump on the elder members of the population. Despite the speculation of past scholars, the horn of the monoceros possesses no special properties beyond being valuable to traders of ivory. Also like the rhinoceros, the skin of the monoceros grows in folds so thick it resembles armored plates.

Where the two species differ, primarily, is in the composition of the skin. While the



rhinoceros has relatively smooth skin marred only by clumps of warts, the skin of a monoceros is covered with scales not unlike those of a shark. These scales, shaped much like a tooth, are quite sharp and point downwards. If a brave soul were to rub his hand along the creature's hide from shoulder down to leg the skin would feel quite smooth. Rubbing one's hand in the opposite direction, however, will result in torn flesh and bleeding.

These scales account for the idea, repeated in many texts, of the monoceros being uncapturable. Like most animals, these creatures would struggle and buck if an attempt were made to tie them down. Such physical exertion would cause the scales to rub against the ropes being used, cutting through them easily. Indeed, monoceros scales are so sharp they can slice through not only rope but wood and even soft metals such as copper and bronze. This, combined with their immense size and strength makes them quite difficult to hold or cage.

The monocerus eats by grazing, subsisting mostly on grasses. Occasionally, one will rub against a tree repeatedly, using its scales to saw through the

IN BRIEF

A massive, single-horned creature which can employ its sharp, armored scales to slice through wood.

WHERE IT MIGHT BE FOUND

The monocerus is primarily found on the Indian sub-continent.

wood until it falls. The victorious monocerus then consumes the leaves or feeds them to their young. Their mating and social habits are much like those of their cousins the rhinoceros. Younger males and females form small social groupings while the mature monocerus prefers solitude and comes together primarily for mating. The second greatest cause of monocerus deaths in India are fights between males over territory or mates. The greatest cause of monocerus deaths would be hunters seeking their horns for the ivory trade.

MONOCERUS

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Athletics [GD] • Physique [GD]

Size: Huge [30 Health]

Armor: A monocerus' thick hide stops 1 point of damage per attack (Light Armor).

Horn: A monocerus does damage as a Huge creature.

Scales: Anyone trying to grapple a monocerus or strike it with bare skin takes damage as if hit by a Small creature. A monocerus' scales can cut through one inch of rope or wood in a single turn and one inch of a soft metal such as copper and bronze in a minute. Harder metals, such as iron and steel, are impervious to a monocerus' scales.

ADVENTURE SEED

Years ago an encounter with a rogue monocerus ripped much of the skin off a young Baron von Steuben. Experimental medical procedures employing the latest in rubber-making technologies to replace the shaved off skin saved his life but made him a freak in the eyes of the world. The Baron has spent the last decade, and his family's fortune, to enact his revenge: a formula which, when sprayed from a lighter-than-air craft across the whole of India, will destroy every monocerus alive. Only the Dramatic Characters can stop Baron von Steuben, the man with rubber skin!

PHOENIX

From Beyond the Faerie Veil

"The phoenix is a bird of Arabia, which gets its name from its purple (phoeniceus) color; or because it is singular and unique in the world and the Arabs call singular and unique phoenix. It lives for 500 years or more. When it sees that it has grown old it builds a pyre for itself from spices and twigs, and facing the rays of the rising sun ignites a fire and fans it with its wings, and rises again from its own ashes."

~Isidore of Seville

It seems few scholars can agree on the true nature or appearance of the phoenix. For example, some mention peacock-like coloring while Herodotus claims red and yellow feathers mimicking the sun itself. Lactantius insists the phoenix has eyes the blue of sapphires while Ezekiel the Dramatist believed them to be yellow. Both Lactantius and Ezekiel the Dramatist agreed the phoenix was sizable, perhaps as large as an ostrich, but Pliny the Elder and Herodotus insisted it to be the size of an eagle. Accounts vacillate between there existing but one phoenix and there existing an entire species of them. Their lifespan is given as being as little as three-hundred years to over a thousand. Even the origin of the bird's name invites argument! Does it come from the Latin? The Greek? Ancient Egyptian? Old English or Arabic? Honestly, the confusion surrounding this bird is enough to begin a pounding in one's head!

Allow me to set the matter straight for I have had opportunity to discuss the matter at length with an actual phoenix and found its answers quite enlightening. The phoenix is a hunting bird the size of an eagle and with a similar lifespan. Its plumage is indeed purple, as stated by Isidore of Seville, and the feathers glow as with an internal light. Indeed, the feathers continue to glow even when plucked or molted and provide as much light as any whale oil lantern. Their eyes are the same gold as most birds of prey and are shaped similarly. There is not one phoenix but an entire species of them and I believe there to be as many as a few hundred ranging across the world. They can survive in any climate where there is ample prey

to hunt but prefer warmer weather to cold. They prefer to nest high in tall trees, or in the crags of mountains or rocky hilltops.

Much has been made of the phoenix's supposed ability to be reborn from the ashes of a pyre. This is, I am afraid, simply a tall tale and the result of poor observation and half-formed conclusions. First, much like the Dwarf and salamander, phoenixes are immune to fire, cannot be burned, and, thus, cannot be reduced to ash. The phoenix does, however, use flint held in its beak to strike rock and create fire in its nest. According to the phoenix I questioned, this curious behavior is done to facilitate the hatching of their young. Apparently, a mother phoenix's body does not provide enough warmth to encourage development of the chick within the egg. The fire serves that purpose instead, forcing rapid growth and hatching. The chick is, of course, as impervious to the fire as the mother. Once out of its shell, the newly born phoenix is carried by its mother to a new nest, prepared in advance.

Of course, as fascinating as the birthing process of the phoenix is, I find even more extraordinary the story of how they arrived on our Earth to begin with. Phoenixes are not native to our world. Instead, they come from another Earth where they were kept as hunting pets by nobles, much as is done with falcons here. On that distant Earth, across the Faerie Veil, some Faerie Lords and Ladies took to imitating the human nobility and learned the art of falconry (or should it be called phoenixry?). When the Faerie Host abandoned that world,

several brought their beloved pets with them into the Faerie Veil and, eventually, to our Earth. Unfortunately, The phoenix refused to tell me what happened to those Faerie Lords and Ladies or why they roam free instead of as hunting pets and so I

PHOENIX

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GD] • Perception [GR] • Physique [GD] • Stealth [PR]

Size: Small [5 Health]

Beak and Talons: A phoenix does damage as a Medium creature.

Flight: Phoenixes are capable of flight with speed based on their Physique Ability.

Immunity to Fire: Phoenixes cannot be harmed by heat or fire.

Glowing Feathers: A phoenix's feathers glow, producing as much light as a bright electric bulb or oil lamp but without heat. The feathers continue to glow even when removed from the phoenix and only dim after a period of a year, give or take a year depending upon the condition of the feather.

ADVENTURE SEED

Leed Industrial Chemical Works, a corporate holding of British steamlord Lord Robert Ashburton Parkes, has recently captured a number of phoenixes to study and experiment upon with the desire to replicate their unique abilities chemically. In response, Frances Power Cobbe, leader of the Anti-Vivisection Society has organized protests demanding the birds be released. Concerned the bad press might turn public sentiment against his company, Lord Ashburton Parkes has hired an assassin known only as Jack Scarlet to end Ms. Cobbe's outcry against him once and for all.

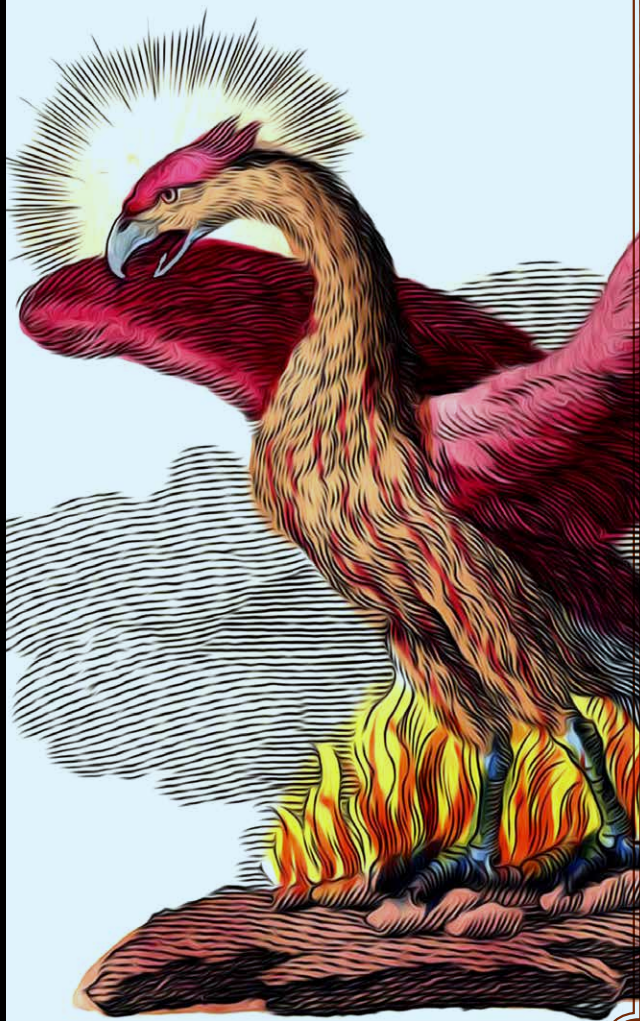
IN BRIEF

A beautiful bird of prey possessing an immunity to fire and luminescent feathers.

WHERE IT MIGHT BE FOUND

Phoenixes prefer to nest in mountain ranges or atop large hills and can be found throughout New Europa, India, and the Ottoman Empire.

can only give the readers of this manuscript the most basic of glimpses on how this remarkable bird came to reside in our world.



PUSHMI-PULLYU

Native

"Pushmi-pullyus have no tail but a head on each end, and sharp horns on each head. They are very shy and terribly hard to catch. Hunters get most of their animals by sneaking up behind them while they are not looking but you cannot do this with the pushmi-pullyu because no matter which way you came towards him, he is always facing you. And besides, only half of him sleeps at a time."

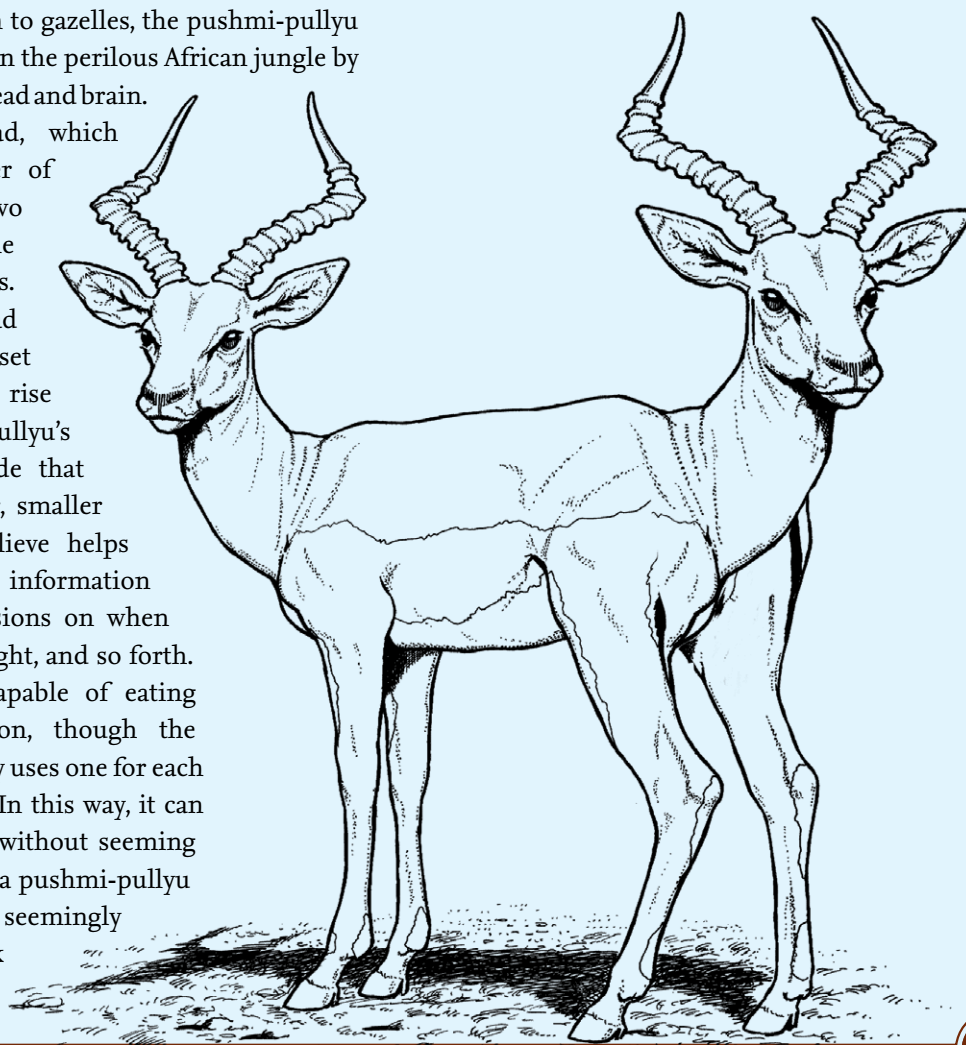
~John Dolittle

I do hope, dear reader, you forgive me for quoting myself in this entry. Precious little has been written about the pushmi-pullyu among the traditional sources and I do honestly believe I am the world's foremost expert on these odd but beautiful animals.

A distant relation to gazelles, the pushmi-pullyu has adapted to life in the perilous African jungle by growing a second head and brain.

The primary head, which contains the larger of the animal's two brains, rests on the forward shoulders. The secondary head rests on another set of shoulders that rise from the pushmi-pullyu's hindquarters. Inside that head rests another, smaller brain which I believe helps it quickly process information and come to decisions on when to eat, sleep, flee, fight, and so forth. Both heads are capable of eating and communication, though the pushmi-pullyu only uses one for each purpose at a time. In this way, it can eat while bleating without seeming rude. Approaching a pushmi-pullyu by stealth is a seemingly impossible task

without the aid of Magick for their four eyes allow them to view their surroundings with almost three-hundred and sixty degrees of awareness. Nor is it possible to sneak up on one of these animals while they sleep for only one head sleeps at a time. The other is always awake and searching for danger.



A pushmi-pullyu's horns are like that of a gazelle and, thus, better suited towards ramming than goring. Unfortunately, they are not capable of the swift bursts of speed made famous by their cousins in the savannah and having two heads and four eyes makes them prone to distraction, even when in danger. Thus, while a pushmi-pullyu's horns might seem quite intimidating at first most predators have little to fear. A pushmi-pullyu's best survival strategy is noticing any approaching danger before it stalks close and fleeing into the jungle. Because of this, they are especially vulnerable to pack hunters who can surround the pushmi-pullyu and cut off any avenue of escape.

Pushmi-pullyu are solitary animals. After all, with two heads they are never lacking for company. They prefer to range close to a water source within the jungle and have a special fondness for the bobo fruit of the junglesop tree. They are both nocturnal and diurnal as one head will sleep during a portion of the day and the other at night.

PUSHMI-PULLYU

Suggested Pet Ability Rank: Great

Typical Abilities: Perception [EXC]

Size: Medium [10 Health]

Horns: Not particularly strong, a pushmi-pullyu does damage as a Small creature.

Two Heads: Decrease the Stealth Ability of anyone attempting to sneak up on a pushmi-pullyu by one.

ADVENTURE SEED

The only known pushmi-pullyu in captivity, a resident of Doctor John Dolittle's zoo for many a year, is coming to the end of its long life. Sure the creature wishes to die at home in Africa, Dolittle's heir, Tommy Stubbins, asks the Dramatic Characters to escort it to the Dark Continent.

IN BRIEF

A creature similar to a gazelle but with two heads, one growing from each end.

WHERE IT MIGHT BE FOUND

Native to the jungles of Africa, though increasingly rare and in danger of vanishing as a species.

I fear there are few of these strange and miraculous creatures left in the world. They have recently become a favorite meal of the African painted dog which will hunt down all the pushmi-pullyus in an area to the exclusion of almost any other prey.



QUESTING BEAST

From Beyond the Faerie Veil

"And as he sat, he thought he heard a noise of hounds, to the sum of thirty. And with that the king saw coming toward him the strangest beast that ever he saw or heard of; so the beast went to the well and drank, and the noise was in the beast's belly like unto the questing of thirty couple hounds."

~Sir Thomas Malory

Let me be clear in this. There is but one Questing Beast and it is as real today as it was during the time of Arthur and Camelot. Described, accurately, as having the neck of a snake and the body of a leopard, the creature resembles a giraffe in form, though with a smoother, knobless head. Despite this resemblance, the Questing Beast does not canter like giraffes but stalks along the ground much like a cat hunting its prey.

In Arthurian lore, the Questing Beast is connected to the Pellinore family and the patriarch of the family, an ally to Arthur, is sworn to hunt and slay it. It appears once, to Arthur, after a particularly foreboding dream and he watches it drink from a pool and turn it black as poison before it slinks off into the forest. In the legends, Merlin describes the origins of the Beast as the result of a liaison between a human woman and a demon. In truth, the Questing Beast was not born from any human womb but instead comes to our Earth from somewhere beyond the Faerie Veil. How it arrived in our world and why it came seems to be a mystery to scholars, both human and fae.

The Questing Beast's name comes from the sound it occasionally makes, a barking much like that of thirty hounds questing. The creature seems capable of making this sound even with its mouth closed. Some accounts suggest the sound is constant except when it drinks but others deny this, noting constant noise would make the Questing Beast too easy to track. Indeed, this strange creature represents perhaps the most elusive prey on the

planet despite its apparent desire to be hunted. This need to be chased to ground seems to drive the Questing Beast's every action.

Every so often, the Questing Beast somehow projects dreams into the mind of a sleeping human. These dreams are indistinct and troubled but, as if by Magickal compulsion, the dreamer awakens with a near irresistible urge to hunt down and slay the creature. Much like the itch caused by contact with poison ivy, this compulsion can be ignored for a while but, eventually the urge to obey it becomes so powerful the dreamer must take up arms and engage in the hunt. The compulsion to hunt the Questing Beast continues until it is slain, at which point it vanishes as if it had never existed and appears again somewhere else in the world, miraculously alive.

The natural habits and habitat of the Questing Beast cannot be reported on because it has none. It does not seem to mate or sleep and can survive in any climate no matter how hostile. The creature does seem to drink water but even this activity seems to be not for nourishment but part of the curious dance it plays with its hunter. While accounts suggest the questing beast poisons any water source from which it drinks in truth most can continue to drink from the well, lake, or spring with little problem. Somehow, the water becomes poisonous only to the hunter compelled to chase after the Questing Beast.

Having been unable to question the Questing Beast directly, I am unable to do more than speculate as to why it continually plays out

this hunting cycle across the ages. Some have suggested the Questing Beast exists as some form of punishment, sent by God to create a sort of hell on Earth for those who have sinned against Him.. Personally, I believe the Questing Beast's purpose to be somewhat similar to that of the spirit quests experienced by Indians in the Americas. The hunter's true objective is not the slaying of the Beast, but a journey of self discovery that leaves a man with a better understanding of the world and his place in it.

IN BRIEF

A strange creature from the annals of Arthurian lore capable of infecting sapient beings with the overwhelming urge to hunt it.

WHERE IT MIGHT BE FOUND

The Questing Beast might be found anywhere in the world, but is most often found in the British Isles or on the continent.

QUESTING BEAST

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Hunting Dream [EXC] • Perception [GR] • Physique [GR] • Stealth [GR]

Size: Large [20 Health]

Bite and Hooves: The Questing Beast does damage as a Large creature.

