

VICTORIOUS

The
Hunter
& Hunter
Catalogue



FOR THE DISCRIMINATING GENTLEMAN OR LADY

Compiled by Mike Stewart

VICTORIOUS

HUNTER & HUNTER

CATALOGUE

FOR THE DISCRIMINATING GENTLEMAN OR LADY

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SEARS- THE VICTORIAN AMAZON

The Hunter & Hunter Catalogue, as the name implies, is designed to emulate the mail order catalogues of the nineteenth century such as the Sears & Roebuck catalogues. A modern reader would be best to think of mail order catalogues as the “Amazon.com” of the late nineteenth and early twentieth centuries. Unlike local stores which may or may not have what you desire, Sears & Roebuck could deliver most any item you could afford directly to your door. At one time, they even sold manufactured houses, carriages, and boats, again sent via the mail system to your home! Considering at least major cities had mail delivery from seven to eleven times a day (except for Sundays) then one might argue that the actual delivery of items is even faster than Amazon. At least until that company starts deploying drones at any rate.

There was also no quality control or regulation of products either. Sears & Roebuck tried more than most mail order companies to insure proper value for a product, but even they took a lot of things on faith. If Doctor Snapwick offered a tonic that insured health and avoidance of consumption, Sears & Roebuck didn’t investigate to see if the liquid worked or not. That was considered the responsibility of the customer, and let the buyer beware.

This catalogue is promoted by the British company Hunter & Hunter, Ltd.; a business founded by Doctor R. J. Hunter along with his wife the Lady Doctor Helene Sherwood-Hunter. Thus some of the items attributed to the latter might cause certain male chauvinist pigs (unfortunately all too common in the Victorian age) to question their veracity or assume someone else invented it and the Madame Doctor is simply taking credit. Still, regardless of doubts no one would question the right of Hunter & Hunter to sell such equipage.

Needless to say, the author and Troll Lord Games make no claims to the authenticity of these products. Furthermore, you can’t order any of these from the noted parties; not even on the website. Amazon might have them though, you never know! Unlike most other Victorious products, these have no “alignment” for the chronicle given, as these items run the gamut from a Grim chronicle to Grand and all such astounding items such a label implies. Use with caution and with your own game ever in mind.

Now that such is out of the way, please read on, and take the text for such equipage for your heroes or heroines in a Victorious chronicle in the manner in which they were provided: fictional, and perhaps occasionally humorous. Of course any Genteel Magistrate should feel free to modify these items at will, or prohibit their availability within their own chronicle.

Michael Stewart

LIFE IN OUR NEW CENTURY: THE MOST STRIKING OF NEW INVENTIONS

In this age of progress no one will dispute that the twentieth century, on which we have now entered, will see marvellous advances and improvements on every hand.

To try to peep into the future is the work of the seer or the prophet, and we make no claim to be either the one or the other. But there are certain tendencies of modern progress and discovery which will become translated into actual facts within a very few years, and it needs no prophet to forecast what these will be.

In the present article we shall indulge in no imaginative speculation, but shall restrict ourselves to the task of recording various wonders that have already been accomplished in the laboratory, and that only await further development and testing to be introduced to the world.

The man of the twentieth century will no longer confine his travels to land and sea - he will navigate the air as well. It is beyond question that the flying-machine will soon become a practical reality.

Already the experiments of Count Zeppelin and others have proven that a balloon can be navigated and can be propelled against the wind. The trial voyages of balloonists from Paris last October marked an epoch in the history of aerial navigation. The aeronaut is no longer at the mercy of every passing gust of wind.

Travelling by a steering-balloon, however, has its limitations. It is obvious that the voyager is dependent upon his supply of gas holding out, and experience has shown that with every precaution a very serious leakage takes place. The flying-machine of the future will need to be to a large extent independent of contained gas.

Experiments in this direction have been made by several inventors, but it was Mr. Hiram S. Maxim, whose name is so well known in connection with the Maxim gun, who first succeeded in making a machine that would actually raise itself from the ground and fly.

Everyone knows that a kite, or, indeed, any light article presenting a large horizontal surface, such as a piece of card board, can be supported by the wind if it can only be kept facing it. This is the principle of the aeroplane flying-machine, designed by Mr. Maxim, in which 4,000 square feet of lifting surface were presented to the wind.

A small engine of high power but light weight drove the propellers, and the whole affair, including three passengers, weighed almost 8,000 lbs. Experiments proved that when this machine was driven along rails at a good speed it rose from the ground and exhibited a lifting power of 10,000 lbs. It was not tested at full speed, or it would doubtless have been seen to possess a still greater lifting power.

There can be little doubt that the successful flying-machine will be constructed on the principle of the flying bird. After all, nature has shown us how to fly, and it only remains for us to copy her methods. Our artist has drawn a machine on these lines, the lowres in the wings being designed to act in much the same way as the large feathers of a bird. We present this idea gratis to the capitalist in search of some pleasant way of getting rid of a little superfluous cash!



On land, also, the twentieth century will see great advances in the way of loco motion. It is now an established fact that a suitably designed electric car can be safely run at a speed of 120 miles an hour on the monorail system, and such a line will shortly be constructed in England. At present it does not appear possible to go any faster than this with safety, but, no doubt, greater things will be achieved in the future. The motor car is already a familiar sight, and there can be no question that, before the century is far advanced, automobiles will be the usual, rather than the exceptional, vehicles seen in our streets. But there is no reason to suppose that they will altogether supersede the horse, nor is that useful quadruped likely to be relegated to a paddock in the Zoological Gardens.

The ocean greyhound of the present day will be quite eclipsed by the rapid ships of the future. The latest step in advance is seen in the adoption of the turbine propeller for steamship purposes. Quite a sensation has been caused in nautical circles by the performances of H.M.S. Viper, which travels at the rate of forty-three miles an hour. This extraordinary speed has been obtained by fitting her with steam turbines (page 538).

Up to the present no passenger ship has been fitted on this principle, but such an ocean liner has been designed, and it is contemplated to fit some of the future Channel packets with turbines.

There seems to be no reason why in ten years' time we should not be crossing the Atlantic at a pace of forty miles an hour, or even more.

The new method not only vastly increases the speed but reduces the size and weight of the engines, practically annihilates vibration, and economises fuel.

The last point is one of vital importance, for the fastest liners of the present day carry 2,500 tons of coal for a trip across the Atlantic. A greater speed would mean more coal, and this would increase the size of the vessel to an impracticable extent. Probably the twentieth century will see liquid air used in marine engines instead of steam, and then this difficulty will be overcome.

We have already indicated electricity as the great power of the future, and it is from this source that the greatest wonders may be expected. The discovery of the Hertzian waves - which are really a kind of invisible light - and the transmission of telegraphic messages without wires have marked an enormous stride in advance.

Mr. A. Rosenberg, one of the most brilliant electricians of the day, has invented a system of pocket telegraphy, by means of which a man may carry his own apparatus in his pocket and receive messages even from people who do not know where he is.

The inventor takes his small receiver with him when he goes out to lunch, and places it beside him on the restaurant table. If his clerks need him they simply depress a key connected with the transmitter in the office, and the bell of the receiver in the restaurant at once rings.

This can be done in open country over a space of six miles, but in a town, with so much metal and waste electricity about, the range is much more limited.

The illustration below, taken from a photograph, shows Mr. Rosenberg in his private residence, actually receiving a message from his clerks at the office.

This inventor has also made it possible to watch a scene at a distance of hundreds of miles. By the use of the electroscope it will be possible for busy men, who cannot attend the races, to simply call at the nearest theatre at the right time and witness the race being run, as here shown.

The same contrivance can be adapted to private use, and the invalid confined to his room will be able not only to enjoy the scenery of the mountains and sea, but also to witness a review at Aldershot, or anything else that may be happening.

Not only can we in London hear our friends talking in Paris by means of the telephone, but the telautograph has now made it possible to transmit autograph handwriting or drawings. By a simple but very ingenious mechanism the writing done on the transmitter in London is simultaneously reproduced in exact facsimile by the receiver - say in Leeds.

Thus a business transaction can be done in writing without the loss of time involved in sending a letter through the post. Similarly an artist can send his sketch of any event to a newspaper as quickly as the reporter can transmit his "copy." This will be one of the commonplaces of the twentieth century.

Before leaving the subject of electricity we must note that Mr. Rosenberg has devised an entirely new system of electric lighting, which will dispense

with all wires and connections. A series of vacuum tubes arranged on the ceiling or walls of a room give out a diffused, lambent light as long as a small coil, which may be in another part of the house, is in action. The new century will not be very old when this system becomes widely adopted.

Turning now to the sometimes necessary, but always deplorable, art of war, there is little doubt that improvements in the range of guns will more and more tend to make it impossible. A gun has lately been invented which will fire over 3,000 shots per minute with a muzzle velocity approaching 2,000 feet per second. The shots are impelled without the use of gunpowder or other explosive, and consequently there is neither noise nor recoil. Electricity is the motive power, and a small oil motor, mounted on a gun carriage, will work several guns.

Another feature of war in the future will be the firing of mines - or even guns - by means of the Hertzian waves, which require no wires or other contact.

Signals and messages will very probably be sent by the lumiscriptor, an invention which, by means of a pantagraph acting on a blackened glass slide, and a powerful condenser (see next page), reproduces in gigantic lines of fire any message or drawing done by the operator on a small board.

In naval actions the submarine boat will doubtless play a leading part, and it is notable that Mr. Rosenberg has now invented a system by which the crew of the submerged boat can see all that is going on above water.

But the most notable and significant fact of all in connection with naval warfare will be the extermination of the torpedo, which will be rendered worthless by the use of a new projectile that is now occupying the attention of the Admiralties of the great powers.

We shall shortly give an account of this new projectile, so we say no more about it now.

Coming lastly to the pen, which is said to be mightier than the sword, we note that journalism will advance by leaps and bounds in the new century. We will not dare to predict what precise forms of "New Journalism" may become fashionable, but there are certain directions, which we may indicate, in which the mechanical production of the newspaper will probably advance.

It is within the bounds not of probability but of practical fact that the editor of the future may set up his paper himself. Seated at a typewriter, or dictating to one, the leading article will be composed, and by an electric connection the depression of the key of the typewriter will depress the corresponding key of an improved linotype machine, and thus the editor will actually set up his article in type.

Or again, by similar means the type may be set in the form of opaque impressions on a sheet of glass. This in turn can be placed upon a pile of suitably prepared sheets of paper, and by sending the X rays through them, by means of powerful Crookes tubes, the whole of the sheets will be simultaneously printed.

This is no mere visionary dream. It is an accomplished fact, and has been successfully used in printing cards and other small matters.

At the present time another system of printing by electricity, without the use of ink, is in process of development and has already yielded very satisfactory results.

We need hardly point out that the production of newspapers will be much more rapid when these new methods take the place of the present ones.

Here, as everywhere else, it will be seen that electricity is the secret of progress. It is not too much to say that as the last century saw the development of steam as the great motive power both on land and sea, so the new century will see steam supplanted to a very large extent by electricity, which will undoubtedly become the great mechanical power of the future.

At the end of the twentieth century the man in the street will read with amused wonder - perhaps mixed with a little contempt - of the slow modes of locomotion, the imperfect lighting, the inadequate telephone system, and the generally unsatisfactory state of affairs prevailing in 1901, and will wonder how his ancestors could have existed with such a lack of the conveniences to which he himself is accustomed.

The commencement of the new century witnesses advance all along the line, and he would be a bold man who should say that we are more than on the threshold of scientific discovery and practical invention.

The British Patent Office records some five hundred new inventions every week, and although many of these prove on trial to be impracticable or unremunerative, yet the presence of so much inventive genius in our midst is in itself a most significant sign of the times.

That life in the new century will experience many and great social changes can hardly be doubted, but here it is more difficult to forecast the course of events.

Shall we advance in the direction of socialism? Who can say? Yet it is pretty certain that the tendency is for the Imperial Government and the various local and municipal authorities more and more to take charge of the affairs of the individual. The supply of gas, water, and electricity, the provision of dwellings for the artisan classes, the education both of

children and adults - these and many other similar matters are no longer left wholly to the enterprise of individuals. To a large extent they are now provided by the State.

It is probable that the new century will see very considerable advance in this direction, though he would be a rash prophet who should predict the complete municipalisation of the domestic and business life of the community.

But co-operation and centralisation will more and more tend to control commercial life. The development of "stores" and "universal providers" will probably sweep the small trader out of the field, and then it will be but the next step for the municipality to take over the control.

Whether such a development would be for the ultimate good either of the individual or the community is a very complex question, and one not admitting a general answer. Fortunately we are not called upon to discuss the matter here.

Other times bring with them other manners. New modes of life will necessitate a new code of etiquette. The ways of the eighteenth century seem odd to us to-day, and probably a hundred years hence our great-grandchildren will smile as they read about us.

Will the world be better and happier in the new century? To us it seems that the answer should be unquestionably in the affirmative. Scientific progress tends to moral advancement.

A moment's reflection will show that aerial navigation, rapid transit, the electroscope, and other inventions that we have named, will all tend to make crime and war more difficult, while improved social conditions will make them less attractive.

The facts we have stated in this article are but a few of the many that might be adduced in evidence of the immense progress in all directions which the new century will witness.

— W. J. Wintle, The Harmsworth Magazine, Volume V

ITEM DESCRIPTIONS

The specifications for each item are presented in a format designed to aid the reader in their shopping.

NAME: This is the common name used for the item in question. This is usually the historical name as well, but if there is a conflict between its historical nomenclature and a modern name the latter will be used to prevent confusion.

LENGTH, WEIGHT: This is the common length and weight of the item, given in Imperial measurements. Often a large length with a low weight denotes a type of item that is clumsy to use in tight confines such as polearms or lances.

WIELD: This line describes whether the item was designed to be used with one hand or two. This does not preclude the wielder from using a two handed item with only one hand or vice versa, but such would modify the item wielder's Base To Hit (BTH) and damage. This penalty (or bonus) is variable and left to the Genteel Magistrate but should usually be limited to around +/-2 modifier.

DAMAGE: This is the base damage die or dice rolled to inflict wounds upon a given opponent. Generally the larger weapons tend to have a greater damage point range than smaller items.

INFLECT: This category describes how the damage is inflicted upon a given target. This is defined in five terms, namely Temporal, Mystical (Magick/Psychic), Attribute, Ethereal, and Knockback. Temporal damage is the standard kinetic or burn damage from most weaponry. Mystical damage is based on Magick or Psychical effects and avoids armor or many other defenses (though allowing saving throws.) Attribute means the damage is inflicted on one of the six attributes (Strength, Dexterity, Constitution, Intelligence Wisdom, and Charisma). Like Mystical damage, this damage avoids many defenses. Ethereal means the damage is limited to creatures and items that are part of the Ethereal realm or are otherwise ghostly in substance. This sort of damage affects the Ethereal as if it were Temporal damage to a normal being. Finally, Knockback means that the device may do no damage in and of itself but instead slams a target with enough force to throw them a distance and render them prone; though this fall may do damage itself.

If the Victorious game in question is a Grim setting, then the word "Lethality" will be in this category. This means that whenever someone is hit by this weapon for hit point damage, the victim must make a Constitution saving throw. If they fail, the victim dies. Brutal, but then getting shot is pretty brutal as well.

OTHER: The Other entry lists the powers used to create the item where applicable. It is also used to list special rules for an item that reflect its unique abilities.

COST: This is the average cost for an item given in both United States dollars and British pounds (\$and £). Naturally, this price will vary due to availability and demands, so the GM is encouraged to change this price at need.

AVAILABILITY: This is simply the percentage chance that an item will be available in a given town or city. This work assumes that most adventures will occur near a large city, be it London or

New York, so modifications will be necessary for other locales. If a chronicle is located in smaller communities most things will be difficult to purchase, and in a great metropolis most will be easier to find. In a small village or thorpe the percentage can be anywhere from 5-20% chance lower than the stated availability (GM's discretion). As with all things, those willing to pay more have a better chance of obtaining hard-to-find items. As a rule of thumb, for each doubling of cost from the listed amount in the Victorious rule book will add 5% to the chance of obtaining a given item.

ARMOR

The following items apply solely to armor in the catalogue.

COVERAGE: This category describes roughly what percentage of the body that the armor piece covers; for the exact parts of the body covered see the explanatory text below each armor type. This may be used by Genteel Magistrates who might want to use a hit location system or determine where a critical hit might have landed.

WEIGHT: This is the armor's weight in pounds, rounded to the nearest whole number.

ARMOR CLASS: This reflects the bonus adjustment the armor gives its wearer to their Armor Class rating. Note that the Optional section for the armor's entry might adjust this number in a variety of ways due to different combat situations.

MOTOR TRANSPORT

The following items apply solely to vehicles in the catalogue.

HULL DAMAGE POINTS: This is the amount of damage the vehicle can sustain before it is reduced one rank in overall effectiveness.

PASSENGERS: The number of people the vehicle can carry comfortably.

RANGE: The maximum distance the vehicle can travel before requiring refueling.

ARMOR

The wearing of armor by those daring danger's maw has of late seen a renaissance in its efficacy and use. Thanks to the scientific breakthroughs of the contraptionists of Hunter & Hunter Ltd., those facing peril, no matter if it is in darkest Africa or the gas lit cities of the civilized world, can rest assured they will survive even the worst that enemies can inflict upon their person.

ADAMANTITE CORSET/WAISTCOAT

COVERAGE: 30%

WEIGHT: as regular clothing

ARMOR CLASS: +3

OTHER: Invulnerability 1 (+3 Temporal)

COST: £4. / \$20.00

AVAILABILITY: 25%

At last the nigh-invulnerable strength and protective capacities of the recently discovered metal Adamantite has been wedded to the style any discriminating gentleman or lady could desire. Overlapping plates of the wonder metal are sewn inconspicuously within the fabric of a corset or waistcoat to insure that no blade or bullet can injure the wearer. Furthermore, the scale-like overlapping nature of the plates provides unparalleled protection against blunt force of any but the heaviest sort.

AIR TIGHT SUIT

COVERAGE: 100%
WEIGHT: 60 pounds
ARMOR CLASS: +1
OTHER: Climate Resistance 2
COST: £185. / \$925.00
AVAILABILITY: 15%

The fine air-tight suit we offer is another invention from the Wizard of Menlo Park, Thomas Edison of America. Hunter & Hunter strives to bring to you this necessary item of apparel to those daring the exploration of great mountain heights, regions of the Earth that contain toxic fumes, or even to those who brave the frontiers beyond the planet of mankind's birth!

The air-tight suit is a completely enclosed suit with a helmet and gloves similar to the deep sea diving suits known to most educated persons. However, instead of brass or bronze, the helmet and vest of the suit are made from Dynasteel and the balance of the suit is a durable silk with tiny steel wires run through the suit to ensure strength and a lack of tears. Its pressurized air pack (worn on the back) allows up to three hours of activity within any such harmful environment that can be imagined!

NOTE: Availability may be limited depending on the results of a pending lawsuit within the United States between Mr. Edison and a former employee of his firm.