Hunting Dream: The Questing Beast can enter the dream of any human and impart a compulsion to hunt and kill it. Upon waking, and each day thereafter, the designated hunter must succeed at a Contested Feat using his Courage Ability against the Questing Beast's Hunting Dream Ability. Depending upon the level of success, he or she must spend a significant portion of his day (eight hours with a Fumble, four with a Failure, two with a Partial Success, one with a Full Success) engaged in activities that further the hunt. If the hunter chooses not to contest the hunting dream treat it as an automatic Partial Success. Activities that further the hunt can include research to determine the habits, weaknesses, or location of the Questing Beast, travel to a location where the Questing Beast may be, or active stalking and hunting. The compulsion to hunt the Beast continues until the Questing Beast has either been slain or the hunter gains a High Success on his or her daily Courage Ability Feat.

Water Foulings: A hunter cannot drink from any water source the Questing Beast has drunk from until the hunting dream compulsion ends.

ADVENTURE SEED

Princess Isabel, heir to the throne of Brazil has vanished! Following the loss of not one but two unborn children, some in the royal court worry she has left to take her own life in isolation. Others, knowing of her intense Catholic faith, point to cryptic words she spoke in the days before she vanished of a beast, a quest, a hunt, and an inability to drink water. Has Isabel gone off into the jungles to die? Or is she on the hunt for the Questing Beast and can the Dramatic Characters aid her in her struggle?



ARTHUR AND THE QUESTING-BEAST

RAINBOW HOUND

Faerie Pet

"I recollect having seen one of these dogs about sixty years ago, which belonged to an old Fennoderee who lived near Ramsey. It was smooth-haired, and my impression is that it was about the size of a Scotch deerhound, coloured the most red of reds I've ever seen, as if it had just washed up in just one part of a rainbow."

~Doctor Tellet

The Fennoderee, a type of Brownie native to the Isle of Man, have crafted a remarkable breed of hound best known for their strange but beautiful coloration. As their name implies, each of these dogs is a single, bright color. Every color of the spectrum as produced by a prism is represented, although it requires a keen eye to distinguish between violet hounds and indigo dogs. A rainbow hound's unique hue goes beyond just its shining coat. Look under beneath and one will find their skin matches the hair in color. As do their eyes, paw pads, claws, and even gums and teeth. It almost seems as if the hound had been dipped in a vat of intensely colored dye and allowed to soak there until the color permeated every part of its being.

Beyond pigmentation, there seems little difference between two rainbow hounds of different coloration. They are long of tail and smooth of hair and similar in shape to the Manx sheepdog, although larger than that noble breed by a good foot in height and fifty pounds in weight and with a paw span almost twice as wide. Perhaps due to their size, rainbow hounds possess impressive strength and are capable of denting iron with their bite.

Of course, being Faerie Pets, these rainbow hounds are remarkable for more than just their strength or coloration. The Fennoderee, being Brownies, make use of rainbow hounds in their harvesting work and the dogs will fetch, haul, run, and carry as needed. Indeed, rainbow hounds are prized by their masters because they enhance the Brownie power of performing great works in a short span of time. A Fennoderee with a rainbow hound can do more work in an evening than he could ever do alone.



IN BRIEF

A large, strong sheep dog with a most vividly colored coat capable of holding still any creature.

WHERE IT MIGHT BE FOUND

Rainbow hounds are most commonly found on the Isle of Man, most often in the company of a Fennoderee.

Perhaps in imitation of a Manx sheepdog, which is a holding dog and capable of pinning a sheep to the ground without injuring it, the Fennoderee have taught their rainbow hounds a most incredible trick. Should its master give the command, a rainbow hound will chase after a target, be it sheep or fox or robber. Instead of attacking with a bite, the hound will attempt to knock the target down and place both forepaws and nose upon it. When this happens, the target finds itself paralyzed and incapable of movement until the rainbow hound removes itself from atop it. Size and strength seem to make no difference in defending against this ability and I have personally seen a rainbow hound

chase down and subdue a twelve-point buck many times its weight and more than one would-be thief or rustler seeking to prey upon a farm protected by a Fennoderee has found their plans foiled by a brightly colored guard dog.

As I have already written, rainbow hounds are most often found on the Isle of Man and in the company of their Fennoderee masters. Occasionally, they can be seen in the company of other types of Brownie elsewhere in New Europa. I have no knowledge of rainbow hounds being kept by human masters. I do not discount the possibility although I have doubts as to most humans' skills in training and keeping such a powerful dog.

RAINBOW HOUND

Suggested Pet Ability Rank: Great for most, Exceptional for Brownies

Typical Abilities: Athletics [GD] • Courage [GD] • Holding [GR] • Perception [GD] • Physique [GD]

Size: Small [5 Wounds]

Restrictions: A rainbow hound cannot disobey an order from its Brownie master.

Aid in Great Works: Treat the Perform a Great Work Ability of any Brownie being aided by a rainbow hound as one level higher. Aid from multiple rainbow hounds doesn't raise the Ability further.

Bite: Rainbow hounds do damage as a Medium creature.

Holding: A rainbow hound can attempt to knock an opponent to the ground. Resolve this as a normal Combat Feat but one which causes no damage. If the rainbow hound succeeds it performs a Contested Feat using its Holding Ability against the opponent's Courage. With a Partial Success by the hound, the opponent is paralyzed for a combat turn. With a Full Success, the opponent is paralyzed until the hound releases it, but the opponent is able to speak. With a High Success, the opponent is paralyzed until the hound releases it and unable to speak as well.

Tremendous Strength: Treat a rainbow hound as being Large in size for the purposes of resolving feats of physical strength.

ADVENTURE SEED

The Brownies of the Isle of Man are aflutter with excitement and the other Faeries have noticed. Even Auberon himself has come to the Isle to investigate. For the first rainbow hound, the pet of the original Fennoderee himself, has appeared and stands guard before a shimmering doorway into the Faerie Veil. For reasons unknown, the dog will only allow the Dramatic Characters to pass through. What lies beyond the portal and can they survive in a realm where solid matter is alien? The answers could rock the foundation of both Fey Courts!

Roc

Native

"It was for all the world like an eagle, but one indeed of enormous size; so big in fact that its quills were twelve paces long and thick in proportion. And it is so strong it will seize an elephant in its talons and carry him high into the air and drop him so that he is smashed to pieces; having so killed him, the bird swoops down on him and eats him at leisure."

~Marco Polo

The largest of all known birds, the roc is a species of eagle and measures fifteen feet from beak to tail feathers and possesses a wingspan of thirty feet. The roc's wing and tail feathers are brown in color while the rest of the body is so white it seems to glow when it reflects the rays of the sun. The talon and beak are a yellow tinged with orange and its eyes dark with flecks of gold.

The roc prefers to build its nest high in the mountains, away from any possible predators seeking to break into and devour its eggs. Roc nests are curious affairs which more resemble, in some ways, a wasp's hive rather than the home of other birds.

To build its home, the roc rips small trees from the ground and chews the wood into pulp which it then spits out into clumps and shapes into the nest. Rocs are primarily solitary creatures but, occasionally, can be found nesting in mated pairs.

Just as the roc is the largest of all birds, their eggs are more massive than any other. On average, a roc egg measures eighteen inches in length, fifteen inches in width, and weighs a ten full pounds. Many carnivores consider them quite the delicacy, including humans. The Sultan of the Ottoman Empire, or so it is rumored, will pay a fortune for one and the best chefs of France lovingly dream of the day they can test the recipe for roc egg soufflé which was served to Napoléon Bonaparte during his brief conquest of Egypt.

Many accounts, including that of the famous explorer Marco Polo, suggest the roc to be so massive as to be capable of plucking a grown elephant from the ground and carrying it off into the sky. Obviously, as any naturalist can explain, not even a bird with a thirty foot wingspan could achieve such a feat. No, the elephants of Africa have little to fear from the roc. Others, on the other hand, have cause for concern. A full grown roc could easily carry off up to three hundred pounds worth of goat, pig, or even human to its nest as a meal.

Roc

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Athletics [GR] • Perception [GD]

Size: Large [20 Health]

Beak and Talons: A roc does damage as a Large creature.

Flight: Rocs are capable of flight with speed based on their Physique Ability.

ADVENTURE SEED

King Ludwig the Second himself will be judging the Deutschlands Kochkunst Ausstellung this year! A chef friend of the Dramatic Characters begs them to acquire a roc's egg so she can make her theoretical roc saumagen. Of course, roc's eggs are a rarity even in the markets of the Ottoman Empire but rumor has it a Spanish merchant sells them...

IN BRIEF

A giant bird of prey, though not so giant as the legends would have one believe.

WHERE IT MIGHT BE FOUND

Rocs nest in the craggy mountains of Africa and the Ottoman Empire.

SALAMANDER

Faerie Pet

"Thus, for instance, the salamander, an animal like a lizard in shape, and with a body starred all over, never comes out except during heavy showers, and disappears the moment it becomes fine. This animal is so intensely cold as to extinguish fire by its contact, in the same way that ice doth."

~Pliny the Elder

The fiery salamander presents us with evidence that the manipulations of the Faerie to create their pets is not something that occurred in antiquity but continues on until present times. Early accounts of the salamander, such as the one written by the venerable Pliny the Elder, describe the salamander as a small creature capable of extinguishing fire simply by touching it. Many scholars suspect these early Faerie Pets could excrete a substance from its skin, much as their more mundane kin are known to do. However, whereas the substance produced by normal salamanders is a toxin that deters predators, the excretions of the Faerie-made salamander would have somehow extinguished fire upon contact.

During the Renaissance, alchemists such as Paracelsus, perhaps influenced by passages in the Talmud, began writing of the salamander not as a creature capable of extinguishing fires but as a creature either made from fire or born from fire. It is possible Paracelsus and his ilk were documenting changes being made to the salamander by Faerie experimenters but, given the inability of most fae to imagine or create, I suspect salamanders were altered sometime during the Renaissance to better match the tales being told of them. Mankind changed the lore of the salamander, so the Faerie changed the salamanders themselves.

The salamander of the modern day resembles nothing so much as the juvenile form of the red-spotted newt native to eastern North America. Of course, the Faerie salamander possesses greater mass and is easily the size of a common housecat. Salamanders can, at will, excrete a substance from their bodies so intensely hot it glows as intensely as the sun, threatening to damage the eyes and causing flammable substances as far as twenty feet away to combust. So great is the heat projected by a salamander that wooden weapons turn to ash and metal weapons melt when used against it. Salamanders are, of course, immune to fire and heat, much as Dwarves are, or they would burn and shrivel to nothing the first time they made



use of their ability. Poured or streaming water does little to deter a salamander's heat but full immersion will extinguish it.

I have been told the Seelie rarely make use of salamanders but that they are a favorite assassination tool of the Unseelie Court. I suspect more than one fire begun in the home of an enemy of the Faerie over the years has its origins in the blazing aura of a salamander.

IN BRIEF

A creature which radiates heat so intensely all around it materials combust.

WHERE IT MIGHT BE FOUND

Most often found in the employ of powerful Unseelie Faeries. Occasionally found in the wilds of New Europa.

SALAMANDER

Suggested Pet Ability Rank: Not recommend

Typical Abilities: Blazing Aura [GD] • Stealth [GR]

Size: Small [5 Health]

Restrictions: A salamander cannot use its blazing aura if most of its body is immersed in water or another oxygen-depriving substance.

Armor: When active, a salamander's blazing aura stops 2 points of damage per attack (Light Armor).

Bite: A salamander's bite does damage as a Small creature.

Blazing Aura: Characters looking directly at a burning salamander risk being temporarily blinded.

Anyone who does so must make an Contested Feat using their Physique Ability versus the salamander's Blazing Aura. With a Fumble, the character is blinded for one hour. With a Failure, the character is blinded for one minute. With a Partial Success, the character is blinded for one combat turn. With a Full or High Success the character's sight is unaffected. Any creature within six feet of a salamander when the blazing aura is active automatically suffers 4 wounds per turn. Creatures within twelve feet of a salamander suffer 2 wounds per turn. Creatures within twenty-four feet of a salamander suffer 4 wounds per minute. A salamander's blazing aura ignites flammable substances at a similar rate. Substances close to it burn in a matter of seconds while substances farther away can take minutes to catch fire. The Host is encouraged to use common sense here. Paper and cloth tends to burn faster than thick wood. Rubber will melt before metal.

Immunity to Fire: Salamanders cannot be harmed by heat or fire.

ADVENTURE SEED

The Brotherhood for the Perfection of Human Society, an anarchist cell, has claimed responsibility for the Great Whiskey Fire in Dublin which destroyed a malt house, a warehouse, a tannery, and several houses. The Brotherhood claims to have a tamed salamander with which they will burn their way across the British Isles unless Queen Victoria dissolves Parliament and steps down from the throne. If their terms are not met in twenty-four hours, they say, the Brotherhood will use their salamander again.

SAPO FUERZO

Native

"The sapo fuerzo can be distinguished by the shiny carapace grown along its back. It offers tremendous resistance to death but is vulnerable to fire. Fearing no predator, this strong toad glows at night due to chemicals in its skin much like moss in a cave. The sapo fuerzo's true power lies in the irresistible penetration of its gaze, which can cause any animal that sees it to stop and become frozen and incapable of movement."

~Juan Ignacio Molina

In 1842, showman Phineas Taylor Barnum, better known as P.T. Barnum, arranged for the import to the United States of a number of sapo fuerzo, known in English as the "strong toad," for display in his famous museum. Accidents occurred during the journey and many of the toads escaped to other ships and, from there, migrated to different ports in both the Americas and New Europa. The species bred and spread quickly. As a result, a mere decade later, this species once native to Chile can now be found throughout the Occidental world.

The sapo fuerzo measures little more than eight inches in length and can easily sit in the hand of most men. The skin is a light green in color with brown warts. Growing from the sapo fuerzo's spine are a series of scales that interlock and cover the toad's back.



Despite some romantic imagery, this protective covering is not formed as nor does it look like a turtle's shell. Predators attacking from above find it difficult to bite or claw through the rigid scales and they make it almost impossible for constricting serpents to squeeze the sapo fuerzo to death. Stinging and biting creatures attacking from the ground, however, find the sapo fuerzo's underside to be quite vulnerable.

Should the sapo fuerzo be harmed, usually due to crushing damage as an enemy attempts to chew on it from above, it recovers quickly and most injuries can be healed in a matter of hours. The cause of this extraordinary regeneration remains unknown although some scholars have speculated this might be a result of some type of Magickal adaption. The toad's faint glow at night, on the other hand, has more mundane causes and is the result of a chemical excreted by the skin.

This glow warns off nocturnal predators, suggesting to them that they might better spend their time finding easier prey.

IN BRIEF

A shelled, glowing toad capable of quickly healing most injuries and possessed of the curious ability to stupefy would-be predators.

WHERE IT MIGHT BE FOUND

Native to Chile but now found throughout North America and New Europa.

SAPO FUERZO

Suggested Pet Ability Rank: Great.

Typical Abilities: Athletics [PR] • Hypnotic Eyes [GR] • Stealth [GD]

Size: Small [5 Health]

Restrictions: A sapo fuerzo's regenerative healing does not work against injuries caused by fire.

Armor: A sapo fuerzo's back scales stop 3 points of damage per attack but afford no protection to its underside (Medium Armor).

Glowing Skin: A sapo fuerzo's glow can provide enough light to read by in the dark if it is within a foot of the book.

Hypnotic Eyes: Any creature capable of sight which looks into a sapo fuerzo's eyes must make a contested Feat using its Courage Ability against the animal's Hypnotic Eyes Ability. Those who fail the contested Feat are dazed, confused and unable to act for one combat turn.

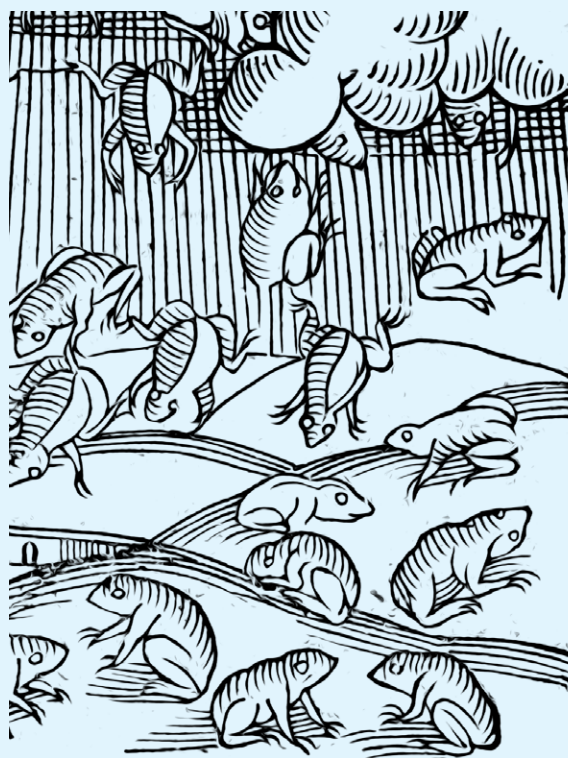
Ram: A sapo fuerzo only does damage as a Tiny creature.

Regenerative Healing: A sapo fuerzo heals quickly. Untreated Wounds are healed in hours instead of weeks and blows and treated Wounds are healed in minutes instead of hours. Sapo fuerzo are immune to Constitutional Shock.

ADVENTURE SEED

The dwarves of Black Hold have a problem. Somehow, hundreds of sapo fuerzo have infested their mountain home. The pests are everywhere, gumming up clockwork with their hard shells and stupefying laborers and craftsmen alike with their hypnotic gaze. All work has ground to a halt and if something isn't done soon the dwarves will be unable to fulfill their contract with the Bayernese government to produce several new aeroships!

While protective scales, regeneration, and glowing excretions are all quite interesting, the most fascinating property of the sapo fuerzo might very well be the mesmeric quality of the toad's eyes. As a final method of detouring predators, the sapo fuerzo has the ability to force any creature that looks into its eyes to halt for a moment. The state the predator finds itself in resembles not so much a paralysis of the body but a fugue in which all reason escapes. It is not unlike that brief moment when a man awakens in a strange bed and looks about in confusion, trying to remember where he is and why he is there. The effect is brief but usually of sufficient time to allow the sapo fuerzo to escape. To date, it is unknown if this odd and unique ability is one of Magick or if there exists a more biological explanation. I have heard speculation that it was an encounter with a sapo fuerzo which encouraged the interest of James Braid in what he terms neuro-hypnotism, but I cannot verify the truth of these rumors.



SEA SERPENT

Native

"Those who sail up along the coast of Norway to trade or to fish, all tell the remarkable story of how a serpent of fearsome size, some 200 feet long and 20 feet wide, resides in rifts and caves outside Bergen. On bright summer nights this serpent leaves the caves to eat calves, lambs, and pigs, or it fares out to sea and feeds on sea nettles, crabs, and similar marine animals. It has ell-long hair hanging from its neck, sharp black scales and flaming red eyes. It attacks vessels, grabs and swallows people, as it lifts itself up like a column from the water."

~Olaus Magnus

Cartographers, before the Atlantean Ocean was well charted, occasionally depicted oversized serpents in the center of the vast sea and wrote the words, "Here There Be Dragons" as a representation of the unknown dangers which lurked beyond human knowledge. Of course, naturalists who study the subject now know sea serpents are not Dragons nor do they live in deep waters. They are not, in fact, even serpents but a species of giant eel which prefers

to reside in underwater caverns on the coastlines of northern New Europa, though they have been observed as far south as Spain and Italy. Reports of sea serpents off the coasts of the Americas are, as of yet, unsubstantiated.

As with many tales told by fishermen and sailors, those of the sea serpent have been exaggerated over time. The largest sea serpent ever recorded measured at just under one hundred feet in length and ten feet in width and weighed close to



SEA SERPENT

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Perception [GD] • Physique [GD] • Stealth [GR]

Size: Huge [30 Health]

Restrictions: The sea serpent cannot survive outside the waters of the ocean.

Bite: A sea serpent does damage as a Huge creature.

ADVENTURE SEED

Papers across the world are carrying a story and photograph of "Ogopogo," a sea serpent found in Okanagan Lake. Scientists, explorers, hunters, and the simply curious alike are all flocking to British Columbia, Canada in an attempt to find the creature. Should the sea serpent be real, and found, in the lake it will represent both the first documented case of a sea serpent in the Western Hemisphere and the first proven native to a lake, instead of an ocean, environment. The question is, will Ogopogo survive the scrutiny?

one imperial ton. The skeleton of that specimen is currently on display in the British Museum in London. In color, these eels range from brownish-orange to dark grey and the underside of the body is almost always lighter than the top. Sea serpents possess short pectoral fins to aid in controlling their depth in the water but swimming is accomplished by undulating their long body in a wave that propels it either forward or backwards depending upon the direction of the wave.

While they have been known to occasionally lunge up from the water to snatch a sheep which has wandered too close to

IN BRIEF

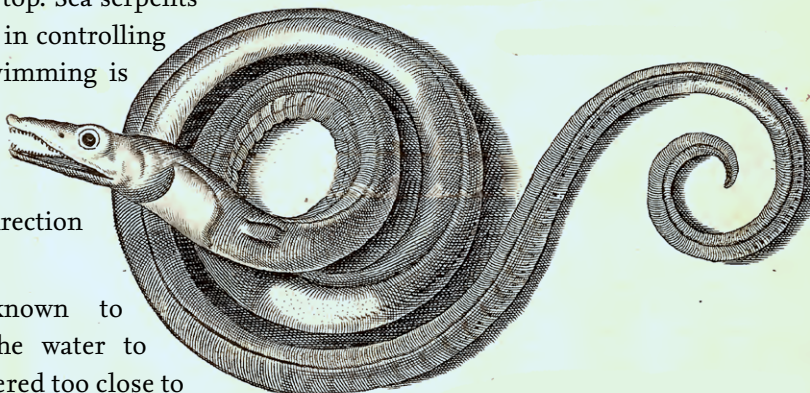
An overlarge serpent which hunts fish and shellfish in the ocean.

WHERE IT MIGHT BE FOUND

Near the coastlines of northern New Europa and occasionally further south as well.

the shore, sea serpents subsist mostly on a diet of large fish, crustaceans, and the occasional octopus or squid. Attacks on swimming humans are rare but not unknown, especially if the swimmer accidentally closely approaches the sea serpent while it hunts for prey. Too small to be a true menace to boats or ships, accounts of sea serpents attacking a vessel can most likely be attributed to krakens or perhaps other, unknown Faerie Pets. Some smaller boats have been capsized or swamped when bumped by one of the eels as it swum too close to the surface but such incidents are rare and most likely accidental.

Voracious eaters, a single sea serpent has been known to lower the amount of fish caught commercially in coastal waters over a year by as much as one third. For this reason they are, sadly, often hunted by fisherman seeking to preserve their livelihoods.



SPHINX

From Beyond the Faerie Veil

"She had a woman's face, the breast, feet, and tail of a lion, and bird wings. She had learned a riddle from the Mousai, and now sat on Mount Phikion where she kept challenging the Thebans with it. The riddle was: what is it that has one voice, and is four-footed, and two-footed, and three footed?"

~Apollodorus of Athens

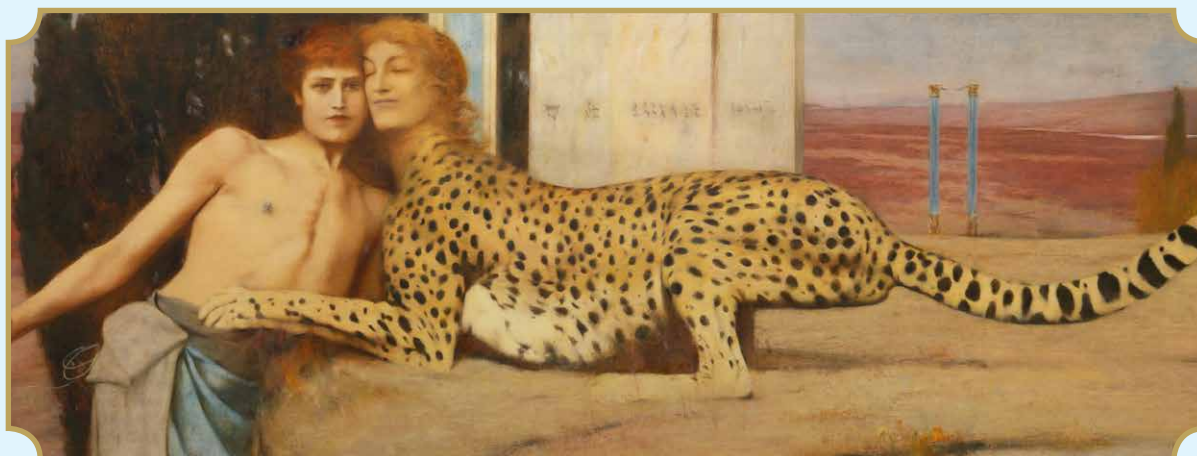
The Sphinx plays no small part in the story of Oedipus. Were I a gambling man, I would wager that every educated child across the whole of New Europa knows the tale and, of course, the answer to the Sphinx's famous riddle. Perhaps it is this familiarity which has led so many modern scholars to dismiss entirely the existence of Sphinxes as a distinct and unique creature. The tale, they suggest, is not history but fiction. Or, perhaps, if it has some root in reality the Sphinx was naught but one of the fae with a penchant for changing its shape into unusual forms. In truth, I cannot blame my colleagues for their scepticism. I might, indeed, join them were it not for one simple truth. I have met a Sphinx.

The specific details of my encounter with the Sphinx will be recorded elsewhere but, suffice it to say, I had the pleasure of sharing tea with a Sphinx by the name of Balhib in her home, an abandoned and buried temple somewhere on the Giza Plateau in Egypt. As we spoke, I had the opportunity to both observe Balhib's fascinating anatomy and to

listen to her tales on the origins of her people.

To begin with, I will say that the Sphinx does, indeed, at first appear to be a most curious hybrid of woman and feline yet with the oversized wings of a bird. However, closer examinations have led me to believe Balhib's individual aspects were not human nor lion nor bird. The skin on her woman-like head was unlike that of any human race but an odd, almost rubbery grey. Her eyes were too large and lacking in structure, seemingly missing both pupil and iris. Her mouth, too small and seemingly used only for the consumption of nourishment. Indeed, when Balhib spoke she did so not using sound, but some ability that allowed her to place words directly inside my mind.

As for Balhib's more animalistic aspects, these too were not as expected. Her torso was feline in form but too long, as if possessing extra vertebrae and each paw had one too few digits to be those of a lion. Such paws did little to stop her from enjoying creature comforts as Balhib was able to



move objects, such as her tea cup, on lines of some invisible force, using will alone. As for her feathers, they were quite beautiful, resembling those of a peacock but arranged upon the structure of a bird of prey's wings.

As fascinating as her anatomy was, however, Balhib's tale of origin was even more fascinating. You see, the Sphinxes are not of this Earth! Balhib tells a story of a great war across the stars in another universe beyond the Faerie Veil. A war in which the Lords and Ladies of Faerie manipulated a great many sapient species. During this war, a

IN BRIEF

A group of intelligent, alien creatures from Beyond the Faerie Veil with unusual powers of the mind and an intense hatred of Faeries.

WHERE IT MIGHT BE FOUND

Sphinxes may be located anywhere in the world, although few are found unless they so desire it.

SPHINX

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Courage [GR] • Education [EXC] • Marksmanship [GD] • Perception [EXC] • Physique [EXC] • Powers of the Mind [EXC] • Stealth [GD]

Size: Medium [10 Health]

Claws: A Sphinx's claws do damage as a Medium creature.

Flight: Sphinxes are capable of flight with speed based on their Physique Ability.

Powers of the Mind: Sphinxes possess the psionic abilities of telepathy and telekinesis. They are incapable of verbalizing and speak mind to mind. Sphinxes can communicate with multiple individuals or with a single one and have a range of roughly ten miles. They can also probe minds for specific information but must be able to touch the individual being read. Characters attempting to block a Sphinx's mind speech or probe must make a contested Courage Ability Feat against the Sphinx's Powers of the Mind Ability. Success repels the Sphinx and prevents it from touching the character's mind for a period of one hour (or until the character chooses to allow the Sphinx access). The Sphinx's telekinesis allows it to lift and manipulate objects no more than ten feet away. For the purposes of determining lifting capacity use the Sphinx's Powers of the Mind Ability instead of its size. Accuracy of attacks made with telekinetically hurled objects are made using Marksmanship.

ADVENTURE SEED

The Archbishop of Laurania, a small Mediterranean state, has been murdered, plunging the already volatile country closer to all out civil war. Several intelligence agencies believe the murder to be the work of Akis the Triple Claw, a Sphinx, but are puzzled by her motivations. While she is known to be a killer, Akis usually chooses Faeries and not humans as her victims. Did Akis kill the Archbishop? And why? Or was she framed in an attempt to destabilize Laurania, and possibly the entire region? The Dramatic Characters have mere days to solve the case before the small country erupts into sheer chaos.

star-faring carriage containing the Sphinxes, intelligent creatures who had mastered their own world far from that universe's Earth, was captured by members of the Faerie host. The Sphinxes were brought into the Faerie Veil as prisoners to be studied as, apparently, the fae feared their unique powers. Balhib told me she and the other Sphinxes escaped after many years of imprisonment only to find themselves in our universe and not their own. Unable to find a way home, the Sphinxes have adapted as best they can, often living in the shadows and providing guidance to what they consider the most intelligent members of humanity in hopes of freeing them from what Balhib described as Faerie manipulation and oppression. Hence, the riddles. The Sphinxes use them as something of a test of intelligence.

And so, my readers, I do not blame my colleagues for their skepticism when it comes to the Sphinx. Only a handful exist across the world and, in this modern age, they remain hidden and avoid contact for fear of being harassed or hunted by those enemies they have made among the fair folk. Balhib's tale was an astounding one but also disturbing. I may never look at a Faerie, from the lowliest Brownie to the magnificent Lords and Ladies, the same way again.

One final note on the subject of Sphinxes, if I may. No matter their appearance or name, these mighty creatures prefer the use of feminine pronouns when referring to them. I am given to understand they do not view gender in quite the same way as we humans do.



TOVE

Native

"A badger possessed of the tail of a lizard and a corkscrew-like nose capable of burrowing through any substance? I refuse to believe such a nonsensical creature exists."

~Carl Linnaeus

What can one say of the tove, that curious subspecies of badger that seems one part beast and one part hand drill? Toves are not Faerie Pets nor are they from beyond the Faerie Veil. No, much like the equally odd duck-billed platypus, the tove is native to our world and seemingly untouched by the machinations of Magick, Faerie or otherwise.

Toves bear a striking similarity to any other European badger (*Meles meles*), with a grey body and black and white face. Where the tove differs from the normal badger is in their tail and their snout. A tove's tail is hairless and as long as its body, much like that of a rat, and used to probe the walls of tunnels dug by the creature to ensure they are solid and not prone to collapsing.

While that fact is interesting to naturalists such as myself it is the tove's snout which makes it a curiosity to so many. A tove's snout extends between one and two feet in length and curls at the end into a corkscrew shape. This snout is, in fact, an extremely dense bone covered in a substance not unlike fingernails and a thin layer of flesh. Quite durable and strong, a tove's snout allows it to burrow through any substance. Indeed, I have read accounts of toves burrowing into stone-lined cellars, castle walls, and even bank vaults! I do not believe any substance exists which a tove cannot tunnel through, though perhaps some experimental Dwarven alloys might prove impervious to their abilities.

While having a tove, individually or as part of a family group, tunnel until one's home or business can be quite vexing, I implore those who experience this not to react too harshly. I have found

toves to be quite amiable and, once the situation has been explained to them, happy to remove themselves from the premises and to refrain from causing further harm. For those who cannot talk to animals, I recommend this course of action to encourage a tove or a tove family away from your property. Place a large bowl of earthworms, carrion, cereals, and root tubers near where you believe the tove's home, known as a sett, to be. Make sure to do so on the side of the sett opposite from your building. Repeat this process every day, moving the bowl further away from the building each time (preferably, towards an open field or woodland). Given this encouragement, the tove family should build the tunnels of their sett in the direction they are being led and not toward your home or business. Good luck!

One final word on the tove. Due to the damage which can be inflicted by their hard snout, toves are sought after for that detestable activity known as badger-baiting, where they are forced to fight dogs, usually to the death. I hold nothing but contempt for any person who participates in, bets on, or observes these horrible events and hope they are soon outlawed by the Crown.

IN BRIEF

A type of badger possessed of a long, corkscrew shaped snout capable of burrowing through nearly any substance.

WHERE IT MIGHT BE FOUND

While the tove is native to central and southern England it can now be found throughout New Europa and in some parts of Russia and the Ottoman Empire.



TOVE

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GD] • Burrow [EXC] • Physique [GD]

Size: Small [5 Health]

Burrow: Toves can dig through nearly any substance. Treat this ability as Faerie Etherealness to determine rate of passage except toves leave behind non-collapsing holes and tunnels and can burrow through living matter and cold iron.

Gore: A tove's snout does damage as a Spear.

ADVENTURE SEED

Using a trained tove and clever, miniaturized clockwork soldiers, the dastardly minds of the World Crime League have pulled off the heist of the century and stolen from the treasure hoard of the king of the Dragons, Verthrax, and His Majesty is not amused! If his possessions are not returned, Verthrax's anger could plunge New Europa into a war between humans and Dragons!

UNICORN, FALSE

Faerie Pet

"The unicorn is the fiercest animal, and it is said that it is impossible to capture one alive. It has the body of a horse, the head of a stag, the feet of an elephant, the tail of a boar, and a single black horn three feet long in the middle of its forehead. Its cry is a deep bellow."

~Pliny the Elder

I have traveled the world many times over and spoken to animals which fly in the air and swim the sea. I have conversed with those animals who crawl and walk upon the earth and those animals who burrow beneath it. Yet, no creature, no matter its origins, fills my heart with such sorrow as does the false unicorn.

As with many unusual and curious creatures, the false unicorn was created through Faerie Glamour and experimentation. However, where most Faerie Pets were crafted to match human myths and legends, the false unicorn was created to twist such tales into a mockery. It is said the Adversary himself heard stories of the beauty and grace of the True Unicorn and of its gentle love for the purest of maidens and, in a cruel and dark humor, gathered unto him a herd of the most aggressive and wild horses his minions could find. Using his foul Glammers, the Adversary spent days breaking and twisting the horses until they became a foul parody of the True Unicorn and then enslaved them to his will.

Despite the testimony of Pliny the Elder, who seemed to confuse unicorns with the monocus, the false unicorn looks much like a horse, most often of the Arabian breed, with a single, spiraling horn set in the forehead. The horn can be black, white, or blood red and always ends in a point as sharp as that of any sword. For reasons which will be described shortly, they are rarely still and twitch even in their sleep. The only time they know true peace is while on the hunt.

Much like the unicorns of story, false unicorns are especially attracted to human women. However, this attraction does not culminate with the creature

resting its head in a maiden's lap but with murder as it runs the woman through with its horn. As part of his perversion of the legend, the Adversary has ensured each false unicorn exists in a state of constant agony and will only feel relief from that pain when it hunts or kills a human female. Indeed, the false unicorn can only be still while on the hunt, acting gentle and meek as in the stories so it might draw a young woman closer before goring her. For these reasons, these poor, twisted creatures are a favorite tool of assassination when the target of an Unseelie's wrath is a woman.

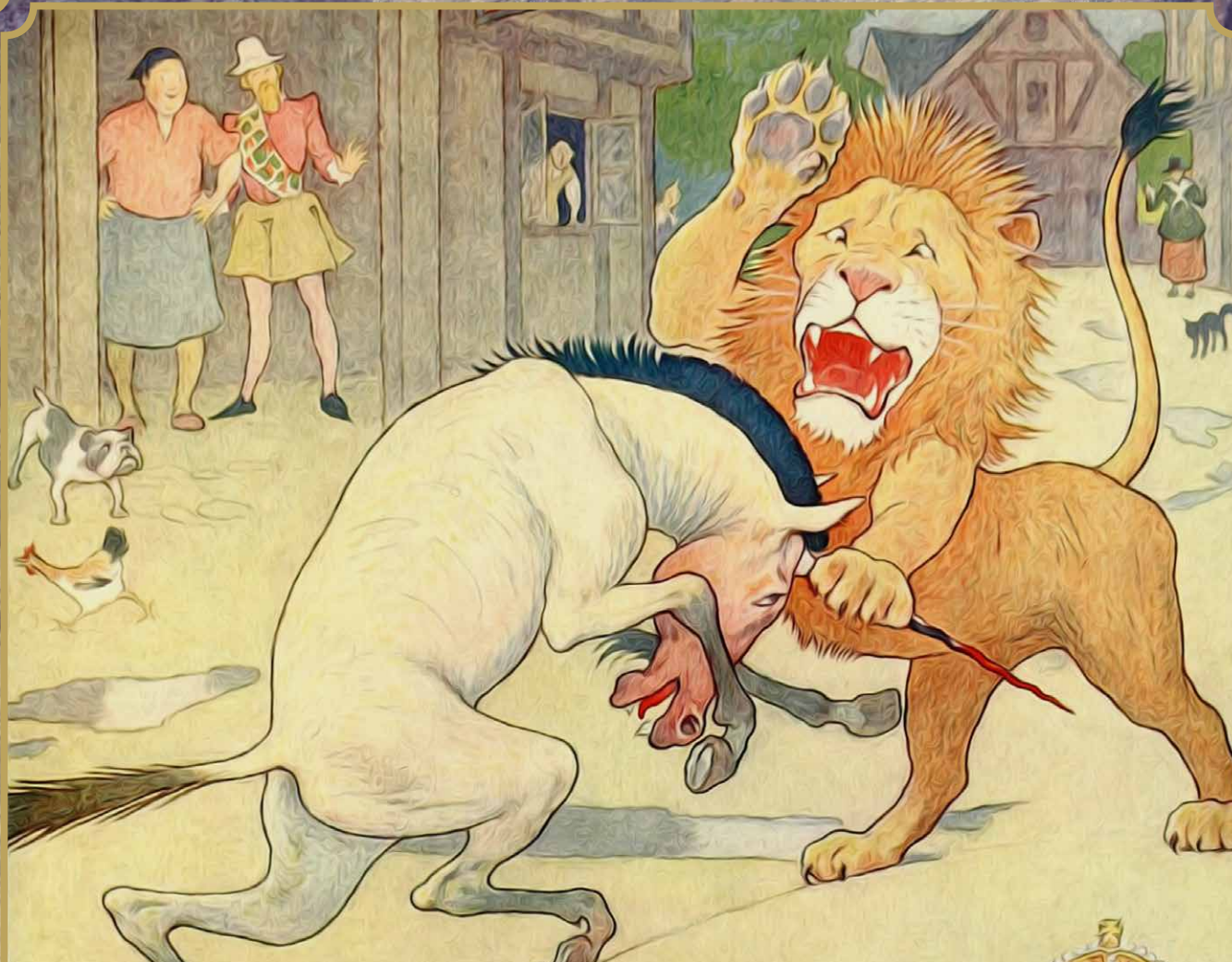
Despite its murderous nature, the false unicorn remains a herbivore, though one content to munch on blood-soaked grass after a kill. It acts in all other ways much like any horse, though always a particularly aggressive one. False unicorns are not social creatures and, unless stopped by their Unseelie masters or presented with a human female target, will attack any other false unicorn or horse they encounter. I can only hope one day a sorcerer or Faerie Lord discovers a way to free these poor creatures from the curse which has been placed upon them.