ARTICULATED BRASS ARM SHEATH WITH BRASS KNUCKLES

COVERAGE: 40%
WEIGHT: 100 pounds
ARMOR CLASS: +7
OTHER: The arm using the sheath has an effective Strength of 21. Every time the wearer takes a hit, the sheath must make a saving throw (base 12) to see if the AC of the sheath can be used to determine hits.
COST: £20. / \$100.00
AVAILABILITY: 15%

A wearer of the patented "Goliath"™ articulated arm sheath finds himself literally with the strength of a giant! This armored covering not only protects the wearer's right arm but his shoulder and right side of the body to the waistline. Its self-powered steam engine uses coal gel, and is discreetly tucked under the armpit of the wearer. The Goliath can be used for construction, moving of heavy objects, and even home defense!

BEEFEATER MARK IV

COVERAGE: 100%
WEIGHT: 150 pounds
ARMOR CLASS: +7

OTHER: Invulnerability 3 (+3 Knockback, +3 Mystical, +3 Temporal), Super Movement 1 (Jumping, 30ft.) The wearer's effective strength is 20 while the armor is worn.

COST: £370. / \$1,850.00

AVAILABILITY: 20%

When the British army got wind of the Germans building a suit of armor for their national champion Stauhelm, they lost no time in going to Hunter & Hunter, Ltd. for a response to this singular event in warfare. Though doctor Hunter had to notify them with sorrow that it was impossible to create a brigade of men wearing his Ironclad armor system (the cost would bankrupt the empire), the engineers at his research facility in Southampton developed the Beefeater battle suit.

Unlike the Stauritter it is not a single suit of armor but a collection of pieces. The helmet is of steel with an anti-ballistic fabric covering its exterior for added protection. The torso and short skirt is made of articulated Dynasteel plates that provides the maximum protection that would not hinder the movement of the soldier at need. The anti-ballistic fabric in a trouser pattern is worn as leg protection with Dynasteel greaves to protect the shin and kneecap from damage. Articulated arm guards and pauldrons complete the protection, though certain soldiers are equipped with the Articulated Brass Arm Sheath (q.v.) for close combat as well as breaking into bunkers and other facilities.

Individual pieces are listed below as well as their costs. Unlike the Stauritter, the Beefeater panoply is available for sale to anyone with sufficient funds to purchase them, though buying the complete suit is cheaper.

BEEFEATER IV ARM GUARDS PAULDRONS

COVERAGE: 30 %
WEIGHT: 30 pounds
ARMOR CLASS: +7 (arms and shoulder only)
OTHER: The wearer's effective strength is 20 while the Arm Guards/Pauldrons are worn.
COST: £80. / \$400.00
AVAILABILITY: 20%

These arm guards are a less powerful version of the prior mentioned articulated arm brass sheaths, though what they lose in power they make up for in ease of construction. A full set of arm guards will not only protect the wearer's shoulder down to his fingers but also gives him enhanced strength at need for any chores the lieutenant might find for the soldier.

BEEFEATER IV COAT OF PLATES

COVERAGE: 60%
WEIGHT: 100 pounds
ARMOR CLASS: +7
OTHER: Invulnerability 3 (+3 Knockback, +3 Mystical, +3 Temporal)
COST: £200. / \$1,000.00
AVAILABILITY: 25%

The coat of plates has several straps so that any wearer can customize the fit at no extra cost. However, without the arms to go with it the coat does not provide the enhanced strength so it is actually heavier in feel than it would be in the full Beefeater suits.

BEEFEATER IV HELMET

COVERAGE: 10%

WEIGHT: 5 pounds

ARMOR CLASS: +7 (head only)

OTHER: Invulnerability 1 (+3 Temporal, head only)

COST: £20. / \$100.00

AVAILABILITY: 25%

Note that this is the purchase of the helmet itself, and does not factor in the cost of setting the straps and padding to customize the helmet. This adds £2. or \$10.00 to complete and those wearing the helmet without such suffer a -2 penalty to perception checks using Wisdom.

BEEFEATER IV SPRING HEEL BOOTS

COVERAGE: 10%

WEIGHT: 20 pounds

ARMOR CLASS: +7 (feet only)

OTHER: Super Movement 1 (Jumping, 30ft.)

COST: £100. / \$500.00

AVAILABILITY: 35%

The garments of the soldier of the future aren't complete without the latest in scientific footwear. These boots, specially designed for rappelling Royal Air Marines as they descend from an airship, are sturdy in design and constructed with comfort in mind. Their patented Spring Heel™ gears and mega-rubberized soles insure that anyone in Spring Heel boots can leap to a building's roof in a single bound! Available in all men's sizes, with a few select ladies sizes available.

BEEFEATER IV TROUSER GREAVES

COVERAGE: 30%

WEIGHT: 10 pounds

ARMOR CLASS: +7 (below the waist)

OTHER: Invulnerability 1 (+3 Temporal, below the waist)

COST: £10. / \$50.00

AVAILABILITY: 25%

These pants are made from the finest materials and reinforced with a special chemical compound from Panacea Pharmaceuticals that provides both protection and ease of movement to the wearer. Attached to the front are a set of Dynasteel™ greaves to protect the kneecap, shins, and ankles with rigid defense against all impact. These pants are available in a variety of sizes and fit comfortably over any footwear desired.

BOWLER HAT/LADIES HAT

COVERAGE: 10%

WEIGHT: 1 pound

ARMOR CLASS: +8 (Armor)

OTHER: Armor 1 (+8AC, head only), Invulnerability 1 (+3 Temporal, head only)

COST: £3. / \$15.00

AVAILABILITY: 20%

This stylish bowler and its feminine equivalency are guaranteed to keep its wearer both on the edge of fashion and the certitude of maximum protection to the cranium. Thin plates of Dynasteel™ are sandwiched within the outer beaver skin of the hat as well as a comfortable interior lining of felt to keep the head warm and bullets at bay. The well-dressed lady will also feel more comfortable



with the ladies' version, sporting either ostrich plumes or any other variety of feathers depending on the season (sold separately.)

ETHERIC SUIT

COVERAGE: 100%

WEIGHT: 10 pounds

ARMOR CLASS: +0

OTHER: Etherealness 1

COST: £120. / \$600.00

AVAILABILITY: 05%

This nigh-magical suit of gossamer light materials is designed by Lady Doctor Helene Sherwood-Hunter, for the express purpose of interacting with the Ethereal and Ectoplasmic realms of creation. It allows its wearer to interact with any creature or item within these phantom states of being as if he himself were of a like state. Though speech to otherworldly beings is not possible in the suit, gestures and the written word are but a single sweep of the hand away for those of sturdy enough constitutions to brave the other side of the living world!

WARNING: By dint of its substance, the Etheric Suit is very fragile. Any type of slashing or cutting blow (Constitution save at -5) will

tear the suit and disrupt the unique matrix of energies that allow the wearer to interact with the ephemeral spirits.

STAIRITTER STEEL KNIGHT

COVERAGE: 100%

WEIGHT: 200 pounds

ARMOR CLASS: +8 (Armor)

OTHER: Armor 1 (+8AC), Invulnerability 2 (+3 Knockback, +3 Temporal). The wearer's effective strength is 20 while the armor is worn.

COST: £500. / \$2,500.00

AVAILABILITY: 05%

The Stauritter, built by Krupp Steel of the German Empire and imported into Britain, was the prototype panoply built by the industrious engineers of Krupp and was an attempt to match the incomparable Ironclad armor built by Doctor Hunter. Though they failed in this attempt, the Stauritter is still a mechanical wonder that provides both strength and invincibility to a trained wearer. It is currently rumored that the elite Death's head Hussars of the Prussian army have been outfitted entirely in this demonstration of Teutonic engineering prowess.

Anyone using such a suit must take at least one month to train in the armor before it can be effectively used. There are hardpoints across the armor for specially designed weapons to be mounted, though it is against the law to export these weapons from Germany. The Genteel Magistrate is the final arbiter of any weapons in this catalogue being able to be mounted on the Stauritter armor.

UMBRELLA SHIELD

COVERAGE: 65%

WEIGHT: 4 pounds

ARMOR CLASS: +1

OTHER: -2 penalty to attack roll if user attacks while also using deployed umbrella-shield.

COST: £3. / \$15.00

AVAILABILITY: 25%

Perhaps the most discrete of all Hunter & Hunter, Ltd. defensive products, the umbrella-shield provides maximum protection at a reasonable cost. When opened, the umbrella-shield covers the majority of a human form from the slings and arrows (and bullets) of outrageous fortune. Its patented cloth, made from Duralite™, will insure the safety of its wielder while they make a hasty retreat from attackers! For an extra 1s. / \$0.25, a small whistle can be placed inside the handle so that constables can be called at need. Protect yourself from wind, rain, and enemies with the umbrella-shield!

WEAPONS

It is an unfortunate truth that even today, where civilization reigns supreme, that gentlemen and ladies might on occasion find the need for discrete weapons for self-defense and the protection of loved ones. So, in this vein and with no intention of actually encouraging such violence, Hunter & Hunter Ltd. provides this list of products to defend the right. Others who may need weaponry to deal with perfidious foreigners or exploring the remote places of the Earth will find suitable ironmongery to

insure their own survival, repel unpleasant persons, and generally promote European civilisation as is our charge and duty!

MELEE WEAPONRY

It is a certainty that no civilised person wishes to participate in the rude combat of the lower classes. However there are times when such fisticuffs are unavoidable despite politeness, integrity, and good breeding. For such unfortunate realities, Hunter & Hunter, Ltd. Offers the following products to insure that in such dire straits our customers will stand tall and unafraid!

CANE, ELECTRIC

LENGTH, WEIGHT: 3 feet, 4 pounds

WIELD: One or two handed

DAMAGE: Constitution saving throw at -2 or be stunned for 1-6 rounds

INFLECT: Temporal

OTHER: If the user is in water then they must also make a Constitution save at a +2 bonus or also be stunned for 1-6 (1D6) rounds.

COST: £4. / \$20.00

AVAILABILITY: 25%

Once again the wonder of the age, the power of God's lightning, comes to the aid of mortal man! This stout ebony or oak cane is itself of fine craftsmanship and stylish appearance, its unusual nature is only hinted at by the last five inches of the bottom of the cane being a steel tip. When the handle is twisted, the metal end of the cane telescopes out to double its length (ten inches), crackling with blue sparks of an intimidating mien. One touch with this will render the strongest ruffian paralytic, and he will remain so until a constable can be called for. Its patented tube battery holds enough charge for six applications of its tip, and can be recharged at any commercial dynamo or generator (1 hour per charge) at need.

CANE, FIRECASTER

LENGTH, WEIGHT: 3½ feet, 8 pounds

WIELD: Two Handed

DAMAGE: 1D4 per round for 1D4 rounds

INFLECT: Temporal

OTHER: The emergent jellied accelerant will continue burning for 1-4 rounds of combat (1D4). The cane has 3 charges of fuel in the handle.

COST: £7. / \$35.00

AVAILABILITY: 15%

Fire has ever been mankind's best friend, and worst enemy. Our primitive ancestors built fires in the night to protect themselves from the evil intent of predators of all sorts. Now, in the nineteenth century the patented Firecaster cane can do the same for the modern man. This quality machined metal cane is fashionable all on its own, but if danger arises the cane can be pointed at an enemy and a hidden catch released to spit a tongue of flame up to 10 feet from the cane's wielder. This fire, propelled by a gelatinous petroleum mixture, will continue to burn, so care must be taken in its use!

Warning! This product is not recommended for use during airship travel.

CANE, FLAREGUN

LENGTH, WEIGHT: 3 feet, 2 pounds

WIELD: One handed

DAMAGE: 1D2 per round for 3 rounds

INFLECT: Temporal

OTHER: If a target is hit by a flare, it does 1-2 points of damage over 3 rounds.

COST: £3. / \$15.00, 4s. / \$1.00 per shot

AVAILABILITY: 20%

Though the use of the flare seems ill suited to residence in a cane's tip, this variant of the Firecaster cane provides similar protection without the inflammable results of its parent product. The flare is ejected from the tip of the cane using a similar latch system as the Firecaster model but it travels a straight trajectory towards its target. Since the flare must then be replaced, it may only shoot one incinerant at a time. Of course, such would also be useful to signal assistance just as much as a direct threat to villains attempting bodily injury.

Warning! This product is not recommended for use during airship travel.

CANE, SPEARTHROWER

LENGTH, WEIGHT: 3-½ feet, 3 pounds

WIELD: One handed

DAMAGE: 1D4

INFLECT: Temporal

OTHER: It may only fire 2 darts before reloading is required

COST: £3. / \$15.00, 8s. / \$2.00 per dart

AVAILABILITY: 65%

For the gentleman who abhors fire but wishes to be protected, there is the Speartrower Cane! Disguised as a normal cane, it harbors a barrel that fires a special metal dart up to 20 yards distant. The dart is ejected from the tip of the cane using a similar latch system as the Firecaster and Flaregun models, and like the Flaregun model it travels in a straight trajectory towards its target. Unlike the incendiary models of cane, the darts can be retrieved and reused.

GLOVES, ETHER

LENGTH, WEIGHT: 8 inches, 10 oz.

WIELD: One or Two handed

DAMAGE: As Strength

INFLECT: Mystic

OTHER: Wearers of these gloves cannot use Dexterity modifiers even if they have the Martial Arts skill.

COST: £5. / \$25.00 per pair

AVAILABILITY: 15%

When one finds oneself under attack from a poltergeist or spook (and who among us hasn't?) it can be tedious to suffer such blows without any way to reciprocate in kind. Now, you can engage in fisticuffs with full Marquis of Queensbury rules thanks to Panacea Pharmaceuticals' groundbreaking creation of the Ether Gloves! These sturdy and stylish genuine faux kidskin-style gloves appear as normal handwear to the passing observer, yet when Etheric or ectoplasmic foes appear, you can be ready to give them a heave-ho in grand style!

HAIR PIN, DAGGER

LENGTH, WEIGHT: 6 inches, 1 oz.

WIELD: One or two handed

DAMAGE: 1D3

INFLECT: Temporal

OTHER: These are light enough that one can be wielded in each hand, allowing for 2 attacks a round. The second attack will be at the end of the round however, regardless of the number rolled for initiative.

COST: 1s.8d. / \$0.40

AVAILABILITY: 75%

For discriminating ladies who are leery of the scientific marvels of the electric hairpin, Doctor Thomas's dagger-pins are available for both stylish hairstyles and personal protection. Made of Impregnum plated steel, these polished and discrete pins are a perfect adornment for the lady in potential distress. Sold in sets of 2.

HAIR PIN, ELECTRIC

LENGTH, WEIGHT: 2-6 inches, 2 oz.

WIELD: One handed

DAMAGE: 1D3 + Stun

INFLECT: Temporal

OTHER: A victim hit by an electric hairpin must make a Constitution saving throw at +2 bonus or be stunned for 1-2 rounds.

COST: 4s. / \$1.00

AVAILABILITY: 20%

When one considers the march of civilization over the past century, it is regrettable that such an item as the electric hairpin is even considered as a mode of feminine self-defense. Yet for those ladies who are unavoidably engaged in dangerous activities, this subtle item of protection can be invaluable. The electric hairpin comes with a portable charging device (weight of 2 pounds) that with an appropriate access to electricity can charge a hairpin and it will retain the charge for up to four hours. Lest any lady be concerned about self-injury, the pin will only discharge its voltage when the back of the pin is twisted clockwise for a single rotation. Rest easier with Doctor Cordelia Thomas's solution to discrete protection for the gentler sex!

UMBRELLA, SPIKED

LENGTH, WEIGHT: 3 feet, 1-1/2 pounds

WIELD: One handed

DAMAGE: 1D4

INFLECT: Temporal

OTHER: As the spike emerges from the umbrella tip, a combat roll of "1" while using this as a weapon will render the umbrella useless.

COST: £2. / \$10.00

AVAILABILITY: 65%

The common umbrella has always had a metal tip, one that could do some minor injury if one is poked with sufficient strength. Yet not until now has that innocuous tip become instead the base of a lethal weapon! The Spiked Umbrella™ brings a level of safety beyond the dreams of the creators of the humble weather-defying device of oilskin and metal! This umbrella appears totally normal to the eye of a passerby, with the possible exception of being exceedingly fashionable and detailed. With the press of a button on the handle, the six inch metal spike emerges from the metal

tip of the umbrella, ready to defend its wearer with vim and vigor! Quantities are limited, so post your order today!

UMBRELLA, SWORD

LENGTH, WEIGHT: 3 feet, 2 pounds

WIELD: One handed

DAMAGE: 1D6

INFLECT: Temporal

OTHER: The blade of a sword umbrella will break on an attack roll of "1" due to its thin profile.

COST: £3. / \$15.00

AVAILABILITY: 50%

For years now the sword-cane has been a ubiquitous accessory to the adventurous gentleman or lady in danger. Yet why limit a hidden sword to a cane? The weapon crafters at Hunter & Hunter, Ltd. bring the concept of the hidden sword to that most common of British items, the umbrella! Due to the length of an umbrella, a longer sword blade is possible than the one tucked into a walking cane, and its appearance will give any East End rapsallion pause in their criminal intents!

FIREARMS

From its inception in the early fifteenth century, the firearm has been as common on the battlefield as the soldier himself. Those not in uniform have found the pistol, rifle or shotgun of incalculable value as both hunting weapons and for defense of hearth and home. These humble weapons have evolved over the years, and we at Hunter & Hunter Ltd. Are proud to bring you the very latest in firearms, created by skilled craftsman with all the power of Science behind their construction and efficacy.

Though many of the below weapons were originally built for the soldiers and sailors of the Queen, Hunter & Hunter is pleased to offer them now for individual purchase. All come with the standard guarantee of quality and reliability that our customers have come to expect from the largest manufacturer of scientific instruments in the British Isles. The dual goals of quality and value will reveal themselves to the perusers of this catalogue below.

CARBINE, LeMAT REVOLVING

LENGTH, WEIGHT: 2-½ feet, 6 pounds

WIELD: One or two handed

DAMAGE: 2D4 (9 .44 shots) or 1D8+1 (1 .56 shot)

INFLECT: Temporal

OTHER: Due to the dual use ammunition, this weapon takes 2 rounds to reload completely. In one round either 4 of the cylinders and the center barrel may be filled, or 6 of the cylinders.

COST: £8. / \$40.00

AVAILABILITY: 80%

Though the French are unarguably a martial folk, they have not led the field of new firearms during this century. One exception to this state of affairs is Jean Francois Alexander LeMat, who has invented a firearm with a revolving cylinder. "Hold!" you say? Revolver pistols are a commonplace item? Indeed, but Msr. LeMat has created a carbine with a cylinder magazine!

This weapon sports a nine shot .44 caliber rimfire cylinder and a .56 caliber rifled center barrel as the central axis which the cylinder revolves around. Thus the wielder has ten shots with which to



save the day in any fracas he or she might find themselves in, from the deserts of Tombstone to the wilds of the Hottentot pillaging!