IN BRIEF

An altered horse, with a horn situated on its forehead and used for goring opponent. It has an intense dislike of women.

WHERE IT MIGHT BE FOUND

Most often found doing the bidding of Unseelie Faeries, either as mounts or assassins. Never found in the wild.



UNIGORN, FALSE

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GD]

Size: Large [20 Health]

Restrictions: A false unicorn cannot disobey a member of the Unseelie Court.

Horn and Hooves: A false unicorn does damage as a Large creature.

Preferred Prey: False unicorns will always attack a female target before a male one, even if the male target presents the greater danger. Treat their Perception Ability as Extraordinary when attempting to find a woman in hiding or one in disguise.

ADVENTURE SEED

While attempting to assassinate a wealthy heiress, a false unicorn was stunned and captured after ramming into a thick wall. The heiress, a staunch believer in the proper treatment of animals, refuses to allow the beast's destruction and now offers a reward of 5,000 florins to anyone who can cure it of its intense pain and desire to murder women.

UNICORN, TRUE

Native

"Toward noon we spotted an animal gazing down at us from a sterile mountain peak of red and black rocks. Our guide stated that the animal must certainly be a unicorn, and he pointed out to us the single horn which jutted from its forehead. With great caution we gazed back at this most noble creature, regretting it was no closer to us to examine still more minutely."

~Friar Faber

I hesitate to write this entry for fear of the harm it might cause. Still, for the sake of completeness, I will forge on. Perhaps, before I send this book to my publisher I will excise these pages. I admit, I am unsure.

Scholars extoll the virtues of language and reason. They name with confidence those races capable of these feats and native to our Earth: humans and Dragons. No other native races exist, these scholars say, which can match these two in intellect and learning. They are, as we scholars often are, quite wrong. For, my dear reader, True Unicorns exist, are as capable of language and reason as any human or Dragon, and even occasionally walk among us. They have little in common with the corrupt Faerie Pet that is the false unicorn.

In appearance, the True Unicorn presents as a small equine, barely taller than a large goat and is elegant, graceful, and seemingly fragile of form, with a long, spiraling white horn rising from the center of the forehead. In truth, the unicorn resembles more a shaggy deer or goat than any horse. Their coat can come in any color, though white seems most common, and all sparkle in the light as if dusted with silica. Their eyes are a pale blue, a color similar to that of the Siamese breed of cat and their hooves are as white as ivory.

As herbivores, True Unicorns graze much as any equine might. However, unlike other equines, they are not herd animals. True unicorns can go decades or even centuries without meeting another of its kind. This isn't to say they do not enjoy socializing. True unicorns can speak the language of the animals

and pass their days in conversation and frolic with the creatures of the forest.

Ancient hunters used young maidens as lures to draw out a True Unicorn for capture or the kill. They assumed it was the maiden's purity which attracted the creature. In fact, the True Unicorns are not attracted to purity specifically but honesty. They detest lies and falsehoods. Young maidens of the time, one might assume, were less tainted with dishonesty than others and so attracted the True Unicorn. Perhaps because of this love of honesty, True Unicorns can employ their Magick to see through any falsehood. This not only includes lies but illusions created by sorcery and even Faerie Glamours. By touching their horn to an illusion or Glamour they can attempt to disrupt and dispel it from existence. Much like Faeries, True Unicorns can never lie, though they can withhold the truth if needed.

As do Dragons, unicorns have the ability to change their shape into that of a human. In human guise, unicorns are willowy and beautiful, no matter their gender, with large, expressive eyes. Each True Unicorn, while wearing a human form, has a star

IN BRIEF

An intelligent but isolationist species of equine capable of detecting truths and penetrating illusions.

WHERE IT MIGHT BE FOUND

True unicorns make their home in forests throughout New Europa, Russia, and occasionally the Ottoman Empire and possibly the Far East.

UNICORN, TRUE

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Animal Speech [EXC] • Comeliness [EXC] • Education [GR] • Perception [GD] • Physique [GD] • Social Graces [GD] • Stealth [GD] • Touch of Truth [EXC]

Size: Medium [10 Health]

Restrictions: True unicorns cannot lie, though they can choose to remain silent rather than reveal the truth.

Horn and Hooves: A True Unicorn does damage as a Medium creature.

Magick Resistance: True unicorns are particularly resistant to Magick. Casting a spell on one requires 6 TER.

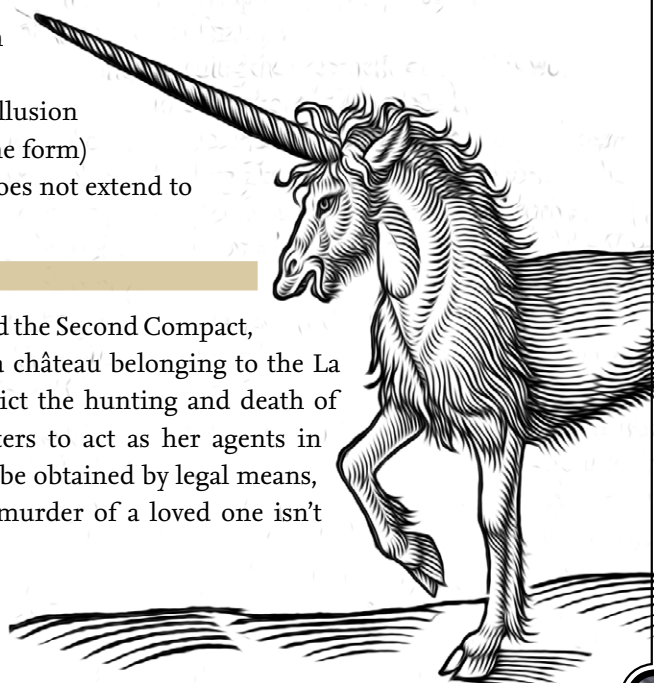
Mind Speech: In equine form, True Unicorns communicate through mind speech. While telepathic in nature, mind speech is omni-directional and cannot be directed at an individual unless the unicorn is within whispering range and can reach as far as any human's voice might have while shouting. They are incapable of reading or probing minds. In human form, True Unicorns communicate by speaking.

Shapeshifting: True unicorns have two forms, one equine and one human. Changing from one to the other requires one minute of time and it can only be done twice per day.

Touch of Truth: True unicorns are especially adept at spotting falsehoods, be they crafted with words or with Magick. A True Unicorn may attempt to detect a falsehood with a Contested Feat, using their Charisma Ability against the unicorn's Touch of Truth Ability. A Partial or Full Success means the unicorn knows the words are a lie. A High Success means the True Unicorn not only knows the words are a lie but knows what the exact truth is. A Unicorn may attempt to detect a Magical illusion or Glamour by succeeding at a Contested Feat using its Touch of Truth Ability against the Glamour or Sorcery Ability of the Faerie or sorcerer. With a Partial Success, the unicorn knows what she is experiencing isn't real. With a Full Success, the unicorn can see what lies beneath the illusion or Glamour. With a High Success, the True Unicorn can dispel the Glamour or illusion if she touches it with her horn (while in equine form) or hand (while in human form). This power does not extend to written lies.

ADVENTURE SEED

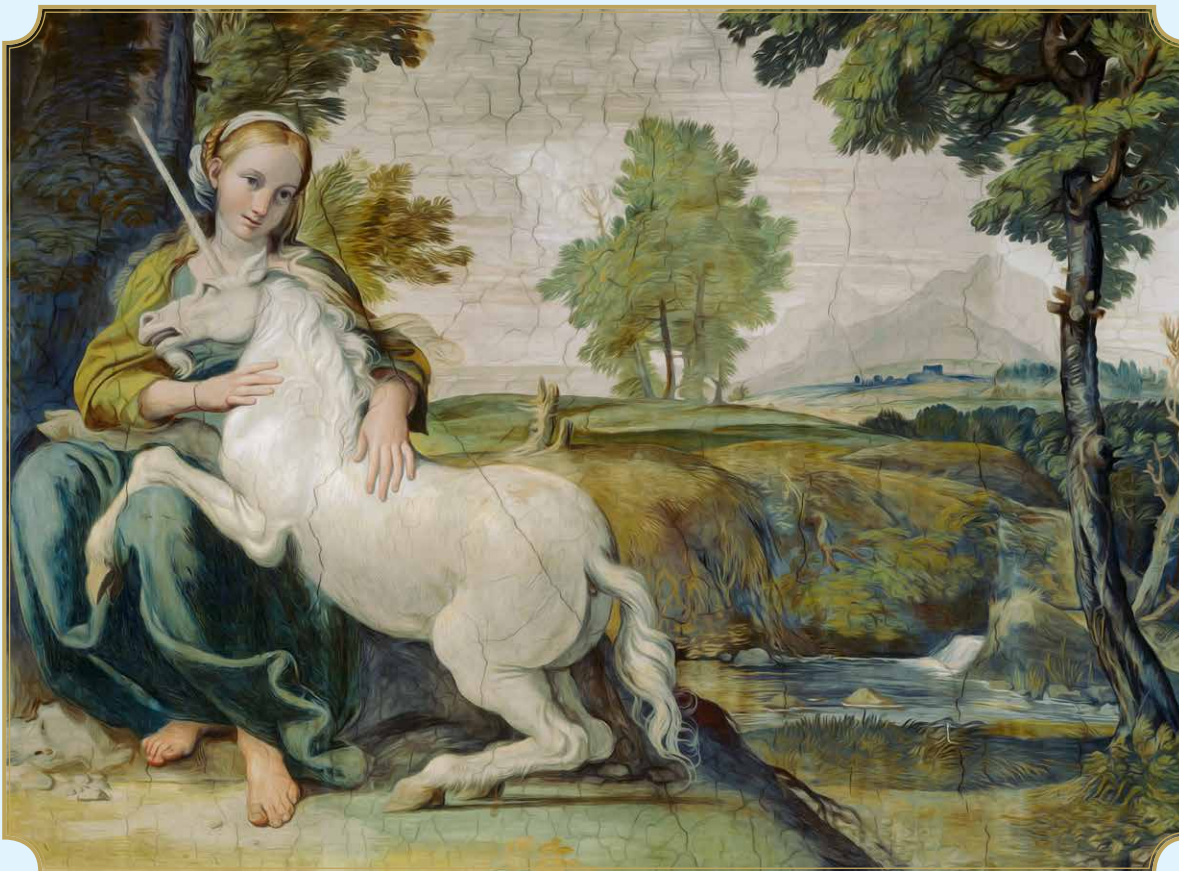
Lady Capra, the only True Unicorn to have signed the Second Compact, has learned of a series of tapestries hanging in a château belonging to the La Rochefoucauld family. She believes them to depict the hunting and death of a relative and would like the Dramatic Characters to act as her agents in obtaining them. While she would prefer them to be obtained by legal means, she is willing to condone theft if it means the murder of a loved one isn't glorified as art for one moment longer.



shaped birthmark upon their forehead, usually kept hidden behind their hair which is always the color of their mane. In human form a unicorn can still see through falsehoods, illusions, and Glamours and can still dispel the later two but with a touch of the hand and not of the horn.

Most of what I know of True Unicorns I learned from Lady Capra, a particularly beautiful member of the species who resides in the Black Forest of Bavaria. She occasionally adopts her human form and travels into Munich to purchase supplies or converse with old friends she has made there. She also relayed to me something of the history of the True Unicorns. According to Lady Capra, True Unicorns are an ancient species that developed intelligence as a way to survive a great age of ice that predated human civilization. After the ice melted, True Unicorns occasionally encountered humans and developed an ability to sense falsehoods as a defense against the trickery of hunters. This kept them safe until our

cultures began expanding and seeking lumber and other goods from the forests. It was during this time period that humans learned how to lure the unicorn with maidens and their horns became a famous ingredient in so-called Magick potions and medicines. Due to their solitary nature, it took the unicorns centuries to communicate with one another and learn this new trick so they might avoid it. By then, many unicorns had been slaughtered. Experts have declared the Throne Chair of Denmark to be made from narwhale tusks and that may be mostly true but I would guess a few True Unicorn horns went into its construction as well. Because of these hunts, True Unicorns now avoid humanity whenever possible and most consider them a myth or a garbled legend based on the Faerie Pet, the false unicorn. Only a rare few, such as Lady Capra, interact with our species and always in disguise. Truly, our greed has lost us something precious when we cannot learn from such ancient, wise, and Magickal beings.



WHISPERING GARGOYLE

From Beyond the Faerie Veil

"What are these fantastic monsters doing in the cloisters before the eyes of the brothers as they read? What is the meaning of these unclean monkeys, these strange savage lions, and monsters? To what purpose are here placed these creatures, half beast, half man, or these spotted tigers? Here a quadruped with a serpent's head, there a fish with a quadruped's head, then again an animal half horse, half goat..."

~Saint Bernard of Clairvau

Just what the whispering gargoyle might be, I cannot say. It is neither animal nor mineral, neither native creature nor Faerie. It might be they are unknowable to us, beings so alien we cannot hope to understand their motivations, their minds, or their biology. I admit, while some consider me to be a brave man and always ready for an adventure I have never sought out these beings nor have I encountered them by accident. However, since I have assurances from sources I trust implicitly, I have read through every report and account I can find to learn more about them. I write with confidence to any who read what I write here, the whispering gargoyles are a danger to all who live on this Earth. I will convey what little information I know so this danger may be possibly be avoided.

Not all gargoyles are members of this strange breed. Most are precisely what they appear, statues carved from stone to decorate buildings. Whispering gargoyles hide among the statues, undetectable, until it comes time for their inscrutable hunt. As with mundane gargoyles, they can seemingly be of any size but are rarely smaller than a rat and seemingly never larger than a man. In shape they can be anything, from the beautiful to the absurd to the grotesque. Whatever a carved gargoyle can appear like, a whispering gargoyle can as well. Reports of whispering gargoyles suggest no two look alike but all seem to share three traits in common.

First, the whispering gargoyle cannot move while the eye of an intelligent being, either human or Faerie or Dragon, lays upon it. While one of these odd beings are watched it is somehow rendered

immobile. The whispering gargoyle can only move when unobserved but does so with alarming speed. In point of fact, reports suggest one can move a distance of up to three meters in the time it takes a man to blink his eyes. Whispering gargoyles rendered still by observation are also invulnerable and cannot be damaged by hammer blow, acid, gunshot, sorcery, or other means known to humanity. Only when one cannot see to strike can a whispering gargoyle suffer a wound.

The second trait shared by all whispering gargoyles is one that causes nightmares in even the bravest of souls. The merest touch of these mysterious creatures, when unobserved, seemingly erases the living from existence. All beings, from the most insignificant insect to the most powerful Faerie Lord are vulnerable to this power. What happens to those touched remains unknown. They leave behind no corpse or ash. Indeed, they leave behind no trace residue of any kind. It is as if those touched simply cease to exist and all that remains are the memories of those who knew them. Finally, reports suggest that those hunted by these beings hear an incomprehensible chorus of whispers coming from all directions as they flee or hide.

Whispering gargoyles seem to prefer to hunt in urban centers, cemeteries, ancient Greek and Roman ruins, and near churches and other locations where statuary is common, perhaps finding it easiest to blend in there. I can find no rhyme, reason, or pattern to their hunting beyond a preference for solitary targets away from the eyes of others. Some seem to act alone while others

prefer to hunt as a pack, making it impossible their prey to focus their vision on every whispering gargoyle at once.

There exists one other fact some, though by no means all, reports of the whispering gargoyles have in common. More than one survivor of their unfathomable hunt has mentioned a well dressed man perched upon a cart made from brass and clockwork appearing from nowhere, as if created from the very air itself. Each report, without fail, mentions the man using some sort of high pitched gadget to render the whispering gargoyles immobile even when unwatched before he, and his clockwork cart, vanishes back into the ether.

IN BRIEF

Mysterious creatures hiding among humanity, moving when we cannot see them, and bringing destruction with but a touch.

WHERE IT MIGHT BE FOUND

Whispering Gargoyles prefer urban areas where they might easily blend in as statuary.

WHISPERING GARGOYLE

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Education [PR] • Perception [GD] • Physique [EXC] • Stealth [EXC]

Size: Variable [Determine Health based on the size chart on page 11.]

Restrictions: A whispering gargoyle cannot move if an intelligent being is looking at it. Humans, dwarves, or Dragons attempting to stare at one without blinking must succeed at a Physique Ability Feat against a difficulty of Poor after one minute, a difficulty of Average after five minutes, a difficulty of Good after ten minutes, a difficulty of Great after twenty minutes, a difficulty of Exceptional after forty minutes, and a difficulty of Extraordinary after sixty minutes. After one hour and ten minutes any further attempts to resist blinking fail. Faeries never need to blink.

Armor: A whispering gargoyle's stone anatomy stops 3 points of damage per attack (Medium Armor).

As a Statue: While immobile, a whispering gargoyle is invulnerable to harm but can be physically moved.

In the Blink of an Eye: Determine a whispering gargoyle's running speed using the flying section of the Creature Speeds chart.

Vanishing Touch: If a living creature is touched by a whispering gargoyle they seemingly vanish from existence. Faeries touched by a whispering gargoyle do not reform in the Faerie Veil.

ADVENTURE SEED

The Dramatic Characters have an unfortunate encounter with whispering gargoyles and find themselves, not unraveled as if they had never existed, but transported through time itself to the far future of humanity. They arrive in time to witness strange, ugly humanoids dragging a carriage of clockwork and bronze down into the bowels of the earth with a well-dressed man in pursuit. It seems the party's only hope of returning home is to help the Time Traveler recover his machine from the morlocks!

WHITE WHALE

Faerie Pet

"The renowned monster, who had come off victorious in a hundred fights with his pursuers, was an old bull whale of prodigious size and strength. From the effect of age, or mayhaps from the bizarre machinations of Magick or Faeries, a singular consequence had resulted - he was as white as wool!"