CARBINE, SHIELD GUN

LENGTH, WEIGHT: 2 feet, 4 pounds

COVERAGE: 35%

WIELD: One or two handed

DAMAGE: 1D6 (20 shots)

INFLECT: Temporal

OTHER: Invulnerability 1 (+3 Temporal) and a -2 penalty on attacks while deployed.

COST: £1.4s. / \$6.00

AVAILABILITY: 40%

In the struggle to decide on either offensive arms or defensive armor, the Hunter & Hunter Ltd. Shield-gun is the final word on both. The carbine (.380 caliber) appears as a normal lever action carbine with crossbow blades about 2 inches from the end of the barrel. With the pull of a lever, a Dynasteel fan opens both above and below the crossbow blades. Thus when deployed the shieldgun provides a two and one half foot wide round shield of articulated fins that provide good protection against incoming injuries. Don't decide on just one thing, have both in one convenient package!

PISTOL, BELT BUCKLE

LENGTH, WEIGHT: 3 inches, less than a pound

WIELD: One handed

DAMAGE: 1D4+1 (2 shots)

INFLECT: Temporal

OTHER: The removal of the pistol from the belt buckle insert takes one combat round (10 seconds).

COST: £8. / \$40.00

AVAILABILITY: 65%

In a similar vein to the finger ring pistol, the gentleman's belt buckle provides a .32 caliber derringer pistol nestled unobtrusively in the metal clip of a belt buckle with brass and silver design. The weapon uses conventional ammunition, and can fire twice before the pistol needs to be reloaded. The ideal combination of discretion and protection is yours with a singular purchase, and excellent in maintaining a fellow's trousers to boot!

PISTOL, ETHER

LENGTH, WEIGHT: 1 foot, 5 pounds

WIELD: One or two handed

DAMAGE: 1D6 (4 shots)

INFLECT: Mystic

OTHER: This weapon only effects Ethereal creatures or items, and is harmless to normal material beings. It carries 4 shots, and requires an hour of electrical recharge per shot via a dynamo or other such commercial electrical generator.

COST: £90. / \$450.00

AVAILABILITY: 10%

Who does one call for aid when ghosts, specters or spooks inhabit your domicile? By their very nature, the ectoplasmic entities cannot be harmed by any physical force that man can bring to bear upon their ethereal state. Thanks to the work of Mr. Carnacki, the Ghost Finder of London, you need never worry about supernatural invasions of hearth and home. This weapon, powered by the very force of the heavens itself, ejects a burst of lightning specifically modified to disrupt the form and function of anything in the Etheric realm it touches. Don't go to a haunted house without one!

PISTOL, FINGER RING

LENGTH, WEIGHT: 2 1/2 inches, less than a pound

WIELD: One handed (finger)

DAMAGE: 1D4 (1 shot)

INFLECT: Temporal

OTHER: This is a one shot weapon, with a limited range of 20 feet.

COST: £24. / \$120.00

AVAILABILITY: 10%

For the lady or gentleman who would find carrying a weapon a gauche act of impropriety, there is the pistol finger ring! Disguised as a large gold and gem ring, it harbors a tiny barrel that can fire one bullet (.20 caliber) if circumstances warrant such a lethal response. Reloading is done by a simple set of jewelry tools that remove the gem and provide access to the weapon's breech. Choice of gem upon the ring's face is available in a variety of stones; please inquire for details at our offices.

PISTOL, FLARE LAUNCHER

LENGTH, WEIGHT: 7 inches, 1 pound

WIELD: One handed

DAMAGE: 1D2 per round for 3 rounds (1 shot)

INFLECT: Temporal

OTHER:

COST: £1. / \$5.00, 4s. / \$1.00 per flare

AVAILABILITY: 60%

Though not intended as a weapon, the flare pistol was designed for use by the navy to call for assistance and to allow triangulation of the firer's location. However, its flaming projectile could give even the most murderous thug pause if pointed at him. The pistol breaks apart via a central hinge, and the single flare is inserted into the breech to fire. Unfortunately this only provides one shot at a time but as noted above one shot is usually all that is necessary. Excellent for signaling boats, hunting parties, and airships if assistance is required.

PISTOL, LANCASTER HOWDAH

LENGTH, WEIGHT: 8 inches, 2 pounds

WIELD: One handed

DAMAGE: 1D6 (4 shots)

INFLECT: Temporal

OTHER: This weapon has four barrels. Each barrel can be fired singly, doing the damage listed above. If desired, the wielder can fire all four barrels at once, doing 4D6 damage (Dexterity save for half damage).

COST: £4.6s. / \$21.50

AVAILABILITY: 50%

The eminent gunsmith Charles Lancaster needs no introduction to the educated aficionado of British firearms. His four barrel pistol is legendary from Calcutta to Canada, and all points in between! No British officer worth his pith helmet would be caught without one of these beauties at hand when things go a bit pear shaped. Four single shots or one barrage of 4 can teach Johnny Native what for! It is also easily reloaded in the midst of combat, and weapons are available in .380 and .476 calibers. Either fine pistol will provide its wielder a lifetime of service in the dark jungles or barren deserts of the empire!

PISTOL, NEEDLE GUN

LENGTH, WEIGHT: 4 inches, less than 1 pound

WIELD: One handed

DAMAGE: 1D3 (5 shots)

INFLECT: Attribute (Dexterity)

OTHER: The weapon fires a burst of 12 needles per shot, so though its magazine carries 60 needles this results in only 5 shots. If a target is reduced to 0 Dexterity then they can no longer move due to the agonizing needles in their muscles and joints. Rigid metal armor provides some protection, as the needles do only one point of damage to wearers of such armor.

COST: £10. / \$50.00, 12s. / \$3.00 per 60 needles

AVAILABILITY: 40%

The reader should not confuse this small pistol with the Prussian needle gun rifle of the 1860s. This delicate brass and steel projector was created for the discrete lady desiring some sort of defensive

firearm without the bulk or unpleasant odors of a conventional revolver.

By use of a tiny collection of magnets, the needle pistol ejects several steel needles out of the barrel and out to a range of 20 feet. It is virtually soundless, and is ideal to place within a woman's reticule or handmuff. Be secure and yet avoid unsightly bulges of concealed handguns forever with this Hunter & Hunter patented engine of defense!

PISTOL, PNEUMATIC

LENGTH, WEIGHT: 8 inches, 2 pounds

WIELD: One handed

DAMAGE: 1D6 (8 shots)

INFLECT: Temporal

OTHER: As this weapon is soundless when fired, a Perception check is required to find the location of a given shooter.

COST: £4.6s. / \$21.50

AVAILABILITY: 50%

The value of the compressed air (or pneumatic) means of propulsion is the latest invention of the age, and its efficacy is being promoted in all fiends and endeavors. This weapon uses compressed air to fire a .38 caliber bullet virtually soundlessly, and its reservoir of air in the handle is good for eight shots before the air needs refilling. As there is no spark or flame in its use, the pneumatic pistol is a favorite with the Royal Air Service on airships throughout the world.

For an additional 4s. / \$1.00, a box of 8 glass canister rounds can be purchased, and the purchaser may insert any fluids they find appropriate into the canisters. When fired at a target, they will break upon impact, causing the liquid to spread over the target. We have testimonials of satisfied customers who have used the pneumatic pistol with glass shells to project everything from acids to holy water upon chosen opponents, with varying degrees of effectiveness depending on substance and recipient.

PISTOL KNIFE

LENGTH, WEIGHT: 5 inches (blade makes 10 inches), 1 pound

WIELD: One handed

DAMAGE: 1D4 (Knife), 1D4 (Pistol, 5 shots)

INFLECT: Temporal

OTHER: If fighting with the knife part of the pistol-knife and a "1" is rolled, the pistol is damaged and cannot be fired again until repaired.

COST: 15s. / \$3.75

AVAILABILITY: 50%

There are many circumstances that come upon a person where a pistol or other such distance weapon is required. Other times, an unfortunate soul might find it necessary to engage in close in fighting with the use of a blade. The gunsmithing genius of the Americans has now created one weapon to do both! The pistol part of the weapon is a typical revolver that can fire 5 bullets of 41 caliber lead shot. Yet with the flick of the wrist a blade can emerge from the pistol handle, and the barrel of the pistol is now the quillions of a sturdy double-bladed dagger! Convenience and ease of use are the hallmarks of this design, and various style engraving and handles are available upon request.

RIFLE, CHAIN GUN

LENGTH, WEIGHT:

WIELD: Two handed

DAMAGE: 1D4 (3 shots)

INFLECT: Attribute

OTHER: Entrap 2 (chains, Strength)

COST: £14. / \$70.00

AVAILABILITY: 35%

At first blush this rifle appears as a strange marriage of the conventional hunting rifle and the Vickers Maxim automatic-fire gun. This similarity is only skin deep, though the barrels do rotate between firings. Yet they only fire 2 bullets for each pull of the trigger, and a singularly curious set of bullets they are.

The chain gun in truth fires two barrels at once, directly opposite from each other. The two bullets have a thin yet powerful set of Impregnum chains connecting them. The bullets themselves are made of powerful magnets with opposite charges so that when the chain wraps around a victim the bullets pull themselves together, causing the chain to close around anyone caught within its snare. The weapon can only fire 3 shots before requiring reloading, but the usefulness of this inhibiting weapon that does not kill to police forces is clear. For those who wish to capture criminals who might threaten inside the home, this firearm is ideal to avoid ricochets or possible injury to bystanders. "Catch" one of these outstanding inventions today!

RIFLE, ELECTRIC

LENGTH, WEIGHT: 3-½ feet, 9 pounds

WIELD: Two handed

DAMAGE: 1 hit point (30 shots)

INFLECT: Temporal, Mystical

OTHER: Target must make a Constitution saving throw at -1 or be rendered unconscious for 1D10 rounds.

COST: £7. / \$35.00

AVAILABILITY: 10%

The American Tom Swift, intrepid inventor, has created an entirely new kind of gun.

This amazing rifle appears upon first inspection to be little different from the heavy hunting rifle big game hunters have used for decades. A closer inspection will reveal a number of wheels, levers, gears and gages on the stock, at easy reach of the balancing hand. No batteries or cells are used; the current is generated by a small dynamo held in a small metal cylinder in the stock. As for the rest, we shall let the inventor himself explain.

"...by means of a concentrated charge of electricity which is shot from the barrel with great force. You can't see it, yet it is there. It's just as if you concentrated a charge of electricity of five thousand volts into a small globule the size of a bullet. That flies through space, strikes the object aimed at."

– Tom Swift

With but a single press of a small button at the side of the rifle barrel a soundless invisible bar of luminous electrified Ether projects from the barrel onto the target. Thanks to the young inventor, civilization might at last have found the most humane

method of upholding Law and Order yet imagined by the mind of man!

RIFLE, MARLIN BICYCLE

LENGTH, WEIGHT: 2-½ feet, 6 pounds (assembled)

WIELD: One or two handed

DAMAGE: 1D6 (25 shots)

INFLECT: Temporal

OTHER: The rifle can be disassembled into 4 sections and stored in any container of at least 1-½ feet in length and 1 foot in width. Reassembly of the weapon takes 2 combat rounds, and the magazine can remain loaded even in storage.

COST: £5. / \$25.00

AVAILABILITY: 85%

The speed and efficiency of the bicycle has been of obvious merit to outdoorsmen and even a few ladies for over 30 years now. Often it comes to pass that a bicyclist finds himself in a situation where animals or even human predators are of danger to life and limb. The Marlin Rifle Company of the United States realized this conundrum and has released a version of their .22 rimfire rifle in a special 'bicycle' version for those who enjoy the sport.

What makes a bicycle rifle different than its more conventional cousins? Several things in fact. First, it has a shorter barrel than conventional rifles and this reduction allows it to be more easily stored in a specially designed rifle rack attachable to any safety bicycle. Yet the magazine of the rifle remains of the usual length, so ammunition is not sacrificed for portability. Furthermore, the weapon itself is a take-down model and so can be broken down into component parts (barrel and magazine, breech, stock, front grip) and easily reassembled in seconds! For ease of storage in backpacks or carpet bags.

When bicycling enjoyment is on the agenda for the day, don't forget your bicycle rifle in all the excitement!

RIFLE, WHIRLWIND

LENGTH, WEIGHT: 2 feet, 7 pounds

WIELD: One or two handed

DAMAGE: 3D4 (10 shots)

INFLECT: Temporal

OTHER: Metal armor provides some protection from the ceramic bullets, reducing the damage by 1 hit point.

COST: £10. / \$50.00

AVAILABILITY: 30%

When Her Majesty's Government determined on the creation of the first Airship military service in Europe (the Royal Air Service), it was only natural that the cabinet canvassed the various contraptionists of the realm to create a weapon suitable for use in the dizzying altitudes and volatile chemicals endemic in the modern airship. Sparks of any kind were of course to be avoided at all cost, yet a weapon was needed to deal with boarders or special operations at ranges suitable for effective suppression of malcontents.

Hunter & Hunter Ltd., as you've come to expect, met the challenge! The Whirlwind uses a combination of forces to insure the safety of both user and vessel. The first forces were those of

compressed air in a pneumatic tank that doubles as the stock of the rifle. This tank fits snugly into a metal sheath to insure that only the most terrible of forces will damage the tank in any way. Added to this was the use of small magnetic coils run throughout the barrel of the rifle, creating a smaller but similar effect to the magnetic cannon (q.v.) noted elsewhere in this catalogue. Between these two propellants, the chambered bullet will move at speeds even faster than the standard rifle round.

But there was more! Bullets have a tendency to ricochet, which not only can damage parts of an airship but in bouncing off metals can create the sparks which are anathema to the dirigible's Hydrogen lifeblood. Thus the Whirlwind fires ceramic bullets in lieu of steel jacketed lead. These bullets can cause fearsome wounds, considering the vast forces propelling them onward. Yet the ceramic is fragile enough that if it misses its target and hits metal or wood then the ceramic round shatters into powder, with no sparks to be seen!

The next time you decide to travel on a commercial airship, do yourself a favor...and ride the whirlwind!

SHOTGUN, BURGESS FOLDING

LENGTH, WEIGHT: 3 feet (1 1/2 feet folded), 5 pounds

WIELD: Two handed

DAMAGE: 2D6 (5 shots)

INFLECT: Temporal

OTHER: Can be concealed under a small coat at the waist or in a shoulder holster.

COST: £12. / \$60.00

AVAILABILITY: 20%

Even among gunsmiths and their admirers, the name of the American gun maker Andrew Burgess is little known. That deplorable situation will soon change thanks to Mister Burgess's latest invention, the folding shotgun. Unlike other firearms that are designed to be 'taken down' for ease of storage and reassembled later, this shotgun is folded merely for insertion in a holster and can, with a flick of the wrist, be levered into full length for firing in a snap of the fingers. This amazing shotgun uses a sliding sleeve on the wrist of the stock as the pump handle to not only fold but to eject spent shells in a similar manner to the Winchester pump shotgun. Yet the venerable Winchester is awkward and bulky compared to the Burgess folding shotgun! When ease of carry and immediate deployment is vital for emergencies, there's only one folding shotgun that fits the bill, the Burgess!

Comes with tooled leather holster designed to fit the folded shotgun in a snug pouch to the wearer's side. Please specify whether the holder should be positioned on the left or right when ordering.

SHOTGUN, COLT 10 GAUGE REVOLVING

LENGTH, WEIGHT: 2-½ feet, 10 pounds

WIELD: Two handed

DAMAGE: 2D6 (5 shots)

INFLECT: Temporal

OTHER: -1 penalty to attack rolls on all shots after the third until the shotgun is reloaded, due to excessive black powder smoke.

COST: £8. / \$40.00
AVAILABILITY: 75%

The shotgun is an excellent hunting weapon and has been used as such since the 'blunderbuss' of olden days. Yet it has always suffered from a lack of rapid fire along with its relatively short range. Now all that is past with the new revolving shotgun by Sam Colt's famous workshops. This gifted American has married the cylinder of the revolver pistol with the durability and range of the 10 gauge shotgun shell. Its durable steel construction is reliable enough to hold even the power of the exploding shotgun shell well in hand. In addition, the patented side-hammer design with the cylinder stops built into the axis pin instead of the cylinder insures clockwork precision with every shot!

SHOTGUN, REMINGTON QUAD 91

LENGTH, WEIGHT: 3 feet, 10 pounds

WIELD: Two handed

DAMAGE: 2D6 (2 shots)

INFLECT: Temporal

OTHER: This weapon has four barrels. Two barrels can be fired at once, doing the damage listed above. If desired, the wielder can fire all four barrels at once. The amount of damage does not increase, but no attack roll is required, and the target takes half damage on a successful Dexterity save.

COST: £10. / \$50.00

AVAILABILITY: 60%

The American Wild West has seen the use of various firearms elevated to a fine art in the field of gunslinging. While the pistol is the first weapon that comes to mind when thinking of the Frontier, the shotgun is the true queen of the firearms. The Remington Company has elevated their double-barreled shotgun design to the next stage with the Quad 91, a truly revolutionary weapon!

This patented revolving motion uses not a cylinder but rotates the weapon itself! Everything in front of the trigger rotates clockwise, allowing the barrels to open and shells to be inserted. Another revolving motion returns the barrels to their breeches and is prepared for mayhems against Red Indians and Desperados alike. Though heavier than the standard shotgun, it is certainly capable of much more carnage than its dual cousin.

ORDINANCE

CANNON, DYNAMITE

LENGTH, WEIGHT: 4 foot barrel, 1,000 pounds

WIELD: crew of 3

DAMAGE: 2D12 explosive

INFLECT: Temporal

OTHER: Dexterity saving throw for half damage.

COST: £100. / \$500.00

AVAILABILITY: 20%

The pneumatic gun has recently become a favorite for warships to fling the powerful yet unstable explosive "dynamite" at enemy vessels and thus have found their way onto naval craft. Yet these ponderous weapons and their air compressors weigh two hundred tons! Impressive on an ironclad to be sure, but hardly appropriate elsewhere.

Never fear! Hunter & Hunter Ltd. have obtained exclusive licensing rights to sell the new Dudley-Sims 4-foot Dynamite Gun for commercial use. Now anyone with the will and funds may use the lightweight dynamite gun to protect their yacht, their castle, or other domicile from threats both large and small!

The Dudley-Sims dynamite gun uses a revolutionary guncotton type charge to compress air into the tank beneath the weapon barrel, thus avoiding the cumbersome equipment of older models. Bring the aerial torpedo to your own place of refuge with confidence!

CANNON, HOTCHKISS REVOLVING

LENGTH, WEIGHT: 32.5 inches, 60 pounds

WIELD: Crew of 2

DAMAGE: 1D6, 30 rounds per feed-case

INFLECT: Temporal

OTHER: +1D6 damage for each additional point above the minimum result needed to hit on 1D20. For example, a roll of 14 is needed. The attacker rolls 16, and thus adds an additional 2D6 (+1D6 for 15 and +1D6 for 16) to the damage, for a total of 3D6 points of damage.

COST: £150. / \$750.00

AVAILABILITY: 50%

It was during the Franco-German war, in 1870, that Mr. B. Hotchkiss first conceived the idea of constructing a simple machine-gun, which should fire a small cast-iron explosive shell with great rapidity, at very long ranges, and which should have no recoil to interfere with the continual operation of the gun, or the accuracy of its fire. Though originally designed for the battlefield, the Hotchkiss revolving cannon is now deployed as navel armament, to defend large ships against smaller and much more agile torpedo boats.

The weapon uses its own recoil from firing a cartridge-shell to withdraw the spent case and drop it to the ground. As during every stoppage of the barrels the gun is supplied with a new cartridge, and the firing and extraction process is also performed, during this time a continuous but slow fire is maintained in operation. By supplying the gun in this manner with single cartridges, about thirty rounds per minute may be fired. Should rapid firing be required, the gun is then supplied, not with single cartridges, but with "feed-cases," containing groups of ten cartridges each, and in this manner from sixty to eighty rounds per minute can be fired, with only three men to work the gun. One man to train the gun and revolve the crank, one man to place the "feed-cases" containing the cartridges into the "feed-trough", and a third man at the ammunition chest, to charge the "feed-cases" and to hand them to the charger.

When rapidity can be combined with accuracy of fire the effect is certainly great, and the advantage is gained, with a rapidly-firing gun, to be able to produce a terribly destructive fire in decisive moments in an engagement, so that this gun, worked systematically and with deliberation, will no doubt produce very formidable effects.

CANNON, MAGNETIC

LENGTH, WEIGHT: 3 foot barrel, 200 pounds

WIELD: Crew of 2

DAMAGE: 2D12, explosive

INFLECT: Temporal

OTHER: Dexterity saving throw for half damage. No saving throw allowed if target has significant ferrous metals on their person (GM discretion).

COST: £250. / \$1,250.00

AVAILABILITY: 15%

The magnetic cannon is a new device produced only by the names in ordinance you trust, Hunter & Hunter Ltd.! Unlike conventional artillery or the pneumatic variety seen elsewhere in this catalogue (q.v.), the magnetic cannon uses the powerful magnetic forces of repelling magnetic poles to drive a magnetized shell through a barrel lined with opposite charged magnets of various strengths. It is easily inserted into the breech, but as a powerful spring forces it to travel the length of the barrel the magnetic repulsion becomes stronger and increases the speed of the shell to the point that when it does leave the barrel it is traveling at unspeakable speed towards its target!

The magnetic cannon was built by command of Queen Victoria herself, and Doctor Hunter spared no expense in creating this weapon for the Royal Airship Service to arm its dirigibles against pirates and enemy agents alike. Don't be caught in the stratosphere without one! Purchase includes cannon and 10 shells, with additional shells purchased separately.

CUFFLINKS, EXPLOSIVE

LENGTH, WEIGHT: ½ inch, 1 oz.

WIELD: One handed

DAMAGE: 1D6 explosion

INFLECT: Temporal

OTHER: Burst radius of 6 feet, Dexterity saving throw to avoid damage.

COST: £3. / \$15.00

AVAILABILITY: 10%

The very idea of a well-dressed gentleman, perhaps enjoying a social occasion or garden party, needing to strike at enemies is anathema to the upright spirit of civilization. Yet these are treacherous times, when criminals, miscreants, and Anarchists lurk behind every corner! To aid in a man's escape from the forces of evil (and still be fashionable) Hunter & Hunter Ltd. presents the explosive cufflinks. Made from a nickel steel alloy, they appear innocent and of fine quality to the uninformed eye, but with a snap of the pin they become a lethal explosive that can clear a room or doorway in a most expedient manner! All orders are in sets of 2, with a one year money back guarantee in case of misfires or if they don't match your dinner jacket.

DICE, EXPLOSIVE

LENGTH, WEIGHT: 1 inch, 1 oz.

WIELD: One handed

DAMAGE: 1D8 explosion

INFLECT: Temporal

OTHER: Burst radius of 6 feet, Dexterity saving throw to avoid damage

COST: £2. / \$10.00

AVAILABILITY: 15 %

Like the cufflinks noted earlier (q.v.), these dice are unremarkable in appearance, appearing and rolling as simple dice appropriate for a variety of games of chance. Yet when two are tapped together at the "1's" pip, they activate as contact explosives with a burst radius of six feet. Always leave the game on your own terms, with this invaluable product!

THE WORLD STANDARD MAXIM GUN

LENGTH, WEIGHT: 28.9 inches, 50 pounds

WIELD: Crew of 2

DAMAGE: 1D4

INFLECT: Temporal

OTHER: +1D4 damage for each additional point above the minimum result needed to hit on 1D20. For example, a roll of 14 is needed. The attacker rolls 16, and thus adds an additional 2D4 (+1D4 for 15 and +1D4 for 16) to the damage, for a total of 3D4 points of damage.

COST: £250. / \$1,250.00

AVAILABILITY: 35%

The names Maxim and Nordenfelt are synonymous with quality and reliability when it comes to the automatic-firing guns recently coming into use by the world's armies and fleets. The distinctive World Standard stands apart from its cousins thanks to its brilliantly polished brass water jacket and accents, its durable belt-feed, and its flat-faced crank handle. All of these innovations combine to bring reliability and vigorous retaliation to enemies of hearth and home; be it savages of the frontier, enemy agents bent on mayhems, or worst of all Socialists rampaging in the streets of our cities!

Ever since the "World Standard" Maxim-Nordenfelt Gun began filling orders this weapon has been purchased by the British Army, the Imperial and Royal Austro-Hungarian army, and as well as the Royal Army of Italy among others. If it's good enough for European monarchs, it's good enough for you!

WATCH FOB, EXPLOSIVE

LENGTH, WEIGHT: 2 inches, 4 oz.

WIELD: One handed

DAMAGE: 1D10 explosion

INFLECT: Temporal

OTHER: Burst radius of 6 feet, Dexterity saving throw to avoid damage.

COST: £4. / \$20.00

AVAILABILITY: 10%

Like its cufflink and dice cousins, the polished brass plated watch fob also hides a deadly capacity. Removal from a watch chain is quick and damages nothing save its target. With a snap of the additional chain loop off the fob, a strong throw, you're guaranteed to be memorable to whoever receives this gift from your hand. What time is it, indeed!

MISCELLANEA

Despite the emphasis on ironmongery within this catalogue, it concerns us that you may think of us at Hunter & Hunter

Ltd. as mere hooligans. No indeed! To correct that unfortunate perception gentle reader we now commit ourselves to promoting the various inventions of a less hostile nature below.

ACTINOSCOPE

OTHER: Keen Senses 2 (+5 Sight, Telescopic Vision), Weakness 3 (Only detects metallic objects, other properties of detected objects cannot be determined, items smaller than 40 square feet in size cannot be tracked)

COST: £450. / \$2,250.00

AVAILABILITY: 10%

The vagaries of rays of light have been known by man for millennia. In the scientific world of the nineteenth century, other, more invisible, rays are coming to our knowledge. What if we could “see” such invisible rays? Could we use them to “see” things not normally seen?

Yes we can! Thanks to the diligent work of the greatest scientist of our age, Nicola Tesla, the Actinoscope does all these things and more!

Its operation is simplistic, but hardly simple. A pulsating polarized ether wave, if directed on a metal object can be reflected in the same manner as a light ray is reflected from a bright surface. By manipulating the entire apparatus like a searchlight, waves would be sent over a large area. Sooner or later these waves would strike a moving surface, say an airship or naval vessel. A small part of these waves would strike the metal body of the craft, and these rays would be reflected back to the sending apparatus. Here they would fall on the Actinoscope, which records only the reflected waves, not direct ones. From the intensity and elapsed time of the reflected impulses, the distance between the Actinoscope and the craft can then be accurately estimated by use of a computational engine (sold separately).

Craft beyond the horizon, or even human sight can now be detected with an accuracy of not more than ¼ mile! The defense and safety values of this device are inestimable to the traveling citizen of the world!

ADHESIVE SHOES

OTHER: Spider Climb 1 (feet only, 30 minutes duration)

COST: £3. / \$15.00

AVAILABILITY: 20%

The recent invention of dirigible flight has caught the imagination and money of the public today as never before. The airship offers many improvements as a means of travel over ocean-going vessels in a variety of ways. It can be difficult for the crews however. Falling off a boat usually only results in a dunking and the jeers of one's fellows. A similar accident on an airship can result in horrible death.

Hunter & Hunter, Ltd. have the ‘solution’ to the danger, if the reader will pardon the pun. These special shoes are created from a pseudo-rubberized material that, when the soles of the shoes are dipped into it, will allow the shoes to stick to any surface! These shoes will hold up to 300 pounds of weight while active no less!

But wait, our skeptical reader asks, how does one walk if his shoes are stuck to the floor? That is where the shoes themselves come in. They are attached to each other by a small wire that meets at the wearer's belt. There a small device and battery send electrical impulses to each shoe in turn. While the electrics are on, the shoes unstuck. When the pulse ends, the shoes will immediately stick to a surface once again. Users of adhesive shoes must learn to walk with one foot flat on a surface at any given time, but this mode of locomotion is easily mastered in short order.

Sale includes the pair of special shoes, the battery and impulser with a belt loop, and wires to run from it to each shoe along with 1 quart of adhesive solution.

Warning! The solution is not adhesive on other substances, only the soles of the adhesive shoes.

AUTOMATIC DOORWAY

OTHER: All Roguery skill attempts on the door lock or door mechanism automatically fail. The door will take 20 hit points of damage before breaking, at which point it will tatter into foil streamers.

COST: £50. / \$250.00

AVAILABILITY: 35%

Are you tired of the awkwardness and bulk of locks to secure a doorway? You need never fumble with keys again thanks to the Automatic Doorway! When properly seated into a doorway frame, the automatic Door appears as a blank sheet of bronze metal. Yet when active, the merest touch of the hand will cause the bronze panel to roll upwards as if it were mere tinfoil. This rolling process is amazingly quick, taking a mere 2 seconds to roll up tightly at the top of the doorjamb. The roll then acts as a magnetometric coil and will remain up until it no longer senses the electrical field emitted by the human body. When this state is in evidence, it unrolls back into place, with the four sides being secured to the doorjamb by a combination of magnetics and pin-locks to make the door virtually indestructible. Truly the last door you'll ever need! The Automatic Doorway comes with a guarantee of lifetime service if properly maintained, whose specifics are described in an accompanying instruction pamphlet (4d / \$0.08).

CAVORITE

OTHER: Mass Variation 3 (always on, decrease only, affects items placed on Cavorite [+1])

COST: £750. / \$3,750.00

AVAILABILITY: 05%

Ever since Sir Isaac Newton felt the apple drop upon his head, gravity is a law of science and nature that none can ignore. At least, not until now! The recent discovery of the miracle metal Cavorite by the noted French scientist Dr. Emile Cavor has reduced if not eliminated the pernicious influence of the drawing of all items towards the center of the Earth. In its natural state Cavorite is an unremarkable ore, with unremarkable qualities. Yet once heated in a forge and allowed to cool, its nigh-magical qualities are in evidence. The Cavoritic substance not only weighs a tenth of an equivalent amount of iron, but anything placed upon it loses one half of its gravitic pull to the ground! That is, a 200 pound man sitting on a forged disc of Cavorite weighs no more than a hundred pounds.

The vast uses of such a metal, properly prepared, are endless. More buoyant ships, lighter zeppelins, feather-light household appliances...the imagination is the limit!

CRYSTALIUM

OTHER: Any non-living surface painted with this substance is treated by Ethereal creatures as if the surface in question is solid. A wall coated with Crystalium is just as solid as if the ethereal being was corporeal.

COST: £25. / \$125.00 per quart

AVAILABILITY: 05%

Once again, when the ectoplasmic world rears its chilling visage, the inestimable Thomas Carnacki provides assistance to save the day! By use of this paint, a wall can be painted and thus rendered impassible by ghosts, spooks, or other ethereal creatures. If enough is purchased, and all six surfaces (4 walls, floor, and ceiling) of a room are coated with Crystalium, then one has created a "Ghost Proof" room! Sleep safely, securely, and specter-free with Crystalium!

DEMAGNITIZING RAY PROJECTOR

OTHER: Metal objects must make a Constitution saving throw, using the owner's attribute score or dividing its hit points by 3. Success means the ray can never affect the metal. Failure reduces the metal to 10% of its hit points or Armor Class.

COST: £95. / \$475.00

AVAILABILITY: 05%

Once again the fertile imagination of Nicola Tesla has brought another marvelous invention to a wondering world. The Demagnetizing Ray projector works with either a steam powered dynamo or a direct electrical current to power its mighty emitters.

The projector of such radiations is a piece of machinery which looks like an inverted searchlight, connected by several insulated wires with an electric battery underneath. When activated, radiance both like and unlike mundane lamplight cast out of the searchlight apparatus upon its target, a ferrous metal of iron or its cousins. After being bathed in the radiations of the machine, the metal appears untouched and invulnerable. Yet the slightest blow will cause the plate to display collapse into a fine powder, whose only danger is to provoke a sneezing fit!

With the energetic potency of the demagnetizing ray, warships of iron can be safely neutralized at a distance of 500 yards! Unsightly metal scrap can be easily reduced to powder that can be cleaned up with a dustbin! Soldiers can be disarmed while leaving them unharmed! Truly world peace must be at hand with this inestimable creation!

ELECTRIC PROTECTION WIRES

OTHER: Delivers 1 hit point of damage every round the fence wire is touched.

COST: £15. / \$75.00

AVAILABILITY: 45%

The power of the future, electricity can be brought to solve the problem of intruders upon a farm or stockyard of today with the

Electric Protection Wires! Assembled in a fence structure, with wooden posts, guarantees security of livestock and property alike. The deployment of the fence is simplicity in itself. First, start twelve immensely strong wires – naked, not insulated – from a sufficiently powerful dynamo; a dynamo with no brushes except a positive and a negative one. From there the wires go out from the dynamo and fence in a pattern of level ground anywhere from ten yards to a hundred yards or more in diameter. The extending wires return to the dynamo to make a circuit. Its efficacy is noted in the following testimonial.

"Now, then, observe the economy of it. A cavalry charge hurls itself against the fence; you are using no power, you are spending no money, for there is only one ground-connection till those horses come against the wire; the moment they touch it they form a connection with the negative brush through the ground, and drop dead."

With one dynamo (sold separately) and two lengths of wire, your property's protection is assured!

ENERVATING ELIXIR

OTHER: Healing 2 (1D8, Temporal only[-1], per round for 1D8 rounds[+1]), Healing 1 (1 point, Attribute only[-1], per round for 1D3 rounds[+1])

COST: £40. / \$200.00 per 6 capsules

AVAILABILITY: 10%

Injury is a common fact of life, even in these advanced times of the nineteenth century. Most are merely trivial, though for the more adventuresome of our fellow citizens such injuries can be serious and even life threatening! Furthermore, these daring fellows (and some women) have no time to spend in bedridden recuperation. So, Panacea Pharmaceuticals has released the Enervating Elixir! Sold in packs of six convenient capsules, simply inserting the powder from a capsule will energize the human body to begin its natural work of healing, but at a truly frenetic pace. Testimonials abound from surgeons, nurses, and soldiers in the colonies who attest their lives and the health of their patients were saved by the wonder chemistry of the age. Better chemistry always makes for better living!

HYPNOBIOSCOPE

OTHER: After one month of using this device and with a successful Intelligence check at CL3, a character may purchase an academic (i.e. non-physical) science or skill at rank 1 or may increase an existing non-physical skill by one rank. Failure means the character may not try again until they have risen in skill level.

COST: £10. / \$50.00

AVAILABILITY: 20%

The concept that people could learn all sorts of subjects while asleep has engaged the imagination for decades now. The solution to the various problems inherent to the concept have been resolved thanks to the Hypnobioscope, created by the esteemed Doctor Ralph Gernsback, eminent inventor of note and whose other devices grace these pages.

The device overcomes the problem of sounds keeping a learner awake by creating a headgear that transmits words directly

to the sleeping brain, in such a manner that everything can be remembered in detail in subsequent mornings. This is made possible by having the impulses act directly and steadily on the brain. For thousands of years past humanity has wasted half of a man's life in the pastime of sleep; often called the negative life. No more, with the incredible power of the Hypnobioscope at hand!

INDIFFERENCE ENGINE

OTHER: Neutralizes all computing engines within a one-quarter mile radius while the Indifference Engine is active. It generates a powerful electromagnetic signal that can be triangulated by Supernatural beings with Keen Senses of the appropriate type.

COST: £200. / \$1,000.00

AVAILABILITY: 10%

This most curious engine is the creation of Doctor Richard Hunter of London, inventor and co-owner of our company. We are not certain why it was developed, though he admits it was in response to a challenge given him by an American cowboy in a Texas café. Nonetheless, if a customer is unwilling to have computing engines in their proximity then this device is for them.

KINETOSCOPIC REFLECTOR

OTHER: Phantasms I

COST: £125. / \$625.00

AVAILABILITY: 25%

When descriptive words and the powers of a pencil and sketch pad fail, there is the Kinetoscopic Reflector succeeds every time! With this device, you can capture images and motions as if with a camera lens, but the small images actually move! What is more, with a little practice one can use the keys upon the base of the device to modify the captured images in order to portray different people, places or things; many of which never appeared in our world! Despite the small size of the kinetoscopic lens for viewing, it will retain photos and place them under your control as if in a shop of your own imagination! Perfect for recreating memories of past times, capturing important events, or even modeling different clothing if a lady is uncertain as to how a color or garment would appear on her frame. Thousands of uses in today's busy society!

MAGNETIC EYES

COST: £100. / \$500.00

AVAILABILITY: 10%

Surely each of us have at one time or another wished they could see events that are too far away for our normal God-given vision to discern? Such troubles are done with thanks to the Magnetic Eyes of Nicola Tesla's invention! Magnetic eyes are of great use to miners and Civil engineers. These instruments are something like the mariner's compass, with the sensitiveness enormously increased by galvanic currents. The 'eye,' as it were, sees what substances are underground, and at what distances. It also shows how many people are in an adjoining room, through the magnetic properties of the iron in their blood whether they are moving, and in what directions and at what speed they go. In connection with the phonograph and concealed by draperies, it is useful to detectives, who, through a registering attachment, can obtain a record of everything said and done. A criminal need never escape

again, or evidence of wrongdoing being lacking thanks to this incalculable aid to the forces of Law!

MAGNETOGRAPH

OTHER: As telegraph but no personnel needed.

COST: £35. / \$175.00

AVAILABILITY: 25%

Though the recent development of the telephone device has seemed to spell the end of the telegraph in a few years, the Magnetograph could be poised to reverse this unfortunate possibility. By dint of this device a telegraphic message can be received without need of an operator or indeed anyone knowing Morse code. Messages are received and the inbuilt difference engine translates the pulses automatically by sending the appropriate signal to one of the typewriter keys attached to the system. A matter of moments (and an inserted piece of paper) results in a message being transcribed in perfectly legible type. We are given to understand that its inventor (Madame Doctor Cordelia Thomas) is even now at work upon a transmission device that will spell the demise of the telegraph office, if not the art of telegraphy.