~Jeremiah N. Reynolds

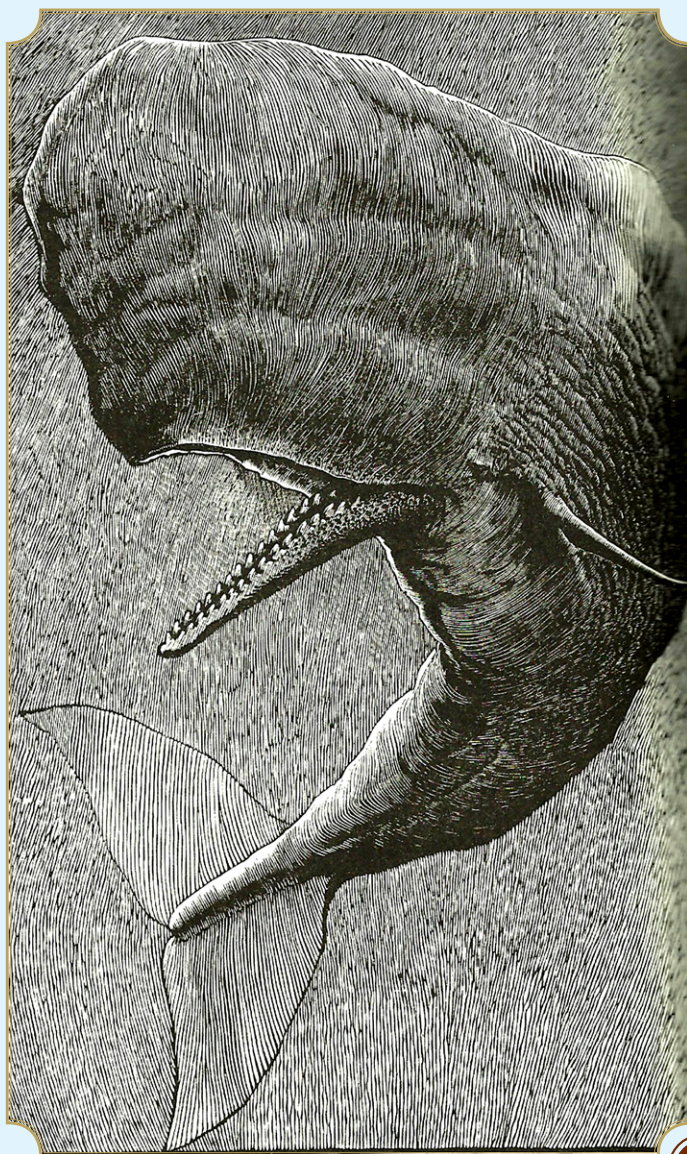
The white whale was first sighted in 1807 when it attacked and sank the *Union* when she was only twelve days out of Nantucket.

In 1820, the white whale sank the *Essex*, an American whaler some 2,000 nautical miles west of Antillea. Only a handful of men survived. Between that first sighting in 1807 and the 1830s the white whale attacked over a hundred whaling ships, one of them the *Pequod*, captained by a man named Ahab. The *Pequod* survived the encounter intact but Captain Ahab lost his leg to the mighty creature. Something of a legend among sailors, it is said Ahab, nicknamed by some as "Old Thunder," barely makes ends meet as a whaler anymore. His obsession with revenge upon the white whale turns him away from more profitable prey. Ahab, or so the sailors whisper, seeks to climb down into the white whale's gullet and retrieve his leg, stopping long enough on the way back to carve out its heart. Gruesome stuff, truly.

However, since this is a book on naturalism and not one for the retelling of tall tales and fish stories, let me return to the subject of the white whale itself. Be warned, much of what I write here will be speculation. Despite many sea voyages, I have never encountered the white whale, perhaps because I have never engaged in a whale hunt.

Firstly, I cannot be sure if there is but one white whale or many. While many of

the accounts are vivid in their depiction of the whale's attacks, they are vague as to the appearance of the whale itself. I am sure the white whale is a sperm whale, which is known to reach a sixty-



seven foot length. Based on written testimony, I believe the white whale to be even larger, perhaps as much as ninety feet long. Given this unusual size as well as its rare color and tales of its cunning in attacking specifically whaling vessels, I believe the white whale to be a Faerie Pet, perhaps the largest ever created. I cannot write with surety what Faerie begot such a fierce creature but my suspicions lie with Lamia, known as the Queen of the Sirens.

The white whale seems to possess no unusual abilities beyond that of any other whale save for the strength and endurance granted by its overlarge size. Many accounts suggest the harpoons of a hundred encounters remain lodged in its back, proof the white whale might be either impervious or immune to pain. However, these accounts might merely be fish stories.

IN BRIEF

A sperm whale, white in color, of unusual size and durability in the service of a Faerie patron.

WHERE IT MIGHT BE FOUND

Most often the white whale finds ships in the Atlantean or Indian oceans.

Every few years, a ship full of fools embarks on an adventure to hunt down and claim the white whale as a trophy. Most such ships return with nothing more than tales of sightings and near misses, likely induced by the imbibing of too much grog. Some do not return at all, proof positive to my mind that some creatures are not meant to be hunted.

WHITE WHALE

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GR] • Courage [GR] • Perception [GR] • Physique [GR]

Size: Gigantic [60 Health]

Restrictions: The white whale is unable to disobey a siren and cannot survive outside the ocean.

Bite: The white whale's bite does damage as a Gigantic creature.

As Big as Any Ship: Treat the white whale as a Machine when attacked. Any weapon that does not cause at least 10 wounds of damage in a single attack is considered to be useless against it.

Ram: When ramming a ship, a white whale does damage as a Torpedo. This attack can only be used against Devices, Structures, Vehicles, and other Gigantic creatures.

ADVENTURE SEED

As a vane clipper, the *Stella Polaris* makes its way across the Atlantean Ocean it comes under attack by the legendary white whale! Only a freak storm and the courage and skill of the crew allows the vessel to escape. Now, the white whale follows the ship, seeking to sink her. One man, Professor Wallace Russell, suggests he knows why the white whale hunts the *Stella Polaris* so ardently, but he is discovered, murdered, in his stateroom before he has a chance to confer with the captain! Who killed Professor Russell and what has his death to do with the white whale? Might the entire affair have something to do with First Mate Morgan's days as a whaler? Or Pucella, the quiet Faerie Lady and her human lover? Or, perhaps, the white whale seeks the undersea treasures secured in the *Stella Polaris*' cargo hold? One thing is certain: Should the answer not be found soon, the *Stella Polaris* may never make it to port!

WYVERN

Faerie Pet

"The wyvern is to the Dragon as the sparrow is to the eagle with but two legs and a scorpion's tail."

~attributed to Leonardo Da Vinci

I have had the pleasure of many conversations with a great number of wyvern, also known occasionally as Dragonettes, over the years. I find them to be much like cats. That is to say they are vain, overly fond of sleeping in places of warmth, and content to be polite to you so long as you show deference to them. Wyvern are, of course, among the most famous of those creatures known as Faerie Pets and are often found adorning the necks and shoulders of both Faerie Lords and Ladies, who treat these remarkable creatures as equal parts companion and ornamentation.

Though there has been speculation in any number of scholarly tomes over the years, I can

proclaim with some authority that wyvern and Dragons are in no way related. Dragons, of course, are native to this Earth and, according to the tales they themselves tell, predate the existence of both humanity and Faerie. The origin of wyvern is nothing so natural. I have had occasion to ask more than one wyvern how it was their species came to be. From their answers I have pieced together what I believe to be their true history.

It seems when the Faerie first discovered this world, Auberon, king of the Seelie, and an unnamed Faerie Lady met with a council of Dragons. This meeting greatly impressed the Lady and she found herself fascinated by every aspect of



Dragons, from their physiology to their intellect to their Magickal prowess. She experimented with any number of animals, attempting to recreate the creatures that had so impressed her. After a number of attempts using lizards and serpents, the Faerie Lady found success with the *Gallus gallus domesticus*. Yes, my dear readers, the wyverns which members of high society so fawn over are nothing more than transformed chickens! Though I do admit wyvern offer more stimulating conversation than their more mundane ancestors.

At just over three feet long, they are the perfect size to drape languidly around the neck or shoulders of a fashionable Faerie Lord or Lady. Wyvern seem to come in every color of the rainbow and perhaps a few that are not. In truth, the color of a wyvern's scales change to suit their mood, their whims, and the fashions of their masters and mistresses. Despite this, the way a wyvern's scales glisten and shine makes it impossible for them to blend into their surroundings as does a chameleon, unless perhaps, one is reclined upon a pile of precious metal. The wyvern possesses but

IN BRIEF

A small, Dragon-like creature with a barbed tail.

WHERE IT MIGHT BE FOUND

Rarely found in the wild but a popular choice of pet and ornament among Faerie Lords and Ladies.

two legs, used more for the purpose of grasping than walking. At the end of its long, snake-like tail is a barb containing a most virulent toxin.

In addition to being decorative companions, wyvern also serve as bodyguards for their masters and mistresses. Although heavily altered by strange Faerie Glamours, they are terrestrial beings and do not grow ill in the presence of iron. More than one would-be assassin of a Daoine Sidhe, confident of their victory due to possession of a Cold Iron weapon, has found themselves foiled by a wyvern's poison sting.

WYVERN

Suggested Pet Ability Rank: Exceptional.

Typical Abilities: Comeliness [GR] • Courage [GD] • Perception [GR] • Physique [PR] • Poison [GD] • Stealth [GD]

Size: Small [5 Health]

Bite: A wyvern's bite does damage as a Tiny creature.

Flight: Wyvern are capable of flight with speed based on their Physique Ability.

Stinger: A wyvern's stinger does damage as a Tiny creature plus immediate Poison which causes Wounds.

ADVENTURE SEED

During the events of a country house weekend, the wyvern pet of a particularly powerful Dark Lord known as Angel is stolen away. Angered beyond comprehension, Angel uses his Glamour and places a curse upon the countryside, proclaiming that rain shall not come until his wyvern is found. The farmers of the region, already suffering from a year of little rain, cannot afford to suffer the effects of the curse for long.

YALE

Native

"The yale is found in Ethiopia. It is a black or tawny color, and has the tail of an elephant and the jaws of a boar. Its horns are more than a cubit in length and are moveable; in a fight the horns are used alternately, pointed forward or sloped backward, as needed."

~Pliny the Elder

Any good son or daughter of England should be familiar with the yale, though perhaps not by name. It appears as a supporter upon some coats of arms, including that of the Beaufort family and, due to the contributions of Lady Margaret, mother of Henry the Seventh, the yale can be seen on the gates of both Christ's College and Saint John's College in Cambridge. One may also find stone yales atop Saint George's Chapel in Windsor Castle.

Of course, the yale is more than a symbol of heraldry and masonry. Yales are a species of goat well regarded by Ethiopian herders for their ability to defend themselves from predators using

two remarkable horns it can swivel about to any angle. These horns, long and mostly straight but occasionally with a slight curve, measure nearly a foot in length and jut out from the top of the head. Much like the human arm to the shoulder, these horns are connected to the skull by a ball joint and powerful muscles precisely control how far each horn turns in a nearly one-hundred and eighty degree arc from front to back. The yale can move its horns independently of each other. Indeed, as has been recorded in some texts, in combat the yale cunningly points one horn forward and one toward the rear so that, should the primary horn be broken the reserve can be brought to bear. When



engaging in that most traditional goat behavior of butting heads, yales swivel both horns to the rear so as not to gore each other. Predators, on the other hand, find the yales to be skilled pikemen and willing to employ their horns in deadly combat to protect the herd.

Coloration among yales varies from family to family. Reddish-browns are most common but white, black, and combinations of the three are not uncommon. They grow to a size slightly larger than the average English goat but no larger than a powerful hunting dog and have the longest tail of any variety of goat. Their stomachs can famously tolerate even nightshade, a plant capable of killing most varieties of goat, but can still fall ill if they consume molded feed.

As with most goats, yales are well coordinated and possess an excellent sense of balance. This, combined with their inquisitiveness, makes them hard to pen in. They inevitably find a means of escaping any open-topped enclosure, either by pushing down fencing or simply climbing out. Wise goatherds in Ethiopia know it is best to give yales wide areas to graze upon and a night pen well-stocked with treats to encourage them not to wander.

IN BRIEF

A species of goat with independently swiveling horns and a stomach seemingly coated in iron.

WHERE IT MIGHT BE FOUND

Yales are native to Ethiopia but herds can be found in both Spain and the Ottoman Empire.

Butters and cheeses made with yale milk are considered something of a delicacy and, thus, entrepreneurial farmers have attempted to import yales to other regions on occasion but have met with limited success. Some herds have thrived on the coasts of the Ottoman Empire and in Spain but have fared poorer in other regions. Every few decades or so, groundskeepers at Christ's College or Saint John's will purchase a few yales, at great expense to the college, to help with upkeep. After all, if there are yales on the gates why should there not be yales in the garden? Sadly, these poor creatures inevitably perish as they are poorly suited for survival in our often cold and damp climate.

YALE

Suggested Pet Ability Rank: Great

Typical Abilities: Athletics [GD]

Size: Small [5 Health]

Gore: A yale does damage as a Medium creature.

Iron Stomach: Treat a yale's Physique as Exceptional when making Contested Feats against ingested poisons.

ADVENTURE SEED

The chef friend of the Dramatic Characters who asked for their assistance in acquiring a roc's egg for the upcoming Deutschlands Kochkunst Ausstellung also has need of yale butter for her recipe. Normally, this would be of little consequence. Yale butter, while a delicacy, is not particularly rare and can be purchased in the Spanish markets near where the roc's egg might be found. However, their friend is not the only culinary master who wishes to win the cooking competition and agents of famed chef Gordon Ramshorn will stop at nothing to ensure their master wins.

ZIPHIUS

Native

"He hath as ugly a head as an Owl: his mouth is wondrous deep, as a vast pit, whereby he terrifies and drives away those that look into it. His eyes are horrible, his back wedge-fashion, or elevated like a sword; his snout is pointed."

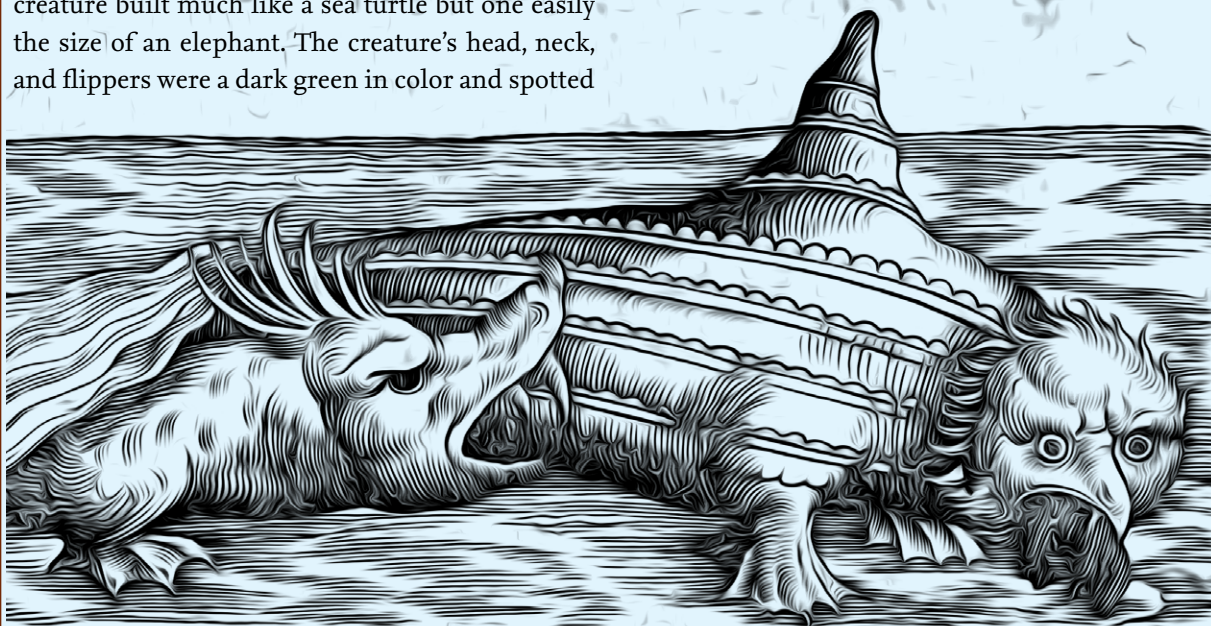
~Olaus Magnus

Perhaps a riddle is in order? What has the head of an owl, the body of a fish, and is large enough to sink a boat and is often confused for a beak-nosed whale? The answer is not the ziphius. Nearly every account I have read of this remarkable creature distorts the truth to such a remarkable agree I find myself astounded they do not claim it flies in the sky on chicken wings and spits mustard! Make no mistake, the ziphius exists but it bears little resemblance to the lore.

I first encountered the ziphius, also called by some the *zaratan*, a decade ago while crossing the ocean on a voyage to visit friends on Spidermonkey Island. It seems the creature had heard of me from a passing school of tuna and was curious to meet the human who could speak the language of the animals. The ziphius surfaced a safe and respectful distance away and I was treated to the sight of a creature built much like a sea turtle but one easily the size of an elephant. The creature's head, neck, and flippers were a dark green in color and spotted

with dark patches fitting together almost like the pieces of a puzzle. Its shell was massive and brown, the color of good, fertile soil, and seemingly decorated with a fleet's worth of barnacles. Rising from the center-line of the shell was a three foot tall narrow ridge shaped much like the dorsal fin of a shark. Here was the ziphius, feared across the Atlantean Ocean as a destroyer of ships and devourer of men, floating calmly and peacefully.

The ziphius and I spoke at length that day as it easily kept pace with my ship while we sailed on. It proudly confirmed that it is the largest of the sea turtles and, as a species, plentiful in the Atlantean. While young they consume meat, most often large fish such as the sea bass, but as they grow older their diet changes and they become herbivores, feeding off sea plants and algae. They have little interest in adding the flesh of



humans to their diet. The ridge on their shell can be used offensively and serves as a weapon to ward off predators such as the kraken, the giant squid, and the sperm whale. As for encounters with ships, the ziphius as a species are inadvertently responsible for sinking a few. Like other turtles, they enjoy occasionally floating on the surface and napping. Unfortunately, human ships have, at times, stumbled upon a floating ziphius and sailed straight across its back with the unfortunate consequence of the shell ridge ripping a hole in the hull. A sad occurrence, to be sure, but one out of the control of the ziphius and not at all its fault.

As with all sea turtles, the female ziphius deposits her eggs in a hole dug into a sandy beach. She then covers the hole and returns to the water. A ziphius clutch contains less than a dozen eggs rather than the hundred or so of other species of sea turtle. The hatchlings, measuring two feet in length, burrow out of the sand and instinctively return to the water between thirty and sixty days later. It takes nearly a hundred years for a juvenile to reach maturity and more than half are lost to predators.

IN BRIEF

A giant turtle capable of sinking smaller ships, though rarely known to actually do so.

WHERE IT MIGHT BE FOUND

Ziphius swim in the warmer waters of the Atlantean ocean.

The readers of this volume must forgive me for not revealing the location of the beach where the ziphius deposit their eggs. As we parted ways that day I made several promises to the astounding creature. Among them, I swore to keep secret the place where she nested so as to protect her children. Sadly, while a young ziphius has little to fear from natural predators as it crawls from egg to ocean, I believe humankind would endanger it and the future of the entire species.

ZIPHIUS

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Physique [EXC]

Size: Huge [30 Health]

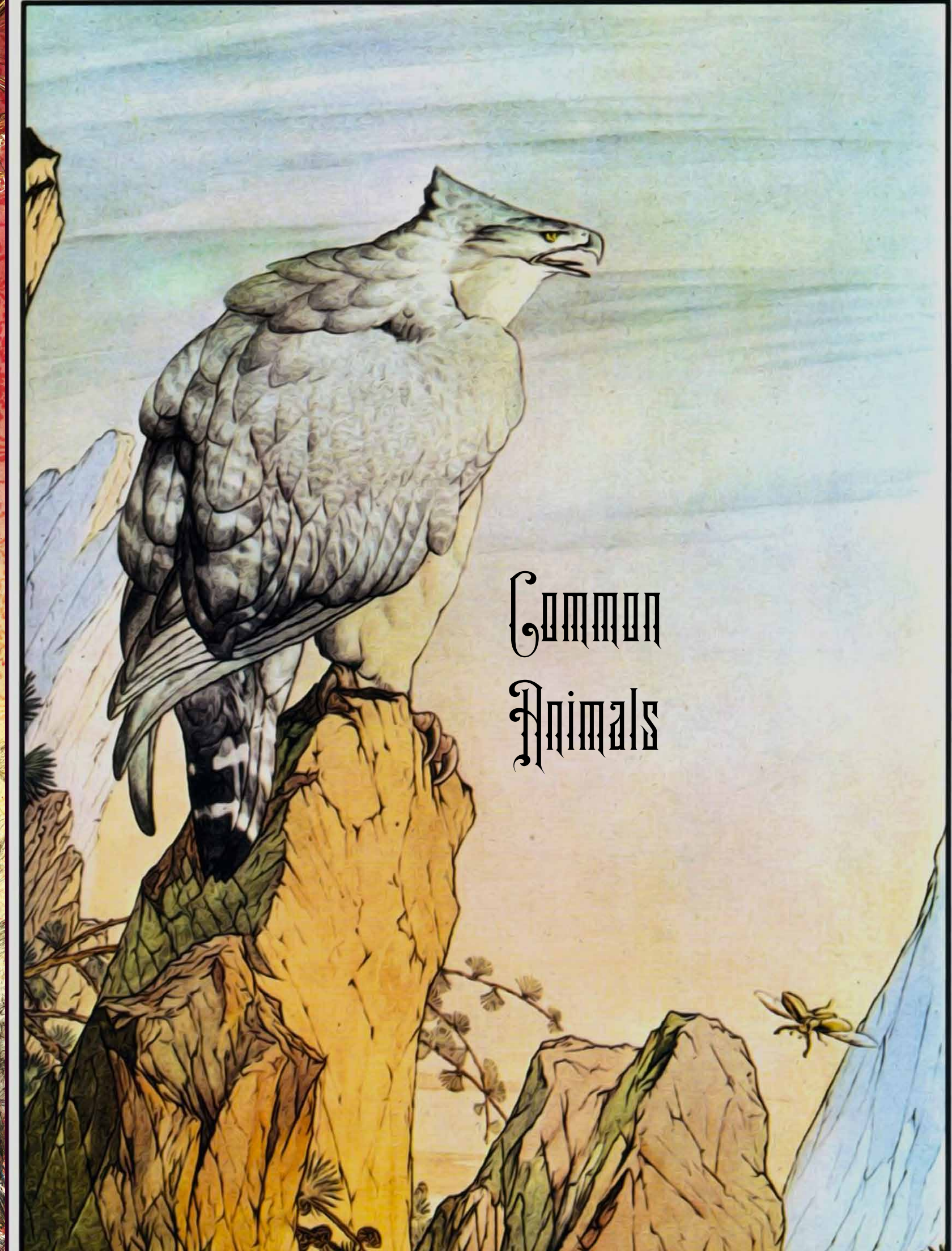
Armor: A ziphius's shell stops 3 points of damage per attack (Medium Armor).

Bite: A ziphius does damage as a Huge creature.

Shell Ridge: A ziphius's shell ridge does damage as Rockets.

ADVENTURE SEED

With the journey around the world almost complete, the Dramatic Characters are clearly in the running to win the prize being offered by Emperor Napoléon the Third! Sadly, as they cross the Atlantean misfortune calls and their ship sinks beneath the waves. The small reef they cling to in order to avoid drowning reveals itself to be a ziphius and it soon carries them to an island. There, a sorcerer claiming to be the Prospero written of by Shakespeare greets them. Is he the real Prospero? And how can the party escape and return to Paris in time to win the prize?

A detailed illustration of a bird of prey, possibly a falcon or hawk, perched on a rocky cliff. The bird has a greyish-brown head with a prominent crest, a sharp yellow beak, and a yellow eye. Its body is covered in intricate, layered feathers in shades of grey and brown. It is perched on a jagged, yellowish-brown rock formation. The background features a vast, hazy landscape with rolling hills and a small, distant mountain peak. A small, yellowish insect is visible in the lower right corner, flying near a blue rock formation. The overall style is that of a classic nature illustration, with fine lines and a muted color palette.

Common Animals

Below I've included a sample of thirty types of animals Dramatic Characters might encounter in an Adventure Entertainment. Using these samples and the rules present in this book Hosts should be able to quickly create any animal on the planet.

BAT

Insect, fruit, or even blood eating flying mammals common throughout the world

Suggested Pet Ability Rank: Great

Typical Abilities: Perception [GR] • Physique [GD] • Stealth [GD]

Size: Tiny [1 Health]

Bite: As a Tiny creature.

Flight: A bat is capable of flight with a speed based on its Physique Ability.

BEAR

A large mammal found in the Americas, New Europa, and Asia.

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Athletics [GD] • Physique [GD]

Size: Large [20 Health]

Bite and Claws: As a Large creature.

BIRD, SONG

One of many species of small birds found throughout the world. Much admired by bird watchers.

Suggested Pet Ability Rank: Good

Typical Abilities: Comeliness [GD]

Size: Tiny [1 Health]

Peck: As a Tiny creature.

Flight: A songbird is capable of flight with a speed based on its Physique Ability.

BIRD OF PREY, LARGE

Birds who specialize in hunting or scavenging. Sometimes tamed by falconers.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GD] • Perception [GR]

Size: Small [5 Health]

Beak and Talons: As a Medium creature.

Flight: A large bird of prey is capable of flight with a speed based on its Physique Ability. When diving while in flight, treat its Physique Ability as Good instead of Average.

BIRD OF PREY, SMALL

Birds who specialize in hunting smaller game. Sometimes tamed by falconers.

Suggested Pet Ability Rank: Great

Typical Abilities: Athletics [GD] • Perception [GR] • Physique [GD]

Size: Small [5 Health]

Beak and Talons: As a Small creature.

Flight: A small bird of prey is capable of flight with a speed based on its Physique Ability.

BULL

A large and powerful bovine, commonly used in sports in Texas and the Spanish speaking world.

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Athletics [GD] • Physique [GR]

Size: Large [20 Health]

Horns and Hooves: As a Large creature.

CAMEL

Used for riding and as a beast of burden in parts of the Ottoman Empire.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Physique [GR] • Poison [PR]

Size: Large [20 Health]

Bite and Hooves: As a Large creature.

Spitting: A camel can spit on a target, using its Athletics Ability. The spit causes no damage but the substance is so disgusting it acts as an immediate Poison which causes Constitutional Shock in Men and Women.

GAT, HOUSE

The common housecat. A pet for some, a rat-catching necessity for others.

Suggested Pet Ability Rank: Great

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GD] • Stealth [GD]

Size: Small [5 Health]

Bite and Claws: As a Small creature.

GAT, WILD, BIG

The great cats of the wild. Including lions and tigers.

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GR]

Size: Large [15 Health]

Bite and Claws: As a Large creature.

Note: Cheetahs run for short bursts as if they had a Physique of Extraordinary.

GAT, WILD, SMALL

The smaller great cats, including the puma and mountain lion.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GR] • Stealth [GD]

Size: Medium [10 Health]

Bite and Claws: As a Medium creature.



GROGODILE

Fearsome river predators common in many parts of the world. This entry can also be used for larger alligators.

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Athletics [GD] • Perception [GD] • Physique [GD]

Size: Large [20 Health]

Armor: A crocodile's armored hide stops 1 point of damage per attack (Light Armor).

Bite: As a Large creature.

Water Predator: Treat a crocodile's Stealth as Good when in the water.

DOG, GUARD

One of any number of species of dogs bred specifically to either guard or attack.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GD]

Size: Medium [10 Health]

Bite: As a Medium creature.

DOG, HUNTING

Dogs trained to flush out, bring down, or retrieve game for hunters.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GD] • Perception [GR] • Physique [GD]

Size: Medium [10 Health]

Bite: As a Medium creature.

DOG, LAP

Smaller dogs often favored as pets for ladies due to their portability. Some were trained as living alarm systems in the past.

Suggested Pet Ability Rank: Great

Typical Abilities: Perception [GR]

Size: Small [5 Health]

Bite: As a Small creature.

DOLPHIN

Playful mammals who live in the ocean. Speculations abound about their intelligence.

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Perception [GD] • Physique [GD]

Size: Medium [10 Health]

Bite and Tail Slap: As a Medium creature.

Note: Hosts who subscribe to the concept of dolphins as intelligent should assign them an Education of Poor.

ELEPHANT

Large, powerful mammals used for labor, transportation, battle, and entertainment.

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Physique [GD]

Size: Huge [30 Health]

Armor: An elephant's thick hide stops 1 point of damage per attack (Light Armor).

Tusks or Stomping: As a Huge creature.

HORSE, DRAFT

Some of the largest horses in the world, used for pulling heavy wagons and carts.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Physique [GD]

Size: Large [25 Health]

Bite and Hooves: As a Large creature.

HORSE, RACE

Horses bred for running fast and little else.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Perception [PR] • Physique [GR]

Size: Large [15 Health]

Bite and Hooves: As a Large creature.

HORSE, RIDING

The standard riding horse, used by cowboys and equestrians alike.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Physique [GD]

Size: Large [20 Health]

Bite and Hooves: As a Large creature.

HORSE, WAR

A horse bred and trained to serve as a mount in battle.

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Athletics [GD] • Courage [GR] • Perception [GD] • Physique [GD]

Size: Large [20 Health]

Bite and Hooves: As a Large creature.

KANGAROO

A marsupial native to Australia. Seen in some zoos and in circuses and sideshows. Somewhat famous for its "boxing" ability.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GR] • Physique [EXC]

Size: Medium [10 Health]

Hindclaws: As a Large creature.

LLAMA

A common beast of burden in Antillea.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Physique [GD] • Poison [PR]

Size: Large [20 Health]

Hooves: As a Large creature.

Spitting: A llama can spit on a target, using its

Athletics Ability. The spit causes no damage but the substance is so disgusting it acts as an immediate Poison which causes Constitutional Shock in Men and Women.

PRIMATE, LARGE

Representing the largest of primates, including the mangani apes, gorillas, and possible yeti.

Suggested Pet Ability Rank: Extraordinary

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GR]

Size: Large [20 Health]

Bite and Smash: As a Large creature.

PRIMATE, MEDIUM

Medium primates include chimpanzees and orangutans.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GD] • Stealth [GD]

Size: Medium [10 Health]

Bite: As a Medium creature.

PRIMATE, SMALL

Monkeys of the sort found near the equator on multiple continents.

Suggested Pet Ability Rank: Great

Typical Abilities: Athletics [GR] • Perception [GD] • Physique [GD] • Stealth [GR]

Size: Small [5 Health]

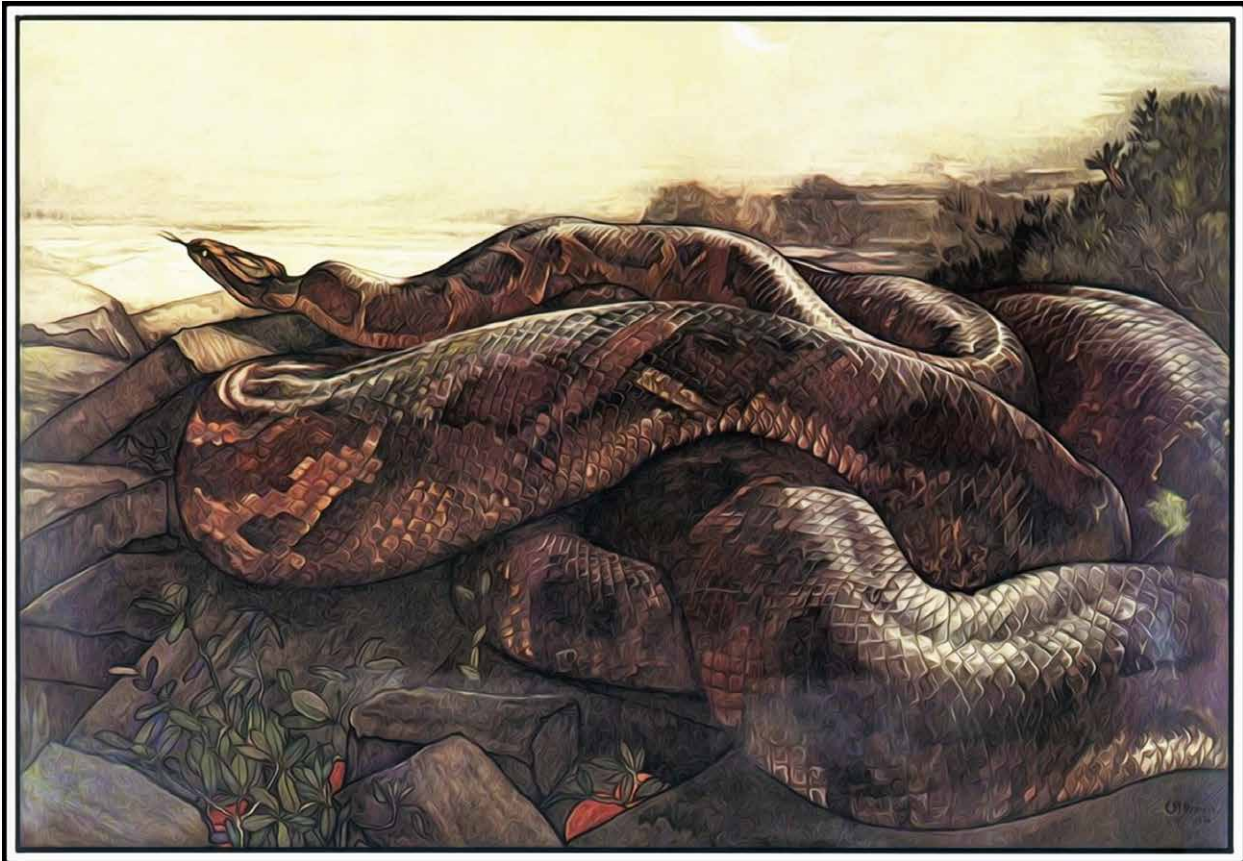
Bite: As a Small creature.

RAT

A worldwide pest but also increasingly an animal used by science.

Suggested Pet Ability Rank: Great

Typical Abilities: Athletics [GD] • Perception [GD] • Physique [GD] • Stealth [GR]



Size: Tiny [1 Health]

Bite: As a Tiny creature.

SHARK, MANEATER

Most likely the great white but this could represent other large carnivorous sharks.

Suggested Pet Ability Rank: Not recommended.

Typical Abilities: Athletics [GR] • Perception [GR] • Physique [GR] • Stealth [GD]

Size: Large [20 Health]

Restrictions: Sharks cannot survive outside the ocean.

Armor: A shark's thick hide stops 1 point of damage per attack (Light Armor).

Bite: As a Large creature.

SKUNK

Black fur. White stripe. Even Dragons know to leave this one alone.

Suggested Pet Ability Rank: Great

Typical Abilities: Perception [GD] • Poison [EXC]

Size: Small [5 Health]

Bite: As a Small creature.

Spray: A skunk can spray a target up to 10 feet away. The spray acts as an immediate Poison which causes Constitutional Shock in both men and women.

SNAKE, CONSTRICTOR, BIG

Large constrictors in Antillea can grow to eighteen feet in length.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GR] • Perception [GD] •

Physique [PR] • Stealth [GD]

Size: Medium [10 Health]

Bite: As a Medium creature.

Constriction: As a Large creature. Treat a big constrictor's Physique as Great when attempting to break free of a constriction.

Swimming: Treat a big constrictor's Physique as Average when swimming in the water.

SNAKE, CONSTRICTOR, SMALL

Smaller constrictors make fashionable pets for some in society.

Suggested Pet Ability Rank: Great

Typical Abilities: Athletics [GD] • Perception [GD] • Physique [PR] • Stealth [GD]

Size: Small [5 Health]

Bite: As a Small creature.

Constriction: As a Small creature. Treat a small constrictor's Physique as Average when attempting to break free of a constriction.

SNAKE, VENOMOUS

Venomous snakes the world over prove a creature need not be big to be deadly.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GR] • Perception [GD] • Poison [GR]

Size: Small [5 Health]

Bite: As a Tiny creature plus immediate Poison which causes Wounds.

Note: Some species of venomous snakes are more deadly and their Poison Ability should be boosted to Exceptional or even Extraordinary.

WHALE

The largest known living creatures on the planet. This entry can be used for sperm or blue whales, both commonly hunted by New European whalers.

Suggested Pet Ability Rank: Not recommended

Typical Abilities: Athletics [GD] • Physique [GR]

Size: Gigantic [40 Health]

Restrictions: Whales cannot survive outside the ocean.

Armor: A whale's thick hide and blubber stops 3 points of damage per attack (Medium Armor).

Bite: As a Gigantic creature.

Ram: As a Rocket. Can only be used against Devices, Structures, Vehicles, and other Gigantic creatures.

WOLF

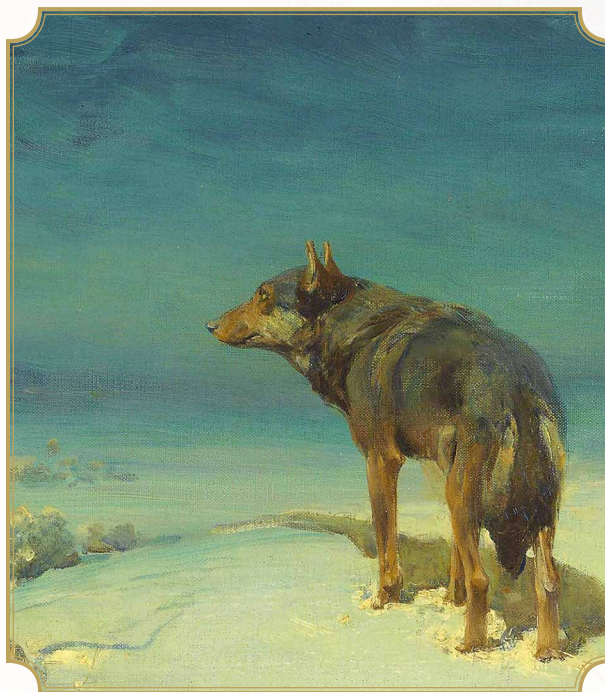
My, what big teeth you have! Humans and wolves have come into conflict with each other territory pretty much throughout recorded history.

Suggested Pet Ability Rank: Exceptional

Typical Abilities: Athletics [GD] • Perception [GD] • Physique [GD] • Stealth [GD]

Size: Medium [10 Health]

Pack Animals: Wolves are pack animals. When working in a group of at least three raise their Athletics and Perception Abilities to Great.