PHONOTELEPHOTE

COST: £40. / \$200.00

AVAILABILITY: 10%

The wonders of our modern age will never cease, as the Phonotelephote attests! This amazing invention, created by Nicola Tesla of Westinghouse Electric in America, will soon make distance literally a thing of the past. This device is a means of transmitting and receiving both voice and picture for a personal conversation at any time desired.

Picture the following scene. This morning Mr. Fritz Napoleon Smith awakes in very bad humor. His wife left for France eight days ago; he feels disconsolate. Incredible though it seems, in the 10 years since their marriage, this is the first time Mrs. Edith Smith, the professional model, has been so long absent from home; two or three days usually suffice for her frequent trips to Europe. The first thing Mr. Smith does is activate his phonotelephote, the wires of which communicate with his Paris mansion. The telephote! Here is another great triumph of modern science. The transmission of speech is an old story; the transmission of images by means of sensitive mirrors connected by wires is a thing but of yesterday. A valuable invention indeed; Mr. Smith this morning is full of blessings for the inventor, when by its aid he is able distinctly to see his wife despite her great distance!

ROOFTOP WINDMILL

COST: £150. / \$750.00

AVAILABILITY: 30%

Electricity holds great promise for the future lighting and heating (or cooling) of our demesnes around us. Many of our fellow citizens remain unfortunately beyond the reach of electrical dynamos that sell such current for home use. What is the solution? Why generate voltage in the comfort of your own home!

The rooftop windmill on a roof will generate sufficient electrics for light and heat; then, the harder the wintry blasts may blow the

brighter and warmer becomes the house, the current passing through a storage battery cell to make it more regular and to store power for additional needs; indeed nearly two hours' worth of additional electricity may be saved for use on windless days. The Power of lightning is now at last at the fingertips of modern mankind!

STEELONIUM

OTHER: The metal Steelonium is immune to any deterioration due to environment. It is also immune to the powers of the Demagnetizing Ray.

COST: £1. / \$5.00 per pound

AVAILABILITY: 60%

The march of science inevitably results in inventions that meet the needs that humanity didn't know it had until prior scientists promulgated the materials of need. Thus with the Tesla Demagnetizing Ray, the mysterious anarchist known only as Captain Nemo has in turn developed a metal from which his submersible boats are constructed to render them immune to such exposures. Steelonium won't rust and is ten times as strong as steel. Though expensive, the secret of the metal is brought to the world by Hunter & Hunter, Ltd. in order to protect with Steelonium any water craft, airships or other devices of metal that need protection from evil forces with Tesla's ray!

TELE MOTOR COASTERS (ROCKET SKATES)

OTHER: Characters move as if they had Super Movement 2, or they may increase speed to Super Movement 3, with a Dexterity check required every round. Failure means the skater falls and takes 1-4 (1D4) hit points of damage for every twenty feet of their movement rate when they fell.

COST: £6. / \$30.00

AVAILABILITY: 30%

This latest mode of transportation, the creation of the brilliant automobilian scientist Doctor Ralph Gernsback of Paddington, London; will soon make the mere act of walking a thing of the past!

At first these mobile-enhancers appear to be simple roller-skates. In reality they are to the skate what the railroad is to the pony-cart. They are constructed of an alloy of magnesium and each weigh only about one and a half pounds. Each has three small, rubber-covered wheels, one in front and two in the rear. Between the wheels is a small electric motor - about the size of a lemon; this motor can only be operated by high frequency currents and, despite its small size, can deliver about one-quarter horsepower.

From each coaster a thin insulated wire leads up the wearer's back to the hat or cap. Here it is attached to the energetic collector, which is a stiff pin about eight inches long, projecting half-way out from the hat or cap. This pin soaks up, as it were, the high frequency electricity and carries it to the small motors, which thus propels the coaster. To control the speed of the motor, one simply lifts up the front part of the coaster; this not only cuts off the current, but automatically brakes the two rear wheels to insure safety. Appearing at a store near you soon, but Hunter and Hunter Ltd. can bring them to your post box in a matter of days. Buy a set now! Your feet will thank you.

TRANSLATOPHONE

OTHER: Linguist 1 (any language), Weakness 1 (does not confer literacy or cultural nuances)

COST: £100. / \$500.00

AVAILABILITY: 10%

Learning a foreign language is tedious at best and a bore at worst. After all, why spend so much time learning a tongue only foreigners speak? This chore has been eliminated thanks to the American Thomas Edison's creation of the Translatophone! The use of the innovating contraption is simplicity itself, and its construction seems deceptively simple. The Translatophone is a brass tube, with a mouth-piece at one end and an ear-piece at the other, frequently used by deaf persons, but very different in its construction and action. In the ordinary instrument the words spoken into the mouth-piece are carried through the tube to the ear, and are then heard exactly as they are spoken.

When the instrument is used the person speaks into the mouth-piece exactly as if it were an ordinary tube, but the result is very different, for the great feature of this invention was that, no matter what language was spoken by the person at the mouth-piece, be it Greek, Choctaw, or Chinese, the words came to the ear in perfect English.

This magnificent translation is accomplished by means of certain delicate machinery contained in the end of the mouth-piece (patent pending), which was longer and larger than that of the ordinary ear-tube, but the outward appearance of which does not indicate that it holds anything extraordinary.

NOTE: Availability may be limited depending on the results of a pending lawsuit within the United States between Mr. Edison and Mister Franklin Stockton.

MISCELLANEA, COINS

For the amateur sleuth or consulting detective, having small devices disguised as innocuous contents of a gentleman's pocket or ladies' reticule can be of inestimable value if faced by a sticky wicket. Below are two samples of such constructions disguised as mere coins. Such devices in different disguises are possible, and the reader is directed to post a letter of request directly to the Hunter & Hunter Ltd. Offices for further inquiry.

COIN, MAGNETIC

OTHER: Suppression 1 (automatic success, only works on metal devices, effect occurs in 1D6 rounds), Weakness (attribute affected depends on device). *Examples:* A computing engine would have its Intelligence suppressed. Automaton would have Strength or Dexterity suppressed. Vigilance Engines (i.e. surveillance equipment) would have Wisdom suppressed.

COST: £1. / \$5.00

AVAILABILITY: 20%

Imagine yourself out for a stroll on a fine sunny day. Then, as is ever-possible, one is accosted by an automaton or rampaging steam-horse! You need not fear with the patented Magnetic coins! A couple of these appropriately placed on a berserk machine will render it immobile and harmless in mere seconds. Don't you deserve

such peace of mind when out and about on the town? Of course you do!

These are available in a variety of denominations and foreign coinage, inquire via post for details.

COIN, TRACER

OTHER: Once activated a second coin can be used to follow a tracer coin by vibrations from the twin coin; vibrating when pointed in the compass direction of the other coin.

COST: £2.00 / \$10.00

AVAILABILITY: 10%

These coins are similar to their magnetic cousins, though they are less spectacular in their efficacy. When one of the coins is planted upon a person or vehicle, the other can find it within a three mile radius. It will vibrate softly when pointed in the linear direction of its mate, and the vibrational tremors will increase as the coins become closer to each other. Invaluable for lost parcels, pets, and wandering spouses!

MISCELLANEA, LADIES GOODS

CAMEO, BREATHING

OTHER: Climate Resistance 1 (asphyxiation only), Weakness (ineffective against skin or eye irritants)

COST: £4. / \$20.00

AVAILABILITY: 50%

It is an unfortunate reality that the larger cities of our modern day exude vapors of noxious odors. With this breathing apparatus, conveniently disguised in the form of an artistic lady's cameo, will ever be on hand to protect the delicate noses of the fairer sex! Use of the filter is simplicity itself, with the oval cameo easily removed from the collar and pressed upon the nose and mouth. Not only does it filter out unpleasant odors for up to 2 hours, but replaces them in the nostrils with a lovely flower scent. Avoid horse droppings, sewer openings, and the fumes of the ill-bred with this unparalleled invention!

FAN, RESPIRATOR

OTHER: Climate Resistance 2 (drowning and asphyxiation only), Weakness (ineffective against skin or eye irritants)

COST: £1.10s. / \$7.50

AVAILABILITY: 25%

While we do not wish to turn our readers away from the fine filter cameo above, there come upon a body all sorts of events where simple filtration is not enough. Excessive coal smoke, London 'pea soup' fogs, or smoke from burning buildings can overcome even the best cameo filtration system offered in this catalogue.

For those extreme circumstances we offer the Respirator Fan. This demure ladies fan, when deployed and pressed to the face, can actually emit life-giving oxygen directly into the imbibers' respiratory system. Usable for up to 3 hours of constant deployment, this fan needs only a day after such extensive usage to refill its fan panels with air from the surrounding environment. Don't be caught without one when calamities strike! Breathe free or die!

MISCELLANEA, MONOCLES

From the Optometrical laboratories of the United States, we at Hunter & Hunter bring you the "Mad Monocle Michael" brand of monocular abilities you've come to expect from the name! All monocles come hermetically sealed in a protective carrying case and a silk ribbon is attached for connection to a button or waistcoat pocket.

MONOCLE, AMBIENTING

OTHER: Keen Senses 2 (+5 Sight, Infravision)

COST: £3. / \$15.00

AVAILABILITY: 15%

Until now the heat of an animal or gas heater must be felt rather than seen. Now the Ambient monocle allows its wearer to see the waves and emission of heat from an animal, vegetable, or mineral!

Its patented abilities are powered by a tiny crank attachment to the monocle rim. Once connected and a vigorous cranking is performed, the monocle will perform for up to one hour of use.

MONOCLE, CATSEYE

OTHER: Keen Senses 2 (+5 Sight, Ultraviolet Vision)

COST: £3. / \$15.00

AVAILABILITY: 15%

The Catseye Monocle, like its feline namesake, allows its wearer to view through its specially filtered lens a dimly lit nightscape as if it were noon at summertime. If there is even a hint of light, be it moonlight, starlight, or even distant candles; the Catseye monocle grants the vision of the panther to its wearer!

Its patented abilities are powered by a tiny crank attachment to the monocle rim. Once connected and a vigorous cranking is performed, the monocle will perform for up to one hour of use.

MONOCLE, CROSSHAIR

OTHER: Targeting 1

COST: £3. / \$15.00

AVAILABILITY: 15%

The latest fashion among sport hunters both in Europe and America have been the use of the telescopic sights upon a rifle. Though less sporting than iron sights of the past, the results of game brought in from the hunt make them desirable, so, why not obtain the advantage of the sights without (apparently) their use? Your friends will marvel at your keen sharpshooting and deadeye aim. Meanwhile, only your oculist knows the truth!

MONOCLE, ETHERIC

OTHER: Keen Senses 2 (+5 Sight, See Ethereal Creatures)

COST: £3. / \$15.00

AVAILABILITY: 15%

Thanks to the timely aid of the Ghost-Finder himself, Thomas Carnacki, Mad Monocle Michael's can now bring the public the Etheric monocle! No longer gaze fretfully about your home, wondering when and if a ghost or poltergeist will invade your domain and cause unsettlement and hysteria! Available in both

man's and women's sizes, the latter being a mere 10% increase in price. But isn't privacy worth it?

Its patented abilities are powered by a tiny crank attachment to the monocle rim. Once connected and a vigorous cranking is performed, the monocle will perform for up to one hour of use.

MONOCLE, MICROSCOPIC

OTHER: Keen Senses 2 (+5 Sight, Microscopic Vision)

COST: £3. / \$15.00

AVAILABILITY: 15%

The brilliant contraptionist behind the "Mad Monocle Michael" brand of monocular assistance creates the Telescopic monocle (q.v.) for astronomers both professional and amateur. Yet why stop there? If distances could be brought closer, then why continue to burden people with the tedium of carrying a magnifying glass? Or purchase the expensive and cumbersome scientific microscope? As with all his notions, it was taken from concept to reality in a matter of hours! Now the microscopic monocle give the viewer unparalleled acuity in seeing the tiny wonders of our natural world!

MONOCLE, TELESCOPIC

OTHER: Keen Senses 2 (+5 Sight, Telescopic Vision)

COST: £3. / \$15.00

AVAILABILITY: 15%

Stargazers have in the past had to suffer through the cumbersome assembly of telescopes, scope stands, and constant rearranging in order to gain the perfect view of the celestial heavens. With the Telescopic monocle, all that is abandoned for the comfort of a monocle! Move and change elevations at will; the Telescopic monocle works perfectly every time!

MONOCLE, X RAY SPEC

OTHER: Keen Senses 2 (+5 Sight, X-Ray Vision)

COST: £3. / \$15.00

AVAILABILITY: 15%

This is the oddest looking of Mad Monocle Michael's products, with the lens apparently being blacked out and a white spiral etched upon the surface of the glass. Once worn comfortably, the gazer can see through walls and even clothing to detect the skeleton of those possibly injured. Authorized as invaluable by the medical staff at Knickerbocker Hospital of New York City as well as St. Mary's in London, its patented abilities are powered by a tiny crank attachment to the monocle rim. Once connected and a vigorous cranking is performed, the monocle will perform for up to one hour of use.

MOTIVE TRANSPORT

The days of yore, when the horse was the only motive power on land other than a man's two feet are past in this modern era of marvels. From muscle power of living creatures we now engage in commonplace movement upon muscles powered by steam and steel, on roads of iron. The seas have not escaped this transformation, for the billowy white wind-filled sails of Nelson's day are now billowing white clouds of steam from the engines of

ironclad vessels plying the oceans of the world. As if these icons of science were insufficient, even the skies above us are becoming available to the power of mankind to master. Once the domain of birds and kites, now dirigible airships grace the blue horizon! Within the reader will find the latest inventions of travel, both benign and militant!

AUTOMATIC TRICYCLE

HULL DAMAGE POINTS: 5

PASSENGERS: 1 or 2

SIZE: Small

OTHER: Invulnerability 1 (+3 Temporal), Lightning Speed 1, Super-Movement 3 (120 feet), Weakness (Seat is open to air and gives no protection to the driver or passengers)

RANGE: 25 miles

COST: £200. / \$1,000.00

AVAILABILITY: 25%

For decades now the bicycle and its lesser-known cousin the tricycle have been a source of amusement to all classes. Some have even found uses for these cycles in their work or for energetic health. Even the Prime Minister of Great Britain is known to enjoy his tricycle on his estates.

Now the stability and convenience of the tricycle has been wedded to a steam engine for unparalleled speed and travel! The driver need not exhaust himself in the constant motion of pedals, because the steam engine propels the tricycle at whatever speed the driver demands, up to a breathtaking 20 miles an hour! Don't walk, run to your nearest dealer and purchase the Automatic Tricycle...and never run anywhere again!

BATTLE LOCOMOTIVE

HULL DAMAGE POINTS: 18

PASSENGERS: 3 to 10

SIZE: Large

OTHER: Invulnerability 3 (+9 Temporal), Lightning Speed 2, Super-Movement 3 (120 feet), Weakness (Cannot move into forests or rocky terrain)

RANGE: 100 miles

COST: £3,000. / \$15,000.00

AVAILABILITY:

No one in these heady days of innovation needs having the power and usefulness of the locomotive engine described to him or her. Indeed if any vehicle today is considered ubiquitous then it most certainly is this horseless means of transportation. Yet it is an unfortunate truth that mankind frequently brings inventions to the pinnacle of development...only to then modify it for warfare. Be it the American Civil War, the Franco-Prussian War, or various colonial wars of European powers, the locomotive has shown its value in transport.

Now Seabrook Heavy Industries presents to the world the first Battle Locomotive! Armored and armed, this train can bring conflagration and detonations alike to any battlefield. Where its true value lies is in its self-laying track. No longer are locomotives to be impeded by the lack of rails, when the Battle Locomotive brings its own! With a large spool of pre-built flexible steel rails

made of an alloy of steel and Cavorite, this engine can lay track before itself, allowing its free movement over all appropriate terrain! Armed with 2 maxim guns and a six-pounder gun, this machine of warfare is certain to change the face of battle for decades to come!

CLOCKWORK CARRIAGE

HULL DAMAGE POINTS: 12

PASSENGERS: 1 to 4

SIZE: Medium

OTHER: Invulnerability 2 (+6 Temporal), Super-Movement 2 (60 feet). When the clockwork has wound down, rewinding is necessary for continued use. This takes up to 10 minutes of winding to propel the carriage for up to 30 minutes.

RANGE: 12 miles

COST: £1,500. / \$7,500.00

AVAILABILITY: 10%

Steam power, while amazing and revolutionary, is not the only means of propulsion our modern era has devised. For those of a delicate constitution who abhor coal smoke or the uncomfortable heat of a steam engine, there is the Clockwork Carriage! This detailed vehicle has promoted the dream of the 'horseless carriage' thanks to the time-honored knowledge of gears and tension. The driver and up to 4 passengers may steer the carriage at movement, but without the need for horses or coal. The carriages patented windup mechanism is made of steel forged here at home; no foreign steel here! Its mechanisms are assembled with painstaking care, and each vehicle is run for up to two weeks to insure there is no slippage or inferior gears used in construction. Only then do we bring this modern marvel to customers. We also provide a six-month money back guarantee for the proper functioning of each carriage. Do yourself a favor and try one today! Each Hunter & Hunter carriage store will provide a free demonstration of the vehicles efficacy to potential customers.

GYRO THRONE

HULL DAMAGE POINTS: 8

PASSENGERS: 1 (pilot only)

SIZE: Small

OTHER: Lightning Speed 1, Super-Movement 1 (Flight, 30 feet), Weakness (Seat is open to air and gives no protection to pilot)

RANGE: 40 miles

COST: £1,000. / \$5,000.00

AVAILABILITY: 10%

At last science has brought to the average man the capacity of flight! In the gyro-throne, any man (or even woman!) can sail through the air with the greatest of ease. The gyro-throne uses scientific methods first considered by the great Italian Leonardo Da Vinci centuries ago, but only recently has the quality of mechanical and steam arts become capable of realizing these dreams. Each gyro-throne comes with a set of goggles, adjustable belt to hold the pilot in the seat, and a manual for self-teaching of the atmospheric mysteries. Made of durable Steelonium and brass for aesthetics, no person would be ashamed to be seen in such a fine contraption of flight. Coal gel for the steam engine sold separately.

HYDRAULIC HORSE

HULL DAMAGE POINTS: 10

PASSENGERS: 1 or 2

SIZE: Small

OTHER: Invulnerability 1 (+3 Temporal), Lightning Speed 3, Super Movement 3 (Running, 120 feet), Weakness (No protection for driver or passenger). The Hydraulic Horse has Armor Class 16 and can walk at 90 feet a round.

RANGE: 20 miles

COST: £500. / \$2,500.00

AVAILABILITY: 40%

Though the inventions of the nineteenth century seem destined to render the use of the horse obsolete, still mankind feels a longing for the comforting silhouette of their equestrian companions. All too often a person must choose either horse-drawn conveyances or transport powered by steam and coal.

Now there is no longer a reason to choose between them! The Hydraulic Horse! This painstakingly reproduced steed contrived of steelonium and brass, the result is a beast that is both visually appealing and able to canter at speed for hours on end. Don't feel constrained by a choice of either/or...choose both!

MARINE SPIDER (HYDROFOIL)

HULL DAMAGE POINTS: 14

PASSENGERS: 2 to 10

SIZE: Huge

OTHER: Invulnerability 2 (+6 Temporal), Lightning Speed 2, Super-Movement 3 (Swimming, 120 feet)

RANGE: 400 nautical miles

COST: £5,000. / \$25,000.00

AVAILABILITY: 05%

As the name shows, this is built on the principle of an insect. It is well known that a body can be carried over the water much faster than through it. With this in mind, builders at Nordenfeld, after many experiments, developed what they call the Marine Spider craft; truly a revolution in aquatic travel.

The craft uses the displacement of water to vessels to its advantage. The naval designers made the ship much like a centipede with large, bell-shaped feet, connected with a super structural deck by ankle-jointed pipes, through which, when necessary, a pressure of air can be forced down upon the enclosed surface of the water. Normally the spider goes at great speed without this, as the weight of the water displaced by the bell feet being as great as that resting upon them. Thus they swing along like a pacing horse, except that there are four rows of feet instead of two, each foot being taken out of the water as it is swung forward, the first and fourth and second and third rows being worked concurrently. Although, on account of their surface being 600 feet square, they can go in any water, they give the best results when piloted on relatively smooth surfaces such as lakes or tranquil seas such as the Mediterranean or the Gulf of Mexico; waters that are free from ocean rollers. Under favorable conditions, the marine spider makes better speed than the nineteenth-century express trains, and, of course, going straight as the crow flies, and without stopping, they reach a destination in considerably shorter time.

For unparalleled speed and comfort, make the Marine Spider your preferred mode of nautical transportation. It will be the only spider you'll ever love!

CURIOSITIES

"You will never find a more wretched hive of scum and villainy!"

George Cooper could not help that adage of Dr. Hunter's coming to his mind as he glanced across the salon before him. He'd never really understood why that line always amused his employer, rather more than the words themselves seemed to warrant. Yet he couldn't deny that his employer's comment did seem to be appropriate to the gathering before him.

Among the guests of the select auction about to begin were such celebrities as the opera singer Irene Adler-Norton, doubtlessly acting as an agent for the Rothschild's. She was hardly the only woman there, with Countess Josephine Cagliostro representing her family's Tuscan interests. Other figures of note were Mister John Bond, no doubt representing the interest of the Prime Minister; though George was sure he'd deny it on a stack of bibles.

His gaze was drawn to a boisterous laugh from the other side of the room, where the American Theodore Roosevelt was laughing at a joke given by the Prussian count Phillip Oilenberg. Though young for his office, Roosevelt had been taking his recent elevation to Commissioner of Police for New York City to heart. His attendance could be explained readily as his interest in the latest scientific inventions for use by the forces of law was certainly no secret. Smiling politely at Roosevelt's shoulder was Lady Clairmont, the expected front agent for the Moriarty family. George wondered if Commissioner Roosevelt knew he was chatting with the agent for the largest criminal cartel in England. Probably not, but who knew?

Yes indeed, Cooper thought with some relief "It is a good thing that Madame Doctor Helene Sherwood-Hunter had argued against allowing her husband from attending as master of ceremonies." George had been there when the two discussed things, and Dr. Hunter might've continued to argue the point until the Lady Dancer, in attendance as well for some reason, put her dainty foot down and stated flatly that Richard would spend too much time baiting everyone and not actually holding the auction. At that point, Doctor R. J. Hunter threw a truly manful pout and stalked off to his basement laboratory; muttering something about "...going to play with his new grenades."

Despite his sincere admiration for his employer, George Cooper had to admit that things were certainly going a lot more smoothly than he had dared to hope. Clearing his throat to gather everyone's attention, he began to speak.

"Ladies and gentlemen, thank you very much for attending this exclusive auction for items of special curiosity that have come into the hands of the Montclair Auction House. Just to clarify, each party has been asked to put forward one hundred thousand pounds as 'earnest money' for the duration of the auction. After the bidding is completed, this money will be put forward to any items the agent in question has purchased, with the balance due upon delivery of said item. If the agent does not bid at all, this earnest money will be returned to the appropriate party prior to their leaving the auction house. Are there any questions?"

He glanced at the faces turned toward him. Most seemed accepting of the auction rules, though Commissioner Roosevelt seemed a bit put out at the mandatory fiscal procedure. Still, no one put forward any questions or statements, so he continued. "In that case, do come with me to the ballroom where the items or their photographic imagery and blueprints are available for your perusal. Bidding will begin in ten minutes."

With that George Cooper turned and left the salon. He heard the group begin to follow him, and he hoped they wouldn't have to pause bidding to deal with another attack or attempt by an agent to abscond with one of the items. Again.

The following items aren't produced in factories or available in catalogs. They are instead unique items that for whatever reason might find their way to an auction or even a black market sale. Rather than the usual "Cost" line there is instead a "Starting Bid", which is the absolute minimum such a vehicle or automaton can be purchased for. Naturally the Genteel Magistrate can modify the bids or indeed any part of the item in order to better fit their chronicle. Some are recognizable from nineteenth century Scientific Romance novels, others are common constructs found in a Steampunk setting, and yet others are created from whole cloth. It is hoped that they will not only find some place in the reader's game but also additionally inspire the GM to create their own similar devices at need.

AIR SHIP

HULL DAMAGE POINTS:

PASSENGERS: 12

SIZE: Huge

OTHER: Invulnerability 1 (+3 Temporal), Lightning Speed 1, Super Movement 3 (Flight, 120 feet). Armed with four Hotchkiss Cannons.

RANGE: 50 miles

STARTING BID: £50,000. / \$250,000.00

AVAILABILITY: 10%

In this lay, like a ship in a graving-dock, a long, narrow, grey-painted vessel almost exactly like a sea-going ship, save for the fact that she had no funnel, and that her three masts, instead of yards, each carried a horizontal fan-wheel, while from each of her sides projected, level with the deck, a plane twice the width of the deck and nearly as long as the vessel herself. This hull was seventy feet long and twelve wide amidships, and save for size it was the exact counterpart of the model already described.

There were four somewhat insignificant-looking engines in all. Of these, one drove the stern propeller, one the side propellers, and two the fan-wheels on the masts. He learnt as soon as the voyage began, that, by a very simple switch arrangement, the power of the whole four engines could be concentrated on the propellers; for, once in the air, the lifting wheels were dispensed with and lowered on deck, and the ship was entirely sustained by the pressure of the air under her planes.

There was not an ounce of superfluous wood or metal about the beautifully constructed craft, but for all that she was complete in every detail, and the accommodation she had for crew and passengers was perfectly comfortable, and in some respects cosy in the extreme. Forward there was a spacious cabin with berths for six men, and aft there were separate cabins for six people, and a central saloon for common use.

On deck there were three structures, a sort of little conning tower forward, a wheel-house aft, and a deck saloon amidships. All these were, of course, so constructed as to offer the least possible resistance to the wind, or rather the current created by the vessel herself when flying through the air at a speed greater than that of the hurricane itself.

Her armament consisted of four long, slender cannon, two pointing over the bows, and two over the stern.

– The Angel of the Revolution: A Tale of the Coming Terror, George Griffith

BLACK SMOKE CANISTER

LENGTH, WEIGHT: 5-foot cylinder, 250 pounds

DAMAGE: 2D4 (100 foot cloud), Constitution save or die

INFLECT: Attribute (Constitution)

OTHER: Weakness 2 (Ineffective against Climate Resistance, usable every other round). This noxious gas is of unknown composition and is extremely lethal to Earth life.

STARTING BID: £2,500. / \$12,500.00

AVAILABILITY: 05%

These gas weapons, though used by the Martian invaders, are an ordinance separate from the tripods and therefore can be sold individually. Though covering quite a wide area, the gas doesn't travel higher than six feet in the air. The smoke will disperse in 1-4 (1D4) turns after it's deployed.

"The Martians are able to discharge enormous clouds of a black and poisonous vapour by means of rockets. They have smothered our batteries, destroyed Richmond, Kingston, and Wimbledon, and are advancing slowly towards London, destroying everything on the way. It is impossible to stop them. There is no safety from the Black Smoke but in instant flight."

– The War of the Worlds, H. G. Wells

CANNON MAGNIFIQUE

LENGTH, WEIGHT: 100 yards long, 2200 tons

DAMAGE: Various

INFLECT: Temporal

OTHER: The manned shell can carry 10 passengers and has Super Movement 14 (Space flight, 245,760 feet). The Cannon Magnifique can fire explosive shells (3D12 Explosive) and other types of shells, as allowed by the Genteel Magistrate.

STARTING BID: £750,000. / \$3,750,000.00

AVAILABILITY: 02%

The first person to think of using a cannon to put a projectile in orbit was Isaac Newton. In his epochal work *Principia Mathematica*, he described a thought experiment.

Imagine a mountain so high that its peak is above the atmosphere of the earth. Imagine on top of that mountain a cannon, that fires horizontally. As more and more charge is used with each shot, the speed of the cannonball will be grater, and the projectile will impact the ground farther and farther from the mountain. Finally, at a certain speed, the cannonball will not hit the ground at all. It will fall toward the circular earth just as fast as the earth curves away from it. In the absence of drag from the atmosphere, it will continue forever in an orbit around the earth.

Made of Impregnum, the Cannon Magnifique was built to allow the firing of manned shells into orbit around the Earth or even to land on the moon; at least this was the public intent. When not used to send manned shells into space, the Cannon Magnifique can be fired at terrestrial targets at a range of up to 400 miles, something that makes France's neighbors nervous. Though funded by the French Government, it was in fact an American who spearheaded the project to create this massive weapon. Mister Impey Barbicane, along with his colleagues in the Baltimore Gun Club took the French investment and made a cannon based on Newton's speculation.

"You know," said he, "what progress artillery science has made during the last few years, and what a degree of perfection firearms of every kind have reached. Moreover, you are well aware that, in general terms, the resisting power of cannon and the expansive force of gunpowder are practically unlimited.

Well! Starting from this principle, I ask myself whether, supposing sufficient apparatus could be obtained constructed upon the conditions of ascertained resistance, it might not be possible to project a shot up to the moon?"

"I have looked at the question in all its bearings, I have resolutely attacked it, and by incontrovertible calculations I find that a projectile endowed with an initial velocity of 12,000 yards per second, and aimed at the moon, must necessarily reach it. I have the honor, my brave colleagues, to propose a trial of this little experiment."

– From the Earth to the Moon, Jules Verne

LAND IRONCLAD

HULL DAMAGE POINTS: 15

PASSENGERS: 3 to 12

SIZE: Large

OTHER: Armor 1 (+8 AC), Invulnerability 3 (+9 Temporal), Blast 2 (1d8 per gun). Armed with 10 guns, but only 5 may fire at one target at a time as they are set in a broadside arrangement.

RANGE: 20 miles

STARTING BID: £5,000. / \$25,000.00

AVAILABILITY: 05%

The Land Ironclad is the first attempt to overcome the horrific force of the machine-gun. In fact, it was the H.G. Wells story that inspired a British army officer in 1915 to lead a project that created the first tanks for World War I. As noted below, the Land Ironclad was different than the Armored Fighting Vehicle of the twentieth and twenty-first centuries. The crew communicates within the Land Ironclad by use of voice tubes, and different vehicles communicate by use of a telescoping mast and signal flags, much like the flags used by naval warships.

In appearance the Land Ironclad itself is from eighty to a hundred feet long. Its vertical side was ten feet high, and with a complex patterning under the eaves of its flattish turtle shell. This patterning is a close interlacing of portholes, rifle barrels, and telescope tubes – sham and real – indistinguishable one from the other.

Subsequent authorities have found fault with the first land ironclads in many particulars, but assuredly they served their purpose on the

day of their appearance. They were essentially long, narrow, and very strong steel frameworks carrying the engines, and borne upon eight pairs of big pedrail wheels, each about ten feet in diameter, each a driving wheel and set upon long axles free to swivel round a common axis. This arrangement gave them the maximum of adaptability to the contours of the ground. They crawled level along the ground with one foot high upon a hillock and another deep in a depression, and they could hold themselves erect and steady sideways upon even a steep hillside. The engineers directed the engines under the command of the captain, who had look-out points at small ports all round the upper edge of the adjustable skirt of twelve-inch iron-plating which protected the whole affair, and could also raise or depress a conning-tower set about the portholes through the center of the iron top cover. The riflemen each occupied a small cabin of peculiar construction and these cabins were slung along the sides of and before and behind the great main framework, in a manner suggestive of the slinging of the seats of an Irish jaunting-car. Their rifles, however, were very different pieces of apparatus from the simple mechanisms in the hands of their adversaries.

These were in the first place automatic, ejected their cartridges and loaded again from a magazine each time they fired, until the ammunition store was at an end, and they had the most remarkable sights imaginable, sights which threw a bright little camera-obscura picture into the light-tight box in which the rifleman sat below. This camera-obscura picture was marked with two crossed lines, and whatever was covered by the intersection of these two lines, that the rifle hit. The sighting was ingeniously contrived. The rifleman stood at the table with a thing like an elaborately of a draughtsman's dividers in his hand, and he opened and closed these dividers, so that they were always at the apparent height—if it was an ordinary-sized man—of the man he wanted to kill. A little twisted strand of wire like an electric-light wire ran from this implement up to the gun, and as the dividers opened and shut the sights went up and down. ... The riflemen stood up in his pitch-dark chamber and watched the little picture before him. One hand held the dividers for judging distance, and the other grasped a big knob like a door-handle. As he pushed this knob about the rifle above swung to correspond, and the picture passed to and fro like an agitated panorama. When he saw a man he wanted to shoot he brought him up to the cross-lines, and then pressed a finger upon a little push like an electric bell-push, conveniently placed in the center of the knob. Then the man was shot.

This rifle and its sights protruded from a porthole, exactly like a great number of other portholes that ran in a triple row under the eaves of the cover of the land ironclad.

...the captain stood about the middle, close to the ladder that led to his conning-tower, and directed the silent, alert engineers—for the most part by signs. The throb and noise of the engines mingled with the reports of the rifles and the intermittent clangour of the bullet hail upon the armour. Ever and again he would touch the wheel that raised his conning tower, step up his ladder until his engineers could see nothing of him above the waist, and then come down again with orders.

Close beside him on either side was the mouthpiece of a speaking-tube, and ever and again he would direct one side or other of his strange craft to "Concentrate fire forward on gunners," or to "clear out trench about a hundred yards on our right front."

— The Land Ironclads, H. G. Wells

LOGICOS

OTHER: Mass Variation 2 (always on, increase only)

STARTING BID: £200. / \$1,000.00 per thousand

AVAILABILITY: 05%

The Logicos pyramids and cubes are tiny metal cubes and pyramids that work together to create larger shapes. Through an unknown force they connect with surprising strength to make whatever form they combine into to be the equal to a solid of sheet iron. It is a mystery where they came from, or what their original intent was. Indeed it is possible that they have additional properties that the archeologist who discovered them in Central America has no knowledge of.

I reached down and picked up one of the pyramids. It seemed to cling to the rock; it was with effort that I wrenched it away. It gave to the touch a slight sensation of warmth—how can I describe it?—a warmth that was living.

I weighed it in my hand. It was oddly heavy, twice the weight, I should say, of platinum. I drew out a glass and examined it. Decidedly the pyramid was metallic, but of finest, almost silken texture—and I could not place it among any of the known metals. It certainly was none I had ever seen; yet it was as certainly metal. It was striated—slender filaments radiating from tiny, dully lustrous points within the polished surface.

And suddenly I had the weird feeling that each of these points was an eye, peering up at me, scrutinizing me...

Faster the cubes moved; faster the circle revolved; the pyramids raised themselves, stood bolt upright on their square bases; the six rolling spheres touched them, joined the spinning, and with sleight-of-hand suddenness the ring drew together; its units coalesced, cubes and pyramids and globes threading with a curious suggestion of ferment.

With the same startling abruptness there stood erect, where but a moment before they had seethed, a little figure, grotesque; a weirdly humorous, a vaguely terrifying foot-high shape, squared and angled and pointed and ANIMATE—as though a child should build from nursery blocks a fantastic shape which abruptly is filled with throbbing life.

Again the sibilant rustling—and cubes and pyramids and spheres were gone.

"Goodwin!" he whispered. "What—what were they?"

"Metal," I said—it was the only word to which my whirling mind could cling—"metal—"

"Metal!" he echoed. "These things metal? Metal—ALIVE AND THINKING!"

"...They were such LITTLE THINGS," muttered Drake. "Such little things—bits of metal—little globes and pyramids and cubes—just little THINGS..."

"Bits of metal"—Dick's gaze sought mine, held it—"and they looked for each other, they worked with each other—THINKINGLY, CONSCIOUSLY—they were deliberate, purposeful—little things—and with the force of a score of dynamos—living, THINKING—"

But that being metal, they had moved consciously, thoughtfully, deliberately.

They were metal things with—MINDS!

– The Metal Monster, Abraham Merritt

MAGNETIC NAVIGATOR

OTHER: This device provides exact coordinates anywhere on Earth or under the ocean. It can also detect metal constructs flying through the air or under the sea.

STARTING BID: £650. / \$3,250.00

AVAILABILITY: 10%

This device provides the user with the exact longitude and latitude coordinates that wherever the device is used. It is much like a GPS unit of today, but created to record and calculate location through the Earth's magnetic waves. It has a small calculating engine within it to interpret the magnetic lines, and this part of the machine is easily damaged by various means. It is most useful on either aircraft or ocean going ships and submersibles.

MARTIAN TRIPOD

HULL DAMAGE POINTS: 12

PASSENGERS: 1 (pilot only)

SIZE: Large

OTHER: Appendage 3 (3 Tentacles, Strength 22), Armor 1 (+8AC), Invulnerability 2 (+6 Temporal), Heat Ray (see below), Weakness (not totally sealed). On a natural 20 for an attack roll on a tripod, damage is inflicted on the pilot and Invulnerability doesn't apply.

RANGE: 100 miles

STARTING BID: £60,000. / \$300,000.00

AVAILABILITY: 01%

This is the Martian Tripod described in the H. G. Wells novel *The War of the Worlds*. To the horrific Martians, it acts more as an armored exosuit than a true vehicle but it is listed with vehicle statistics regardless. Despite its initial ungainly appearance, it moves smoothly thanks to certain unusual characteristics.

...in their apparatus singularly little use is made of the fixed pivot or relatively fixed pivot, with circular motions thereabout confined to one plane. Almost all the joints of the machinery present a complicated system of sliding parts moving over small but beautifully curved friction bearings. And while upon this matter of detail, it is remarkable that the long leverages of their machines are in most cases actuated by a sort of sham musculature of the disks in an elastic sheath; these disks become polarized and drawn closely and powerfully together when traversed by a current of electricity. In this way the curious parallelism to animal motions, which was so striking and disturbing to the human beholder, was attained.