CREATURE SIZE CHART

Size	Weight	Range Examples
Tiny	Less than 1 pound	Frogs, insects, mice, newts, songbirds
Small	Up to a 100 pounds	Birds of prey, house cats, small to medium dogs, human children
Medium	Up to 300 pounds	Large dogs, humans, wolves, pumas
Large	Up to 2,500 pounds	Bears, bulls, horses, giraffe, lions
Huge	Up to 15,000 pounds	Elephants, killer whales, hippopotami, rhinoceroses
Gigantic	More than 15,000 pounds	Blue whale, tyrannosaurus rex

Creature Damage Chart

Size	Wounds (Partial)	Wounds (Full)	Wounds (High)	Harm Rank
Tiny	None	None	1	A
Small	None	1	2	A
Medium	1	2	3	A
Large	4	5	6	D
Huge	7	8	9	E
Gigantic	8	9	10	F

Creature Health Chart

Size	Health Points
Tiny	1
Small	5
Medium	10
Large	20
Huge	30
Gigantic	40

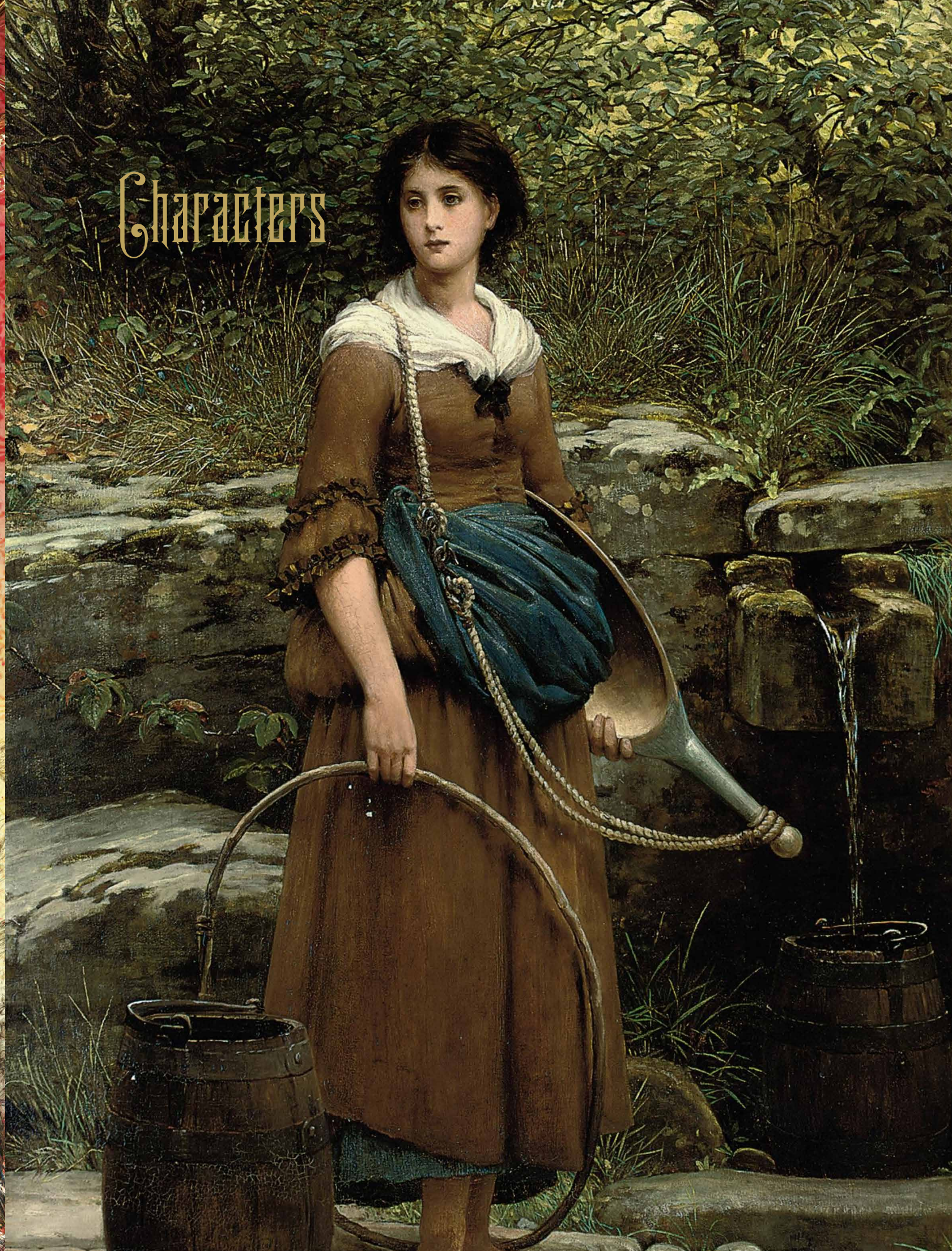
Creature Strength Chart

Size	Example Feat of Strength
Tiny	Lift up to 1 ounce, tear paper
Small	Lift up to 150 pounds, break wood
Medium	Lift up to 800 pounds, bend steel bars
Large	Lift up to 2,000 pounds, break steel bars
Huge	Lift up to 20,000 pounds, bend thick steel plating
Gigantic	Unknown upper limit, break thick steel plating

CREATURE SPEEDS

Physique Rank	Running/Swimming Speed	Flying Speed
Poor	1 mph (1.5 feet/second)	50 mph (73 feet/second)
Average	10 mph (15 feet/second)	75 mph (109 feet/second)
Good	20 mph (30 feet/second)	100 mph (147 feet/second)
Great	45 mph (66 feet/second)	150 mph (219 feet/second)
Exceptional	60 mph (88 feet/second)	200 mph (293 feet/second)
Extraordinary	75 mph (110 feet/second)	250 mph (367 feet/second)

Characters



HOST CHARACTERS

Being an assortment of Personages of relevance to the topics mentioned throughout *Curious Creatures*, including:

JAMES "GRIZZLY" ADAMS

Famous throughout the world thanks to the book written by Theodore H. Hittell, Grizzly Adams is recognized as a leading authority on wildlife in general and bears in particular. In the 1850s and 60s, Adams became a showman, giving talks on bears and putting on displays with his trained menagerie. He briefly partnered with P.T. Barnum to produce a show in New York City starring himself and his animals before returning to California where he was appointed Minister of All Things Wild and Beautiful by his majesty, Emperor Norton the First. It is said Norton took a special interest in Adams because the bear on the Bear Flag Empire's flag was based on the legendary woodsman's descriptions and that Norton's personal physician, a doctor and alchemist from Chinatown, looks after Adams' health due to the many injuries he's sustained while training bears and other wildlife over the years. Though he denies it, Adams is a Sorcerer, having learned to use Magick unconsciously when dealing with wildlife.

Abilities: Animal Handling [EXC] • Athletics [GD] • Charisma [GD] • Connections [GR] • Courage [GR] • Marksmanship [GD] • Outdoorsmanship [EXC] • Perception [GR] • Performance [GD] • Sorcery [GD]

Health: 7

BLACK BEAUTY

Despite being an Intelligent Animal, Black Beauty has lived the kind of hard life common to many horses in New Europa. Sold from owner



to owner, some cruel and some kind, he managed to survive where other horses did not despite injuries and poor treatment. Now in his final years, he lives a quiet life and is owned by Anna Sewell, an ill woman who has realized his intelligence and is writing his life story.

Abilities: Athletics [GD] • Courage [GD] • Education [PR]

Size: Large [18 Health]

ELIZA CARPENTER

Born a slave in Virginia, Eliza Carpenter learned the business of buying and riding race horses after being freed at the end of the American Civil War. She raised and trained horses in the United States for several years before moving to the Republic of Texas where she gained renown in both the Texas and Californian race circuits as a woman who rides like a man, a first class jockey, and a fine trader of horse flesh.

Abilities: Animal Handling [GR] • Athletics [GD] • Connections [GD] • Exchequer [GR] • Physique [GD]

Health: 6

FRANCES POWER GOBBE

A native of Dublin, Frances Cobbe is an educator and author who just formed the National Anti-Vivisection Society in London to campaign against experiments on animals. She currently lives with her wife, prominent sculptor Mary Lloyd on their estate in Wales.

Abilities: Charisma [GD] • Connections [GR] • Education [GR] • Exchequer [GD] • Fisticuffs [PR] • Social Graces [GD]

Health: 5

AMALIE DIETRICH

Born in Saxony, Amalie Dietrich first became a naturalist after learning how to collect samples from her husband. After learning he had an affair, Miss Dietrich eventually left her husband and went on to become collector in the employ of Johann Cesar VI. Godeffroy, who sent her to Australia to find artifacts and specimens for his Museum Godeffroy in Hamburg. While in Australia, she gathered the largest collection of birds ever assembled by a single person as well as snakes, spiders, and artifacts of the indigenous people of Australia. She has recently returned to Germany.

Abilities: Courage [GD] • Education [GR] •
Outdoorsmanship [GD] • Perception [GD]

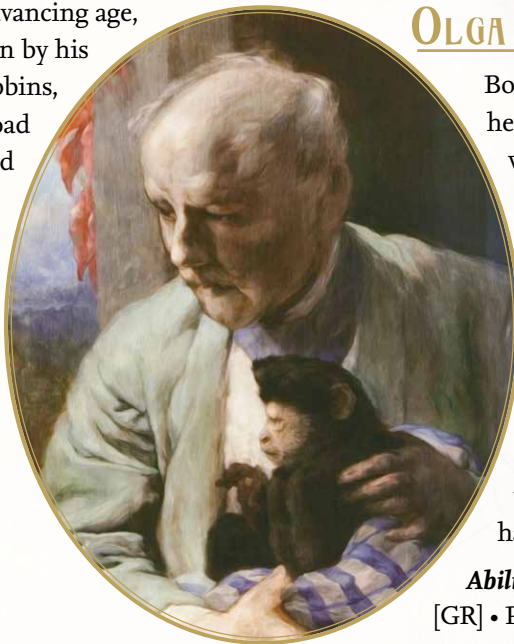
Health: 6

DOCTOR JOHN DOLITTLE

John Dolittle was an ordinary doctor with very little luck retaining patients until his parrot, an African grey named Polynesia taught him to speak to animals. After that, Dolittle became a doctor to creatures instead of to people and traveled the world having adventures. His unique insight made him one of the foremost, if not a somewhat controversial, naturalists in the world. Of somewhat advancing age, the Doctor was last seen by his assistant, Thomas Stubbins, walking down the road with a dark skinned Faerie Lady with red and grey hair.

Abilities: Animal
Speech [EXT] •
Courage [GR] •
Education [GR] •
Physician [GR]

Health: 7



FANTOMAH

The jungle queen known as Fantomah is as much legend as she is truth. She told Tommy she was raised by the animals of Africa, protects the jungles as her domain, is the inheritor of ancient Egyptian Magicks, and she's obviously got some serious power. What else we know of her comes from a confusing muddle of rumor and story told by New European traders and explorers. I've heard tales of her as a white woman ruling a lost colony of the Roman empire deep in the jungle. I've heard she's an African woman descended from Cleopatra whose ancestors escaped Roman rule by fleeing into the heart of the continent. I've heard she's a Faerie, abandoned by her own kind and raised by animals, whose face transforms into a flaming blue skull when she punishes her enemies in ironic and poetic ways. Whatever she is, Fantomah is out there, and any would-be colonial power with designs on Africa will need to deal with her if they push too far into her jungle.

Abilities: Animal Handling [GR] • Athletics [GR]
• Comeliness [GD] • Courage [EXC] • Fisticuffs
[GR] • Outdoorsmanship [EXC] • Perception [GD]
• Physique [EXC] • Sorcery [EXC] • Stealth [GR]

Health: 9

OLGA FEDCHENKO

Born in Moscow, Olga Fedchenko has served her country faithfully as a botanist. Along with her husband, Alexei Fedchenko, she has explored and taken samples of plants from Turkestan, the Caucasus, Crimea, Krygystan, the Urals, West Tien Shan, and the Pamir ranged. Together they have collected over 1,500 specimens. Despite Alexei's recent death, Olga has moved on with cataloguing and publishing their findings, which include the only vegetable lamb plant known to have survived in captivity.

Abilities: Education [GR] • Outdoorsmanship
[GR] • Perception [GD] • Physique [GD]

Health: 6

CARL HAGENBECK

Zoos existed before Hagenbeck but he was the first to develop the concept of animals being displayed in something akin to their natural habitats and without bars. He has yet to open his famous Tierpark Hagenbeck but has begun his controversial displays of “savages in a natural state,” otherwise known as “human zoos” where indigenous people are put on display, living according to their native cultures.

Abilities: Animal Handling [GD] • Charisma [GD] • Connections [GD] • Education [GR] • Exchequer [GR] • Outdoorsmanship [GR] • Social Graces [GD]

Health: 5

BENJAMIN WATERHOUSE HAWKINS

Famous for his life-sized statues of dinosaurs in Crystal Park, Hawkins is the world’s foremost sculptor of animal models. Not long ago he attempted to create a museum in New York City but ran afoul of the local political machine. At the moment, Hawkins is employed in dinosaur skeleton reconstruction work by the Smithsonian Institution in Washington.

Abilities: Connections [GD] • Craftsmanship [EXC] • Education [GD] • Fisticuffs [PR] • Perception [GR]

Health: 5

DOCTOR HENRY JEKYLL/ MISTER EDWARD HYDE

Is Jekyll really a man of virtue and grace? Is Hyde truly nothing but a monster? I don’t know for sure but I suspect the answer is more complicated than a simple good versus evil bedtime story. After several murders, Jekyll seemingly committed suicide to destroy Hyde but the body vanished from the morgue before it could be buried. Jekyll, or Hyde, or both are currently out

there somewhere. I sometimes wonder if, here in New Europa, the Whitechapel Murders will be committed by Jekyll the Ripper and not Jack.

Abilities (Jekyll): Athletics [PR] • Charisma [GD] • Education [GR] • Fisticuffs [PR] • Physician [GD] • Tinkering [GD]

Health (Jekyll): 5

Abilities (Hyde): Athletics [GR] • Charisma [PR] • Fencing [GD] • Fisticuffs [GR] • Physician [PR] • Physique [EXT]

Health (Hyde): 8

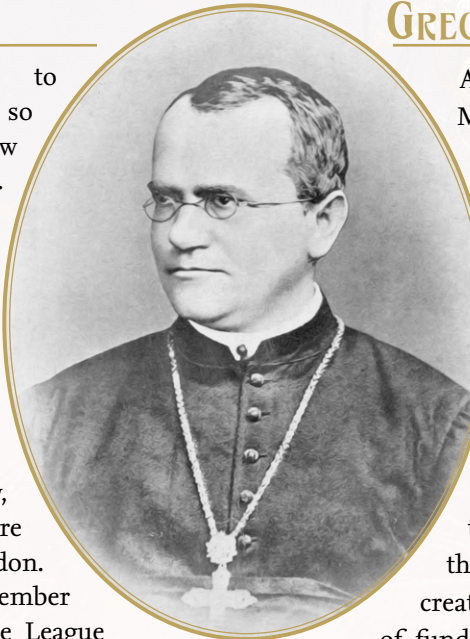


M, THE HIDDEN PAW

Moriarty knows better to underestimate the Hidden Paw so that tells you something about how dangerous this cat of crime can be. Obviously an Intelligent Animal, our reports suggest he is both capable of speech and of walking through walls. His genius is said to be on the same level as other masterminds and his thugs are certainly intimidated by him despite outweighing him by over a hundred pounds. Currently, M runs a large crime for hire outfit based somewhere in London. Supposedly, his group is a member organization of the World Crime League but everyone knows M wants Moriarty's job. It is only a matter of time before the two have it out.

Abilities: Athletics [GR] • Connections [PR] • Courage [GD] • Education [EXC] • Etherealness [EXC] • Perception [GR] • Stealth [GR] • Tinkering [GR]

Size: Small [5 Health]



GREGOR JOHANN MENDEL

An Augustinian friar and scientist, Mendel's insights into genetics probably won't be appreciated in New Europa for decades to come. He picks plants for his study on issues of heredity because his bishop did not like the idea of a friar studying animal reproduction. Despite a lack of interest from the scientific community, who have rejected his findings, Mendel continues to experiment and has begun theorizing on how Faerie Pets are created. I've suggested the possibility of funding Mendel's research to Ludwig more than once but I think Auberon is interested in keeping knowledge of DNA out of human hands for as long as possible.

Abilities: Education [GR] • Exchequer [PR] • Perception [GR]

Health: 5

MOWGLI MANGHILD

Found as a babe by Father and Mother Wolf and raised as a member of their pack, Mowgli was named for his lack of hair, which the wolves believed made him look just like a frog. Based on bar stories coming out of India, Mowgli is most likely in his early teens right now and capable of walking on two legs and manipulating tools. Locals have caught glimpses of him and tell stories about the feral child of the jungle but Mowgli has yet to have a meaningful interaction with another human. Most likely, he hasn't yet wielded fire to drive away the tiger Shere Khan.

Abilities: Animal Speech [GR] • Athletics [GR] • Courage [GD] • Education [PR] • Exchequer [PR] • Fisticuffs [GD] • Perception [GR] • Social Graces [PR] • Stealth [EXC]

Health: 6

MARIA GUGELBERG VON MOSS

Maria Gugelberg von Moss is regarded as both an expert botanist and painter and has combined those passions to acclaim. Her natural charm and love of nature has endeared her to the local nymph population of her native Switzerland and, with their help, she has discovered and painted over forty-seven new species of plants. She is also the first scientist allowed by the Fae to study the barnacle goose tree.

Abilities: Charisma [GR] • Craftsmanship [GR] • Education [GR] • Perception [GD] • Physique [GD]

Health: 6

JOHN MUIR

Born in Scotland, John and his family moved to United States as a child and settled in Wisconsin. He studied the sciences at the University of Wisconsin, though he never graduated, and eventually migrated to western Canada where he was initiated into the Foursquare of Harlech, a Sorcerous Order which combined Welsh druidism with Native American Magick. His love of nature has taken him across North America and he is one of the few white men allowed to enter the territory of the Twenty Nations Confederation without challenge. Currently, Muir is engaged in botanical and geological studies in the Yosemite Valley.

Abilities: Courage [GD] • Education [GR] •
Outdoorsmanship [EXC] • Perception [GR] •
Physique [GD] • Sorcery [GR]

Health: 8

RIKKI-TIKKI-TAVI

Fearsome killer of cobras, Rikki-Tikki-Tavi is an Intelligent Animal who has become an adopted member of a British family in colonial India. He's had several adventures but seems content to always return to his home and his family.

Abilities: Athletics [EXC] • Courage [EXC] •
Education [PR] • Perception [GR] •
Stealth [GR]

Size: Small [5 Health]

GLÉMENCE ROYER

Like many female scholars of New Europa, Miss Royer is self-taught in many fields, including religion, philosophy, economics, and the sciences. With an already established reputation as a lecturer and writer, she wrote the first translation of Darwin's *On the Origin of Species* into French in 1862, providing her own preface and detailed



footnotes. Her own book, *L'origine de l'homme et des sociétés*, a detailed examination of the evolution of human society, was released in 1870. Currently she resides in Paris with her son and, occasionally her lover, the French journalist Pascal Pierre Dupart, where she is one of the few female members of the Société d'Anthropologie de Paris.

Abilities: Comeliness [GD] • Connections [GD] •
Education [GR] • Perception [GD] • Performance [GD]

Health: 5

THOMAS STUBBINS

Tommy Stubbins served as John Dolittle's apprentice and assistant right up until the Doctor vanished. Today he lives in Dolittle's house in Puddleby-on-the-Marsh in the West Country of England and cares for the estate's vast menagerie. Despite a lack of formal scholastic education, Tommy is an excellent animal doctor and an expert in zoological matters thanks, in no small part, to his ability to speak to the animals. Like Dolittle, Tommy learned the skill from Polynesia the parrot. While Tommy isn't as adventurous as his mentor was, his recent experiences have convinced him he has a unique value to the world and he has joined the Second Compact as a consultant.

Abilities: Animal Speech [EXC] • Courage [GD] • Education [GD] • Physician [GD] •
Physique [GD]

Health: 7

TOOMAI OF THE ELEPHANTS

As the son of an elephant handler, Toomai grew up loving the creatures and developed an appetite for adventure which concerned his father. When he was young, Toomai followed one of his employer's elephants into the jungle

where he watched a herd dance, stomping the area flat and making the ground shake until dawn. Today, an adult Toomai continues to be an elephant handler and bridges the gap between human and beast to make sure owned elephants are well treated but do good work.

Abilities: Animal Speech [PR] • Athletics [GR] • Charisma [GD] • Courage [GR] • Physique [GR]

Health: 8

MADAME PAULINE DE VERE

Written of by Dickens and painted by George Christopher Horner, Madame Pauline de Vere, the Lady of the Lions, may well be the most famous big cat tamer currently performing in New Europa. She has graced the big top with her famous “Classical Serpentine dance in the Den of African Lions” for a quarter of a century now and has performed for her Majesty, Queen Victoria and the Royal Household. Currently, Madame Pauline, born Ellen Chapman, is on a farewell tour across New Europa with her husband’s circus, Lord George (the Imperial) Sanger’s Great Hippodramatic and Spectacular Exhibition.

Abilities: Animal Handling [GR] • Athletics [GD] • Comeliness [GD] • Charisma [GD] • Courage [GR] • Performance [EXC]

Health: 7

JEANNE VILLEPREUX-POWER

No less than Richard Owen has praised Madame Villepreux-Power as one of the greatest marine biologists in the world. Originally a dressmaker, famous for creating the wedding gown of Princess Caroline, she eventually acquired a passion for natural history. Her *Guida per la Sicilia*, cataloguing the ecosystem of Sicily remains a classic in the field and her invention of aquaria specifically for observing and experimenting on aquatic organisms revolutionized the field. Currently in her late seventies, Madame Villepreux-Power continues to write in her Paris home but has grown ill in recent days.

Abilities: Connections [GR] • Education [GR] • Exchequer [GD] • Perception [GR] • Physique [PR] • Tinkering [GD]

Health: 4

WHITE FELL

A beautiful woman who haunts the remote reaches of Scandinavia, White Fell is suspected in the possible murders of a dozen individuals. Her targets include young and old, male and female but all are said to have kissed her before they vanished, never to be seen again. Night sightings of a large wolf with shining fur the color of the moon are common whenever White Fell is thought to be about.

Abilities: Animal Speech [PR] • Athletics [GR] • Charisma [GR] • Comeliness [EXC] • Fisticuffs [GR] • Perception [GD] • Physique [GD] • Stealth [GR]

Note: At midnight White Fell transforms into a wolf. She retains the above Abilities but gains the natural weapons, senses, and speed of her animal form. She transforms back into a woman come sunrise.

Health: 6



NEW DRAMATIC CHARACTERS

As New European society expands, civilization comes into contact regularly with the natural world. Every day humans encounter animals, both domestic and wild, and civilization demands they must be studied, controlled, exploited, exterminated, or simply admired depending on the circumstances. To reflect this reality, here are new Dramatic Characters focused on animals and creatures who might be suitable for play in *Castle Falkenstein*.

BEAST FOLK

Let the dreamers write their pretty verses about the darkness which inhabits the soul of man. You have discovered the truth first hand and the animal inside you is not the stuff of poetry. It is a powerful beast which bellows and howls and demands strange and sometimes unspeakable acts. Perhaps you were transformed through the power of Science or cursed by the terrors of Magick. You might wear your animal side on your features, marking you as a freak for all to see or it could be you only change under the light of the moon or in unguarded moments of stress. No matter what type of beast folk you may be, life is a constant struggle as your humanity continually comes into conflict with brutal animalistic instinct.

- **Strong Suits:** Athletics, Physique, Stealth.
- **Bestial Aspect:** Your animalistic side grants you abilities no pure human can hope to match. Chose from among the traits listed on page 41.
- **Possessions:** Tattered clothing, bedroll, and a rucksack to carry possessions away in a hurry.
- **In Your Diary:** Notes on the scents, sounds, and sights most humans will never notice; impressions on locations you have briefly visited and friends made (and lost) in your travels; calendars tracking the cycles of the moon or a list of the chemicals needed to control your changes.

- **Why You're Here:** You don't belong in civilization but these few brave souls might accept you for who you are or help discover a cure for your condition. Perhaps you simply seek to belong or possibly you are more calculating and know you will need allies when superstitious country folk come for you wielding torches and pitchforks.

BIG GAME HUNTER

Ah, the thrill of hunting big game! Elephants in India! Hippos in Africa! Buffalo in North America! You live for the joy of safari and the challenge of testing your skills against those of the creatures of the wild. Of course, despite wild tales published in dime novels and magazines, big game hunters are more than slaughters of exotic animals. Many seek to capture these beautiful creatures alive so they can be shipped back to New Europa and America to populate zoos and circuses. Others have taken up the rather new concept of photographic safaris and shoot the beasts of the world with specially built cameras instead of rifles. Whatever their methods, these hunters are experts in finding and surviving encounters with some of the most powerful and dangerous creatures in the world.



- **Strong Suits:** Courage, Marksmanship, Outdoorsmanship.
- **Possessions:** Colonial hunting license, rifle or camera, knife, 100 feet of rope, backpack with tent, and a mess kit.
- **In Your Diary:** Notes on local geography and game animals; carefully drawn up plans for traps and hunting blinds; Lists of your kills, acquisitions, or sketched or photographed subjects.

- **Why You're Here:** Your skills as a hunter extend beyond simply tracking game. Perhaps your unique abilities are needed to find and stop a would-be Mastermind. Or perhaps one of the others in your party holds the key to even more exotic and rare game such as an unusual Faerie Pet or even a creature from Beyond the Faerie Veil!

FALCONER

Not for you are the vulgar, loud, and ugly retorts of the rifle and shotgun. Instead, you hunt as befits nobility and breeding, capturing quarry in concert with a bird of prey. Your bond with falcon, hawk, eagle, or owl transcends anything which can be felt with a mere tube of metal and blunder. True, you cannot always be on the hunt nor can one of your birds always be on your fist but you have learned your lessons well and apply them to the world around you. Even in a social encounter you are much like a hawk, watching for weakness and striking when you find it.

- **Strong Suits:** Animal Handling, Perception, Social Graces.
- **Possessions:** Falconry glove or gauntlet, jesses (leather strips), bewits and bells, falconry hood, key to your mews, and a membership card for the Old Hawking Club.
- **In Your Diary:** Notes and theories on falconry and bird training; maps of hunting grounds; correspondence with fellow falconry enthusiasts; schedules for both the hunting and social season; feathers from birds you are particularly fond of.
- **Why You're Here:** With the world opening up thanks to railways and steamer ships, the opportunities to travel and learn new falconry techniques are better now more than ever! Perhaps you might have a chance to ride in one of these strange new flying contraptions or perhaps you will meet an inventor capable of creating a flying suit which can carry you up into the heavens to fly beside your beloved birds. Of course, there's always the next ball or fete to attend. If you cannot fly in the skies at least you can glide across the floor in the arms of a skilled dancer.

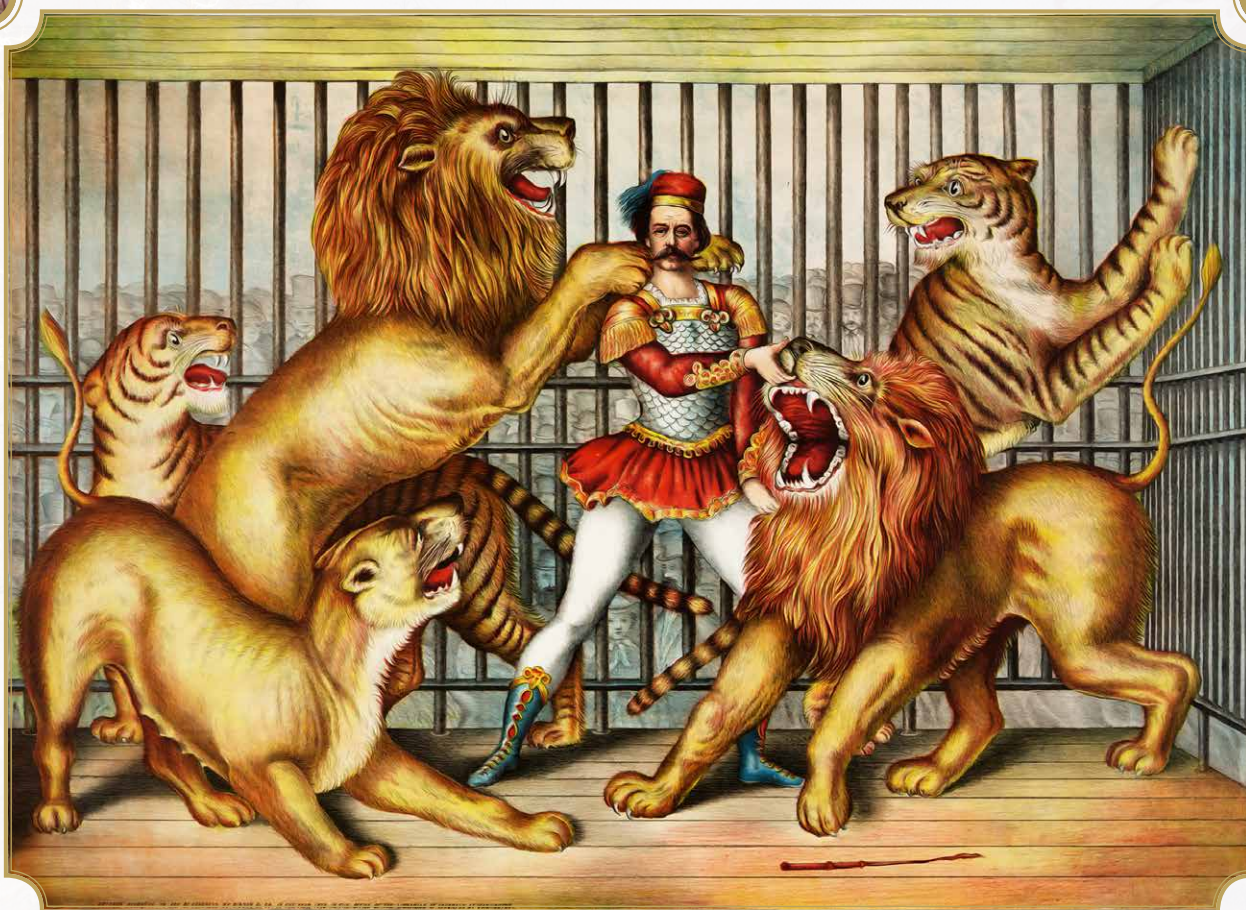
JOCKEY

It takes a rare combination of gifts to ride a racehorse to the winner's circle. You must be small of frame but as fit as any athlete and be capable of mastering an animal weighing as much as ten times your own poundage. Winning jockeys are prized catches in any city where horse or camel racing, both on the track and cross country, is appreciated and you know your skills provide you access not only to modest fame and fortune but to every civilized country in the world.

- **Strong Suits:** Animal Handling, Athletics, Riding.
- **Possessions:** Riding gear and boots, derringer, tin of *Mister Shelby's Miracle Weight Loss Pills*.
- **In Your Diary:** Names and impressions of horses you've ridden and their owners; A list of races you've won and lost, including times and track conditions for later study; maps of routes for long distance races; clippings from the racing papers featuring you, especially those with a photograph or sketch attached; notes on your diet in an effort to keep your weight down.
- **Why You're Here:** America! New Europa! The Ottoman Empire! India! Brazil! Racing is popular across the world and wherever horses or camels are pitted against each other and wherever men bet on them, jockeys are needed. Of course, away from the racing season you need to stay fit, earn money, and keep your wits sharp. Perhaps by tagging along on the group's next adventure you will gain the wealth needed to buy your own horse or even a stable of them!

LION TAMER

Following in the tradition of Wombell and Amburgh you offer to the public the spectacle and wonder of giant cats and exotic animals tamed through the willpower of man! Audiences gasp in amazement at your performances, wondering if tonight will mark the end of your career. Will your ferocious carnivores do as you bid or will their



sharp fangs and razor claws claim you beneath their savagery. Of course, much of it is illusion. While performing with big cats and other animals holds some danger you have come to understand their minds and behaviors and work with them, not against them, to create the greatest show on Earth!

- • **Strong Suits:** Animal Handling, Courage, Performance.
- • **Possessions:** Lion tamer's whip, pistol, keys to your animal's cages or habitats, showman's outfit, and treats to feed your animals.
- • **In Your Diary:** A list of your animals, insights on their behaviors, and notes on their feeding habits; an itinerary of planned stops in your world tour; press clippings about your show.
- • **Why You're Here:** Perhaps this group plans on traveling to strange and far off locales where you can find new animals for your act. Or might you all be part of a single traveling show, moving from location to location to impress the locals

and have adventures on the side? Or possibly you have recently lost your act and your animals and must build a new fortune with which to start over again.

NATURAL HISTORIAN

Natural Philosophy is the study of motion and chemical reaction and the province of the Scientist. Your field of expertise, however, is Natural History, the study of the biological and geological. Like the scientist, you apply a rational mind to the world about you hoping to understand the beautiful clockwork of the universe. However, while the scientist may spend as much time in University as the field, your laboratory is the entire world and you spend your time there digging through layers of rock strata, observing flora and fauna, and recording the patterns of weather. You seek the answer to the questions of nature, wondering, perhaps, what triggers the hibernation instinct in mammals, or why different stars shine different

colors, or even how one might predict the quaking of the earth. As a Natural Historian you study the world both for the cause of knowledge and to help better the lives of all mankind.

- **Strong Suits:** Education, Outdoorsmanship, Perception.
- **Possessions:** Lenses of different shapes and sizes, a satchel for carrying delicate field instruments, vials and pouches for keeping specimens or unusual finds.
- **In Your Diary:** Notes on ongoing studies and research; sketches of minerals, flora, and fauna; excerpts from articles and books on Natural History complete with your own notes; lists of potential patrons who might fund your research.
- **Why You're Here:** You can't have this lot stampeding all over hither and yon without being there to record observations before they obliterate the natural environment, can you? And certainly your observational skills and knowledge of geology, biology, and the natural world are in high demand, perhaps even needed in the direct service of King and Country!

OUTDOORSMAN

Let the noblemen, factory workers, and other smog chokers have their cities and their industry and their "civilization." Your life is one of beauty and clean air in the nature created by Powers beyond Man, Dragon, or even Faerie! You may be a hunter or a trapper, a military scout, or a guide, or perhaps much like Thoreau, you simply seek to escape the noise and clatter of modern life in order to reflect upon the beauty of the natural world and humanity's place in it.

- **Strong Suits:** Marksmanship, Perception, Outdoorsmanship.
- **Possessions:** Hunting rifle or bow, rugged outdoor clothing, Bowie knife, hand axe, bedroll, and a mess kit.
- **In Your Diary:** Maps of the area, including those made by your own hand, with notations on animal migration, weather conditions, and

potential camping sites; poems or musings inspired by the beauty of nature.

- **Why You're Here:** These days, most folk are lost if they wander away from the comforts of the civilized world. Without you, the others would likely catch their death from eating the wrong berries or drinking the wrong water. And, though you may not admit it to anyone but your diary, even you need the occasional spot of company or creature comfort.

PALEONTOLOGIST

The public's appetite for dinosaurs is insatiable and it is up to men and women like yourself to satisfy their curiosity by uncovering new fossils and new species! With the Bone Wars dominating the field of paleontology, the very act of digging for fossils comes, potentially, with both enormous risk and amazing rewards. Fame, glory, and even fortune await if one can avoid raiders, war zones, and the sabotage of fellow scientists. While Cope, Marsh, and Owen might currently dominate the headlines you know a single discovery could catapult you to the top of your profession.

- **Strong Suits:** Connections, Education, Perception.
- **Possessions:** Revolver, paleontological picks and tools, magnifying lens, a small fossil or two, and a copy of Richard Owen's *History of British Fossil Reptiles* with your own notes recorded in the margins.
- **In Your Diary:** Maps of potential dig sites; sketches of bone fragments and potential skeletal reconstructions; rough drafts for your next paper; excerpts from articles and announcements written by rivals in the field.
- **Why You're Here:** Dinosaur hunting can be a crowded field and a paleontological dig requires a great deal of financing. Perhaps your current companions will lead you to a way to secure funding for your next expedition. Or, even better still, perhaps they will help you find the greatest prize of them all: a still living dinosaur!

TRUE UNICORN

A century or more has passed since you last left your forest and the world of man has changed considerably in that time. Vast goliaths of roaring metal traverse the landscape over land, sea, and through the air belching smoke. Villages and hamlets are now cities, built on timber and stone ripped from the bones of the Earth. And yet, despite the ugliness of this new industrial world you can also see beauty. Art and poetry have flourished and wise men and women speak and write of preserving and caring for the natural world. It is time for you to once again walk among humanity in their form so you can learn and understand how best to help your forest and your people.

- **Strong Suits:** Animal Speech, Comeliness, Touch of Truth.
- **Unicorn Power:** You can discern truth from lies, including falsehoods created by Magick and Glamours and can, with effort, dispel such trickery. You are also able to shapeshift between your equine Unicorn form and your human form at will.
- **Possessions:** Simple but beautiful clothing to wear while in human form, feathers, stones, leaves or other tokens to remind you of your forest home, and perhaps a few creature comforts you have obtained over the years such as a silver hair brush or tea set.
- **In Your Diary:** Pressed leaves and flowers from your forest; observations on the strange machines and behaviors of humanity; a human-made map of your home.
- **Why You're Here:** As the territories of humanity expand the wild places of the world diminish. Perhaps you need to find a way to preserve and protect your forest or you might be searching for other unicorns, family and old friends whom you haven't seen in ages. It might even be possible you have come to appreciate and love these humans you travel with and wish to better understand them and their world.

WILD CHILD

You always knew you were different than your siblings. They were covered in fur or feathers or scales while your flesh was bald. They walked on four legs while you could walk on two. Their knowledge seemed to have limits while your cleverness seemed to expand beyond the capabilities of your family. Now you know, while you were raised as one of the animals you are, in fact, something called a human. These strange creatures live in stone jungles, make fur for themselves, and burn food before consuming it. So different are they from your animal family and, yet, you feel compelled to learn more about them. Are you of the world of animals or the world of men? You must find out!

- **Strong Suits:** Animal Speech, Athletics, Physique.
- **Possessions:** A spear or other crude weapon or tool you fashioned yourself, clothing given to you by humans you have encountered, and perhaps a locket or other object left behind by your human family when you were just a babe.
- **In Your Diary:** Primitive but beautiful sketches or paintings of your home in the wilds; letters, numbers, and words written in an unsteady hand as you learn the language of two-leggers; random bits of string, foil, ribbon, or other curiosities which have attracted your attention.
- **Why You're Here:** Perhaps someone in the group is a human relative or love interest and you seek to connect with them outside the wilds. Or it could be your animal family is in danger and you hope these strange humans will be able to help you save them. Perhaps you are simply curious about the world beyond the borders of the jungle, forest, savannah, or desert.



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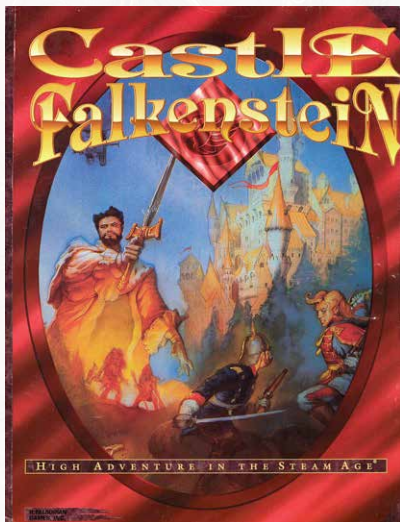
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Curious Creatures

Explore the Wild Side of New Europa!

From the darkest jungles of Africa to the rooftops of London, animals are everywhere in New Europa. *Curious Creatures* offers a glimpse into the less civilized side of *Castle Falkenstein*, drawing out into the light the marvelous, the monstrous, and the mythic for your edification and delight. Brought to you from across the Faerie Veil and written by one of the most knowledgeable naturalists of all time, the reader will find within these pages:

- A bestiary offering indepth analysis of over thirty new creatures as well as statistics for their inclusion in your Adventure Entertainment.
- New and clarified rules for the use of creatures of all types in your Adventure Entertainment.
- A new Magick lorebook as well as insight into the existence of sorcerous familiars in New Europa.
- Details on Sphinxes, a potentially sinister power operating from the shadows.
- Rules on choosing a True Unicorn, Beast Folk, or Wild Child as a Dramatic Character.
- Dinosaurs!
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