And this Thing I saw! How can I describe it? A monstrous tripod, higher than many houses, striding over the young pine trees, and smashing them aside in its career; a walking engine of glittering metal, striding now across the heather; articulate ropes of steel dangling from it, and the clattering tumult of its passage mingling with the riot of the thunder. A flash, and it came out vividly, heeling over one way with two

feet in the air, to vanish and reappear almost instantly as it seemed, with the next flash, a hundred yards nearer. Can you imagine a milking stool tilted and bowled violently along the ground? That was the impression those instant flashes gave. But instead of a milking stool imagine it a great body of machinery on a tripod stand.

Seen nearer, the Thing was incredibly strange, for it was no mere insensate machine driving on its way. Machine it was, with a ringing metallic pace, and long, flexible, glittering tentacles (one of which gripped a young pine tree) swinging and rattling about its strange body. It picked its road as it went striding along, and the brazen hood that surmounted it moved to and fro with the inevitable suggestion of a head looking about. Behind the main body was a huge mass of white metal like a gigantic fisherman's basket, and puffs of green smoke squirted out from the joints of the limbs as the monster swept by me. And in an instant it was gone.

– The War of the Worlds, H. G. Wells

MARTIAN HEAT RAY

LENGTH, WEIGHT: Part of Martian Tripod

DAMAGE: 1D12

INFLECT: Temporal (heat)

OTHER: Due to its ability to agitate air molecules to create the heat ray, all metal-based armors or invulnerabilities are halved in effect against it. Only fires every other round.

STARTING BID: Not Applicable (included with Martian Tripod)

AVAILABILITY: Not Applicable (included with Martian Tripod)

The heat ray is the primary ranged weapon of the Martian Tripod. Its ray is invisible; only the results of its inflicted damage are apparent. So far contraptionists have been unable to remove the heat ray projector from a tripod and have it work, as its power source is still a mystery.

Forthwith flashes of actual flame, a bright glare leaping from one to another, sprang from the scattered group of men. It was as if some invisible jet impinged upon them and flashed into white flame. It was as if each man were suddenly and momentarily turned to fire.

Then, by the light of their own destruction, I saw them staggering and falling, and their supporters turning to run.

I stood staring, not as yet realising that this was death leaping from man to man in that little distant crowd. All I felt was that it was something very strange. An almost noiseless and blinding flash of light, and a man fell headlong and lay still; and as the unseen shaft of heat passed over them, pine trees burst into fire, and every dry furze bush became with one dull thud a mass of flames. And far away towards Knaphill I saw the flashes of trees and hedges and wooden buildings suddenly set alight.

It was sweeping round swiftly and steadily, this flaming death, this invisible, inevitable sword of heat.

– The War of the Worlds, H. G. Wells

NAUTILUS

HULL DAMAGE POINTS: 12

PASSENGERS: 110 crew, 15 passengers

SIZE: Monstrous

OTHER: Invulnerability 3 (+9 Temporal), Lightning Speed 1, Super Movement 4 (Swimming, 240 feet), Weakness (-1 rank penalty to Super Movement if Nautilus travels on the water's surface).

RANGE: 1000 nautical miles

STARTING BID: £2,000,000. / \$10,000,000.00

AVAILABILITY: 02%

The Nautilus is the first effective ocean-going submersible in before the Great War of 1914. However, it is possible that it is not the only such vessel at Captain Nemo's command. His basing habits imply that there might be another such vessel, or even several stashed in remote locations. The Genteel Magistrate can decide how many of these are at hand, as they would make excellent ways for Captain Nemo to return as friend or foil for player characters at need. As described below, the Nautilus's primary weapon is a ram prow, with which enemy vessels can be easily sunk.

"There is a powerful agent, obedient, rapid, easy, which conforms to every use, and reigns supreme on board my vessel. Everything is done by means of it. It lights, warms it, and is the soul of my mechanical apparatus. This agent is electricity."

Really, I knew already the anterior part of this submarine boat, of which this is the exact division, starting from the ship's head: the dining-room, five yards long, separated from the library by a water-tight partition; the library, five yards long; the large drawing-room, ten yards long, separated from the Captain's room by a second water-tight partition; the said room, five yards in length; mine, two and a half yards; and, lastly a reservoir of air, seven and a half yards, that extended to the bows. Total length thirty five yards, or one hundred and five feet. The partitions had doors that were shut hermetically by means of India-rubber instruments, and they ensured the safety of the Nautilus in case of a leak.

– Twenty Thousand Leagues Under the Sea, Jules Verne

OVERMAGNATRON

LENGTH, WEIGHT: 22 feet long, 10 tons

DAMAGE: None

INFLECT: Magnetic Waves

OTHER: Force Screen 2 (+10 Temporal, 20-mile wide effect), Weakness (high power consumption)

STARTING BID: £100,000. / \$ 500,000.00

AVAILABILITY: 02%

After the French government unveiled their Cannon Magnifique, the government in Whitehall was aghast. Regardless of the assurance France gave that the cannon was meant for lunar exploration, people all across Great Britain were terrified at the prospect of the French shelling southern England while remaining safe on the French mainland.

As a result, the greatest minds in the kingdom (Dr. Hunter, Dr. Thomas, Dr. Zurich and others) spent a week in a remote village outside Portsmouth naval yard. When they emerged,

it was with the Overmagnetron. These contraptionists had married the Magnetic Navigator (to detect shells of the Cannon Magnifique) and thus give the trajectory needed to activate the Overmagnetron's repulsor field. Due to its prodigious amounts of power consumption, the Overmagnetron cannot be kept active for more than 30 minutes. Thus the Magnetic navigator is used to detect an incoming shell, then trajectories and speed of the shot is determined. Finally the field is activated at the last minute to insure that the field intercepts the shell. Then the Overmagnetron is deactivated and the Navigator is returned to function again to seek out other threats.

RADIUM GUN

LENGTH, WEIGHT: 5-½ feet long, 8 pounds.

WIELD: Two handed

DAMAGE: 2D10 (20 shots)

INFLECT: Temporal

OTHER: Range is line of sight, with no reduction in ability.

STARTING BID: £?. / \$?.00

AVAILABILITY: 01%

This is the infamous weapon of the natives of Barsoom (Mars) that the Virginian John Carter encountered after his first trip to the planet in the late 1870s. It is up to the Genteel Magistrate as to how such a weapon arrived on Earth, but of course fresh ammunition will be a significant problem for the weapon.

These rifles were of a white metal stocked with wood, which I learned later was a very light and intensely hard growth much prized on Mars, and entirely unknown to us. The metal of the barrel is an alloy composed principally of aluminum and steel which the Martians have learned to temper to a hardness far exceeding that of the steel with which we of Earth are familiar. The weight of these rifles is comparatively little, and with the small caliber, explosive, radium projectiles which they use, and the great length of the barrel, they are deadly in the extreme and at ranges which would be unthinkable on Earth. The theoretic effective radius of this rifle is three hundred miles, but the best they can do in actual service when equipped with their wireless finders and sighters is but a trifle over two hundred miles.

– A Princess of Mars, Edgar Rice Burroughs

TESLA DEATH RAY

DAMAGE: Instant Death (radius of 40 feet)

INFLECT: Temporal, Ethereal

OTHER: Weakness 4 (Minimum range of 1 mile, produces ozone scent, does not work in or on water, weather affects ray). The ozone scent allows all targets within the effect's radius a Dexterity save. The target is unaffected if the save is successful.

STARTING BID: £1,000. / \$5,000.00

AVAILABILITY: 05%

Tesla's infamous death ray was a source of great interest from the day he started theorizing its power in the late nineteenth century. There was so much interest that Russian spies went through his papers after his death to try to find its secrets. The projector itself is cumbersome and requires a large power source. However, with proper calculations of longitude and latitude, it can strike

anywhere on the planet! Only over and under water is safety from the ray's effects assured. Storms can cause a reduction in its lethality; in such cases the ray only does 2D12 damage, not death.

WAR BALLOON (NAVIGABLE AEROSTAT)

HULL DAMAGE POINTS: 22

PASSENGERS: 50 to 200

SIZE: Huge

OTHER: Invulnerability 3 (+9 Temporal), Blast 3 (1d10 per gun), Super Movement 3 (Flight, 120 feet), Weakness (Hydrogen gas is extremely flammable). For every damage rank the ship must make a saving throw or explode. Each aerostat is armed with three Hotchkiss Cannons.

RANGE: 500 miles

STARTING BID: £500,000. / \$2,500,000.00

AVAILABILITY: 05%

The power of flight has enamored men for thousands of years, from Icarus to Da Vinci, and the pioneers of aerial travel today. Yet nowhere has man invented without using that invention for war. What could aerial travel do in the field of combat? We refer of course, to the new fleets of war-balloons, or, as it would be more correct to call them, navigable aerostats, possessed by France and Russia.

So tremendous has been the influence which these terrible inventions have exercised upon the course of the war, that we are not transgressing the bounds of sober truth when we say that they have utterly disconcerted and brought to nought the highest strategy and the most skillfully devised plans of the brilliant array of masters of the military art whose presence adorns the ranks and enlightens the councils of the Alliance.

In every case of any moment the method of procedure on the part of the attacking forces has been the same, and, with the deepest regret we confess it, it has been marked with the same unvarying success. Whenever a large army has been set in motion upon a predetermined point of attack, whether a fortress, an entrenched camp, or a strongly occupied position in the field, a squadron of aerostats has winged its way through the air under cover of the darkness of night, and silently and unperceived has marked the disposition of forces, the approximate strength of the army or the position to be attacked, and, as far as they were observable, the points upon which the attack could be most favourably delivered. Then they have returned with their priceless information, and, according to it, the assailants have been able, in every case so far, to make their assault where least expected, and to make it, moreover, upon an already partially demoralised force.

The aerostats have stationed themselves at great elevations over the ramparts of fortresses and the bivouacs of armies, and have rained down a hail of dynamite, melinite, fire-shells and cyanogen poison-grenades, which have at once put guns out of action, blown up magazines, rendered fortifications untenable, and rent masses of infantry and squadrons of cavalry into demoralised fragments, before they had the time or the opportunity to strike a blow in reply. Then upon these silenced batteries, these wrecked fortifications, and these demoralised brigades, there has poured a storm of artillery fire from the untouched enemy, advancing in perfect order, and inspired with high-spirited confidence, which has been irresistibly opposed to the demoralisation of their enemies.

The sober truth is that the invention and employment of these devastating appliances have completely altered the face of the field of

battle and the conditions of modern warfare. It is not in human valour, no matter how heroic or self-devoted it may be, to oppose itself with anything like confidence to an enemy which strikes from the skies, and cannot be struck in return.

– The Angel of the Revolution: A Tale of the Coming Terror, George Griffith

CURRENCY CONVERSIONS

The British pound (£) in the 19th century was not the set decimal conversion system of today, but used a system dating from the later Middle Ages. This can be confusing at first, so the below is given as a quick reference for players in need of quick change.

12 pence (d) = 1 shilling (s)

20 shillings = 1 pound (£)

1 pence (d) = 2 US cents

1 shilling (s) = 25 US cents

1 pound (£) = 5 US dollars

Foreign currencies did not fluctuate in value compared to the British pound due to most nations keeping their currency on a gold standard. As such, while few currencies were equal to the pound sterling exchange rates will be generally constant. Below are conversion rates for European nations who trade with Great Britain along with the United States. For ease of use, conversion rates have been rounded up or down as necessary for ease of bookkeeping.

COUNTRY	£1 EQUALS
Austria-Hungary	24 Krona
Belgium	27 Francs
Denmark	18 Krona
France	27 Francs
German Empire	23 Marks
Holland	12 Florins
Kingdom of Italy	27 Lira
Norway	18 Krona
Ottoman Empire	1 Medijidie
Russian Empire	6 Rubles
Sweden	18 Krona
United States	5 Dollars

HUNTER & HUNTER CATALOGUE

PRICE LIST

ARMOR

ITEM	ARMOR CLASS	Cost	
		BRITISH	USA
Adamantite Corset/Waistcoat	+3	£4.	\$20.00
Air-Tight Suit	+1	£185.	\$925.00
Articulated Brass Arm Sheath/Knuckles	+7	£20.	\$100.00
Beefeater Mark IV	+7	£370.	\$1,850.00
Beefeater IV Arm Guards/Pauldrons	+7	£80	\$400.00
Beefeater IV Coat of Plates	+7	£200.	\$1,000.00
Beefeater IV Helmet	+7	£20.	\$100.00
Beefeater IV Spring Heel Boots	+7	£100.	\$500.00
Beefeater IV Trousers Greaves	+7	£10.	\$50.00
Bowler Hat/Ladies' Hat	+8	£3.	\$15.00
Etheric Suit	+0	£120.	\$600.00
Stauritter	+8	£500.	\$2,500.00
Umbrella-Shield	+1	£3.	\$15.00

MELEE WEAPONS

ITEM	DAMAGE	Cost	
		BRITISH	USA
Cane, Electric	Stun	£4.	\$20.00
Cane, Firecaster	1D4 for 1D4 rounds	£7.	\$35.00
Cane, Flaregun	1D2 for 3 rounds	£3.	\$15.00
Cane, Spearthrower	1D4	£3.	\$15.00
Gloves, Ether	As Strength	£5.	\$25.00
Hair Pin, Dagger	1D3	1s.8d.	\$0.40
Hair Pin, Electric	1D3 plus Stun	4s.	\$1.00
Umbrella, Spiked	1D4	£2.	\$10.00
Umbrella, Sword	1D6	£3.	\$15.00

FIREARMS

ITEM	DAMAGE	SHOTS	Cost	
			BRITISH	USA
Carbine, LeMat Revolving	2D4 or 1D8+1	9 or 1	£8.	\$40.00
Carbine, Shield-Gun	1D6	20	£1.4s.	\$6.00
Pistol, Belt Buckle	1D4+1	2	£8.	\$40.00
Pistol, Ether	1D6	4	£90.	\$450.00
Pistol, Finger Ring	1D4	1	£24.	\$120.00
Pistol, Flare Launcher	1D2 for 3 rounds	1	£1.	\$5.00
Pistol, Lancaster Howdah	1D6 or 4D6	4 or 1	£4.6s.	\$21.50
Pistol, Needle Gun	1D3	5	£10.	\$50.00
Pistol, Pneumatic	1D6	8	£4.6s.	\$21.50
Pistol-Knife	1D4	5	15s.	\$3.75
Rifle, Chain Gun	1D4	3	£14.	\$70.00
Rifle, Electric	1 hit point	30	£7.	\$35.00
Rifle, Marlin Bicycle	1D6	25	£5.	\$25.00
Rifle, Whirlwind	3D4	10	£10.	\$50.00
Shotgun, Burgess Folding	2D6	5	£12.	\$60.00
Shotgun, Colt 10-Gauge Revolving	2D6	5	£8.	\$40.00
Shotgun, Remington Quad 91	2D6	2	£10.	\$50.00

ORDINANCE

ITEM	DAMAGE	SHOTS	Cost	
			BRITISH	USA
Cannon, Dynamite	2D12	1	£100.	\$500.00
Cannon, Hotchkiss Revolving	1D6	30 per feed case	£150.	\$750.00
Cannon, Magnetic	2D12	1	£250.	\$1,250.00
Cufflinks, Explosive	1D6	2 uses	£3.	\$15.00
Dice, Explosive	1D8	1 use	£2.	\$10.00
World Standard Maxim Gun	1D4	333-round belt	£250.	\$1,250.00
Watch Fob, Explosive	1D10	1 use	£4.	\$20.00



Electric Protection Wires	£15.	\$75.00
Enervating Elixir, 6 capsules	£40	\$200.00
Fan, Respirator	£1.10s.	\$7.50
Hypnobioscope	£10.	\$50.00
Indifference Engine	£200.	\$1,000.00
Kinetoscopic Reflector	£125.	\$625.00
Magnetic Eyes	£100.	\$500.00
Magnetograph	£35.	\$175.00
Monocle, Ambienting	£3.	\$15.00
Monocle, Catseye	£3.	\$15.00
Monocle, Crosshair	£3.	\$15.00
Monocle, Etheric	£3.	\$15.00
Monocle, Microscopic	£3.	\$15.00
Monocle, Telescopic	£3.	\$15.00
Monocle, X-Ray Spec	£3.	\$15.00
Phonotelephone	£40.	\$200.00
Rooftop Windmill	£150.	\$750.00
Steelonium, per pound	£1.	\$5.00
Tele-Motor-Coasters	£6.	\$30.00
Translatophone	£100.	\$500.00

MISCELLANEA

ITEM	Cost	
	BRITISH	USA
Actinoscope	£450.	\$2,250.00
Adhesive Shoes	£3.	\$15.00
Automatic Doorway	£50.	\$250.00
Cameo, Breathing	£4.	\$20.00
Cavorite	£750.	\$3,750.00
Coin, Magnetic	£1.	\$5.00
Coin, Tracer	£2.	\$10.00
Crystalium, 1 quart	£25.	\$125.00
Demagnetizing Ray Projector	£95.	\$475.00

MOTIVE TRANSPORT

ITEM	Cost	
	BRITISH	USA
Automatic Tricycle	£200.	\$1,000.00
Battle Locomotive	£3,000.	\$15,000.00
Clockwork Carriage	£1,500.	\$7,500.00
Gyro-Throne	£1,000.	\$5,000.00
Hydraulic Horse	£500.	\$2,500.00
Marine Spider	£5,000.	\$25,000.00

SPECIAL AMMUNITION

ITEM	QUANTITY	Cost	
		BRITISH	USA
Cane, Flaregun	1 flare	4s.	\$1.00
Cane, Spearthrower	1 dart	8s.	\$2.00
Pistol, Flare Launcher	1 flare	4s.	\$1.00
Pistol, Needle Gun	60 darts	12s.	\$3.00
Pistol, Pneumatic	8 canisters	4s.	\$1.00

APPENDIX: EXPANDED PRICE LIST

Due to space limitations, the price list given in Victorious is by nature rather sparse in that it covered only the essentials necessary to the setting. The price list presented below expands upon and supersedes the equivalent list in Victorious.

FOOD

BEVERAGES

ITEM	Cost	
	BRITISH	USA
Coffee, per pound	5d.	\$0.10
Cider, 12 bottles	14s.	\$3.50
Claret, 12 bottles	£2.10s.	\$12.50
Brandy, bottle	9s.10d.	\$2.45
Champagne, bottle	5s.	\$1.25
Gin, bottle	4s.6d.	\$1.12
Milk, Bottle	3d.	\$0.06
Port, 12 bottles	£1.14s.	\$8.50
Rum, bottle	7s.5d.	\$1.85

GROCERIES

ITEM	Cost	
	BRITISH	USA
Bacon, Pound	10d.	\$0.20
Beef, Pound	1s.	\$0.25
Bovril (Meat paste extract)	1s.	\$0.25
Bread	1s.4d.	\$0.33
Butter	1s.	\$0.25
Chocolate, 1 gram	1s.2d.	\$0.29
Currant	3d.	\$0.06
Eggs, Dozen	3d.	\$0.06
Fruit/Vegetables, per pound	1s.2d.	\$0.34
Ham	9d.	\$0.18
Marmite Sweetener, 2 oz	7d.	\$0.14
Sugar, 100 tons	£1.3s.	\$5.75

EATERIES

ITEM	Cost	
	BRITISH	USA
Ale or Beer, Pint	2d.	\$0.04
Cocktail	8d.	\$0.16
Meal	3d. – 5d.	\$0.06 - \$0.10
Milk, Glass	2d.	\$0.04
Pie, Slice	1d.	\$0.02
Sandwich, Restaurant	2d.	\$0.04
Whiskey, Bottle	1s.4d.	\$0.33
Whiskey, Glass	4d.	\$0.08
Wine, Bottle	1s.	\$0.25
Wine, Glass	3d.	\$0.06

CLOTHING & ACCOUTREMENTS

MENSWEAR

ITEM	Cost	
	BRITISH	USA
Boots, Light, Pair	7s.	\$1.75
Boots, Regular, Pair	8s.	\$2.00
Boots, Riding, Pair	12s.	\$3.00
Cape, Opera	4s.	\$1.00
Coat, Dress	£2.10s.	\$12.50
Coat, Mackintosh	£1.12s.	\$8.00
Frock, Fashionable	£5.5s.	\$26.25
Shirt	1s. – 2s.	\$0.25 - \$0.50
Shoes, Walking	14s.	\$3.50
Suit, Average	5s.2d.	\$1.29
Suit, Dress	£5.5s.	\$26.25
Suit, Fine	£1.1s.	\$5.25
Suit, Good	11s.	\$2.75
Suit, Short-Jacket	£13.	\$65.00
Suit, Summer	£3.	\$15.00
Trousers	5s.	\$1.25
Ulster, Fashionable	£4.2s.	\$20.50

MEN'S HEADWEAR

ITEM	Cost	
	BRITISH	USA
Cap, Deerstalker	4s.	\$1.00
Hat, Bowler	8s.	\$2.00
Hat, Derby	8s.	\$2.00
Hat, Slouch	8s. – £2.	\$2.00 - \$10.00
Hat, Straw	2s.	\$.50
Hat, Ten-gallon	7s.	\$1.75
Hat, Top	10s.	\$2.50
Hat Box, Leather	15s.	\$3.75

MEN'S ACCESSORIES

ITEM	Cost	
	BRITISH	USA
Belt, Cartridge	5s.10d.	\$1.45
Belt, Money	1s.	\$0.25
Collars, 1 dozen	3s.	\$0.75
Gloves, Leather, Pair	3s.3d.	\$0.85
Handkerchief, 1 dozen	8s.	\$2.00
Holster, Shoulder	2s.5d.	\$0.60
Pocketbook	3s.	\$0.75
Suspenders, Pair	8d.	\$0.16
Tie, Silk String	2s.	\$0.50
Tie, Silk Windsor	1s.	\$0.25
Underwear	5s.	\$1.25
Wallet	2s.	\$0.50



WOMEN'S WEAR

ITEM	Cost	
	BRITISH	USA
Blouse	£1.5s.	\$6.25
Boots, Riding	£1.	\$5.00
Camisole	3s.	\$0.75
Coat, Long ("St. Louis")	£4.8s.	\$22.00
Coat, Rain (silk-lined)	£2.10s.	\$12.50
Corset	1s.4d.	\$0.33
Dress, Expensive	£15.7s.	\$76.75
Shirt, Waist	7s. – 16s.	\$1.75 - \$4.00
Shoes	6s.	\$1.50
Shoes, Expensive	12s.	\$3.00
Skirt	16s.	\$4.00

WOMEN'S HEADWEAR

ITEM	Cost	
	BRITISH	USA
Bonnet	9s.	\$2.25
Hat, Expensive	£3	\$15.00
Hat, Ladies'	£1	\$5.00
Hatpins, Set of 6	2d.	\$0.04
Hat Box, Leather	15s.	\$3.75

WOMEN'S ACCESSORIES

ITEM	Cost	
	BRITISH	USA
Bustles, 1 dozen	6d.	\$0.12
Handkerchief, Lace, 10	10s.	\$2.50
Nightdress	6s.	\$1.50
Reticule (purse)	2s.	\$0.50

CHILDREN

ITEM	Cost	
	BRITISH	USA
Suit, Boy 10 - 16 (3 pcs.)	£1. – £2.2s.	\$5.00 - \$10.50
Suit, Girl (tailored)	£1.12s.	\$8.00

GROOMING

ITEM	Cost	
	BRITISH	USA
Brush, Hair	2s.	\$0.50
Comb, Hair	2s.	\$0.50
Iron, Hair-waving	7d.	\$0.14
Razor, Straight	10d.	\$0.20

TRAVEL

CITY	Cost	
	BRITISH	USA
Cab (1 hour, 1 passenger, 2 miles)	1s.6d.	\$0.37
Cab (each additional mile)	6d.	\$0.12
Cab (each additional passenger)	6d.	\$0.12
Cab (each suitcase)	6d.	\$0.12
Cab (every 15 minutes waiting)	6d. – 8d.	\$0.12– \$0.15
Omnibus Fare	3d.	\$0.06
Subway/Underground	2d.	\$0.04
Street Car/Trolley	2d.	\$0.04

TRAIN (PER 100 MILES)

ITEM	Cost	
	BRITISH	USA
First Class Compartment	£5. – £10.	\$25.00 – \$50.00
Second Class Seats	£1. – £2.8s.	\$5.00 – \$12.00
Coach	1s. – 2s.	\$0.25 – \$0.50

WATERBORNE

ITEM	Cost	
	BRITISH	USA
Cruise, First Class, One Way	£12. – £35.	\$60.00 – \$175.00
Cruise, First Class, Round Trip	£22. – £63	\$110.00 – \$315.00
Cruise, Steerage	£5. – £7.	\$25.00 – \$35.00
Ferry	8d. – 1s.	\$0.16 – \$0.25
Steamer	6d.	\$0.12
Steamer Rental (per day)	£6. – £35.	\$30.00 – \$175.00

VEHICLES FOR PURCHASE		COST
ITEM	BRITISH	USA
Bicycle	£7.	\$35.00
Carriage, Two-seat	£17.	\$85.00
Carriage, Four-seat	£20. – £25.	\$100.00 – \$125.00
Model Cadillac	£180.	\$900.00
Rowboat	£10.	\$50.00
Town Car, Four-wheel	£200.	\$1,000.00

BAGGAGE		COST
ITEM	BRITISH	USA
Bag, Cabinet	12s.	\$3.00
Bag, Club	12s.	\$3.00
Bag, Gladstone ¹²	£6.	\$30.00
Bag, Lady Beatrice Travelling ¹³	£4.3s.	\$20.75
Suitcase	8s.	\$2.00

¹Includes a button hook, clothes brush, comb, hairbrush, hat brush, looking glass, nail brush, nail file, paper knife, scent-bottle, scent-jar, scissors, soap and soap dish, and toothbrush.

²Includes a razor strop, 2 razors, shaving brushes, a writing case (pencil, penholder, and fountain pen), and a match box.

³Includes a corkscrew and glove stretchers.

LODGING, TRAVEL		COST
ITEM	BRITISH	USA
Hotel, per night	8s.	\$0.40
Hotel, per week, 2 meals	£1.15s.	\$8.75
House, Class, per night	6d.	\$0.12
Room, 1night, double bed	8d.	\$0.16
Room, 1 night, single bed	4d.	\$0.08
Room, per week	15s.	\$3.75
Room, per year	£30	\$150.00
Room Breakfast	1s.	\$0.25
Room Lunch	5s.	\$1.25

MISCELLANEOUS

AMUSEMENTS		COST
ITEM	BRITISH	USA
Bear, Teddy	1s.5d. – 4s.	\$0.35 – \$1.00
Fireworks	8d. – 1s.3d.	\$0.16 – \$0.31
Marbles, set of 10	10d.	\$0.20
Novelty Items*	10d. – 2s.	\$0.20 – \$0.50
Ship, Model	4s.	\$1.00

*Items like “dribble” glasses or joy buzzers.

ANIMALS		COST
ITEM	BRITISH	USA
Cat	2d.	\$0.04
Dog, Hunting	£1.	\$5.00
Goldfish	3d.	\$0.06
Trap, Large (Bear)	1s.10d.	\$0.45
Trap, Small	10d.	\$0.20
Walrus, Rhuvenian	£10.	\$50.00

CHEMICALS		COST
ITEM	BRITISH	USA
Alcohol, 1/2 gallon	7d.	\$0.14
Ammonia, 1 pint	6d.	\$0.12
Camphor, 4 ounces	5d.	\$0.10
Carbolic Acid, 1 gallon	7d.	\$0.14
Cocaine, 6 ounces	6s.	\$1.50
Chloroform, 1 quart	5d.	\$0.10
Laudanum, 2 ounces	3d.	\$0.06
Morphine, 10 ounces	1s.	\$0.25
Opium, 8 ounces	1s.	\$0.25
Paregoric, 4 ounces	2d.	\$0.04
Sulphur, 1 pound	3d.	\$0.06

COMMUNICATION		COST
ITEM	BRITISH	USA
Message Courier (per hour)	6d.	\$0.12
Message Courier (per mile)	3d.	\$0.06
Newspaper Subscription	£1.14s	\$8.50
Postage (1-1/2 ounce letter)	1d.	\$0.02
Postage (each additional 2 ounces)	1/2d.	\$0.01
Telegram (Domestic, 12 words)	6d.	\$0.12
Telegram (International, 12 words)	1s.	\$0.25
Telegram (per word beyond 12)	1/2d.	\$0.01
Telephone Call (3 minutes)	2d.	\$0.04

DISGUISE		COST
ITEM	BRITISH	USA
Theatrical Disguise Kit, Complete*	4s.	\$1.00
Beard	4d.	\$0.08
Goatee	5d.	\$0.10
Grease Paint, set of 10 types	6d.	\$0.12
Hairpiece	1s.4d. – £1	\$0.33 – \$5.00
Mouth Pieces (to change face shape)	4d.	\$0.20
Mustache	5d.	\$0.10
Wig	3s. – £3	\$0.75 – \$15.00

*Includes beard, goatee, grease paints, mouth pieces, and mustache.

LODGING

ITEM	RENT		PURCHASE	
	BRITISH	USA	BRITISH	USA
Furnishings, Expensive*	—	—	£15.	\$75.00
Furnishings, Modest*	—	—	£2.	\$10.00
Cottage, Small Country	£1.	\$5.00	£500.	\$2,500.00
House, Four-room	5s.	\$1.25	£200.	\$1,000.00
House, Six-room	£7.	\$35.00	£650.	\$3,250.00
Manor	£140. – £200.	\$700.00 – \$1,000.00	£800.+	\$4,000.00+
Shack	4s.	\$1.00	£4.	\$20.00
Townhouse	£4.	\$20.00	£1,000.	\$5,000.00

*Per room.

ENTERTAINMENT

ITEM	Cost	
	BRITISH	USA
Music Hall Entrance Fee	4d. – 10s.	\$0.08 – \$2.50
Opera Glasses, Purchase	£2.14s.	\$13.50
Opera Glasses, Rental	1s.	\$0.25
Theatre, Luxury Box	£1.11s. – £6.6s.	\$7.75 – \$31.50
Theatre, Normal Seat	10s.6d. – 15s.	\$2.62 – \$3.75
Theatre, Standing Room Only	2s.6d.	\$0.62

EQUIPMENT**EQUIPMENT, CAMPING**

ITEM	Cost	
	BRITISH	USA
Backpack, Canvas	1s.	\$0.25
Blanket, Woolen	10d.	\$0.20
Candles, set of 6	10d.	\$0.20
Cards, Playing	4d.	\$0.10
Cooking Kit, Outdoor*	£1.	\$5.00
Lantern, Hooded	4s.	\$1.00
Lantern Fuel, quart	5d.	\$0.10
Matches, Wooden, box of 20	1d.	\$0.02
Soap and case	5d.	\$0.10
Tent, Canvas, 8 foot square	10s.	\$2.50

*Includes oven, pots, pans, kettles, tin cups, tin plates, and tin utensils.

EQUIPMENT, MEDICAL

ITEM	Cost	
	BRITISH	USA
Bag, Medical	12s.	\$3.00
Bandages, gross	2d.	\$0.04
Forceps	4s.	\$1.00
Microscope, 200X	£3.	\$15.00
Scalpel, set of 4	6s.	\$1.50
Saw, set of 4	10s.	\$2.00

EQUIPMENT, SPORTS

ITEM	Cost	
	BRITISH	USA
Ball, Baseball	1s.	\$0.25
Ball, Cricket	1s.	\$0.25
Ball, Golf, 1 dozen	2s.	\$0.50
Bat, Baseball	4s.	\$1.00

Bat, Cricket	2s.8d.	\$0.66
Club, Golf	1s.	\$0.25
Mitt, Baseball	4s.	\$1.00

FURNITURE

ITEM	Cost	
	BRITISH	USA
Bed, Brass	£3.6s. – £4.	\$16.50 – \$20.00
Bed, Luxury	£20.	\$100.00
Bed, Single	£1.15s.	\$8.75
Carpet, Brussels (reversible)	£2.6s.	\$11.50
Chair, Rocking	6s.	\$1.50
Chest of Drawers	17s.	\$4.25
Clock, Grandfather	£6.6s.	\$31.50
Ice Box, Wooden	£1.16s.	\$9.00

MUSICAL INSTRUMENTS

ITEM	Cost	
	BRITISH	USA
Banjo	12s.	\$4.00
Bugle	£1.	\$5.00
Guitar	£1.13s.	\$8.25
Music Box	16s.	\$4.00
Ocarina (flute)	1s.4d.	\$0.33
Organ, Mouth (harmonica)	1s.5d.	\$0.35
Piano, Grand	£100.	\$500.00
Piano, Upright	£40.	\$200.00
Tambourine	4s.	\$1.00
Violin	£1.	\$5.00
Violin Case	1s.	\$0.25
Whistle, Police	3s.	\$0.75
Zither (stringed music box)	12s.	\$3.00

OTHER

ITEM	Cost	
	BRITISH	USA
Binoculars	£2.	\$10.00
Camera, Box	£3.9d.	\$15.18
Camera, Stereo	16s.	\$4.00
Film Development Kit*	18s.	\$4.50
Plate, Box Camera	5s.	\$1.25
Film Spool, 12 exposures	1s.	\$0.25

Film Spool, 24 exposures	1s.2d.	\$0.30
Clock, Alarm	1s.8d.	\$0.40
Compass	4s.	\$1.00
Crucifix, Large Silver	£2.	\$10.00
Electric Storage Cell	6s.	\$1.50
Fan	2s.	\$0.50
Goggles (tinted or clear)	3s.	\$0.75
Graphophone	£10.	\$50.00
Graphophone Wax Cylinder	2s.	\$0.50
Grave Marker, Marble	£2.15s.	\$13.75
Handcuffs	2s.15d.	\$0.80
Horse Whip	8d.	\$0.16
Hourglass	4s.	\$1.00
Light Bulb, Incandescent	1s.4d.	\$0.33
Magic Lantern (slide machine)	16s.	\$4.00
Magic Lantern Frames, 20	1s.6d.	\$0.31
Match Box, Silver	4s.	\$1.00
Monocle	6s.	\$1.50
Padlock	1s.	\$0.25
Parasol	10s.	\$2.50
Pipe, Smoking	5d.	\$0.10
Pocket Watch, Silver	£1.	\$5.00
Pocket Watch, Gold	£2.4s.	\$11.00
Rope, Hemp, 50 feet	8d.	\$0.16
Rope, Silk, 25 feet	4s.5d.	\$1.10
Scale, Counter	8s.	\$2.00
Scissors	5d.	\$0.10
Sewing Machine	£1.10s.	\$7.50
Shrubbery (nice)	4s.	\$1.00
Spectacles	12s.	\$3.00



Spy Glass, 15X	3s.5d.	\$0.85
Stake, Wooden	5d.	\$0.10
Stereoscope	3s.	\$0.75
Tire, Bicycle	6s.	\$1.50
Tire Pump, Manual	1s.5d.	\$0.35
Torch, Wooden	4d.	\$0.10
Umbrella	3s.	\$0.75
Walking Cane	2s.	\$0.50
Watch Chain	10d.	\$0.20
Watch Fob	8d.	\$0.16

*Chemicals only.

STATIONARY

ITEM	Cost	
	BRITISH	USA
Calling Cards, set of 50	3s.	\$0.75
Dictionary	1s.8d.	\$0.41
Encyclopedia, 8-10 volumes	£3.	\$15.00
Fountain Pen	10d.	\$0.20
Glue, bottle	6d.	\$0.12
Guidebook, City	2s.	0.50
Ink, bottle	10d.	\$0.20
Notebook, Pocket	5d.	\$0.10
Pencils, set of 6	1d.	\$0.02
Tablet of Paper	1d.	\$0.02
Typewriting Machine	£2.4s.	\$11.00

TOOLS

ITEM	Cost	
	BRITISH	USA
Axe	10d.	\$0.20
Axe, Pick	10d.	\$0.20
Chain, 10 feet	3s.4d.	\$0.83
Clamp, Carpentry	10d.	\$0.20
Crowbar	5d.	\$0.10
File, Metal	2s.	\$0.50
Glass Cutting Tool	4d.	\$0.08
Hacksaw	3s.	\$0.75
Hammer	5d.	\$0.10
Hook, Gaff	5d.	\$0.10
Kit, Carpenter's*	£2.12s.	\$13.00
Kit, Clock Repair	4s.	\$1.00
Kit, Cobbler's	12s.	\$3.00
Kit, Gunsmith's	16s.	\$4.00
Ladder, 6 foot	4s.	\$1.00
Saw, Hand	1s.5d.	\$0.35
Screwdriver	10d.	\$0.20
Shovel	7d.	\$0.14
Wheelbarrow	1s.	\$0.25
Wire, 100 foot coil	£1.	\$5.00
Wire Cutter	3s.	\$0.75

*Includes carpentry clamp, hacksaw, hammer, hand saw, screwdriver, hand drill and 50 piece bit set.

WAGES

OCCUPATION	BRITISH	USA	FREQUENCY
Bricklayer	£1.18s.	\$9.50	Weekly
Butler	£100.	\$500.00	Yearly
Clerk	£1.10s.	\$7.50	Weekly
Cook	£80.	\$400.00	Yearly
Craftsman	£2.	\$10.00	Weekly
Engineer, Skilled	£1.16s.	\$9.00	Weekly
Foreman	£2.5s.	\$11.25	Weekly
Housekeeper	£80.	\$400.00	Yearly
Housemaid	£12. – £30.	\$60.00 – 150.00	Yearly
Laborer	16s.	\$4.00	Weekly
Manager	£2.5s.	\$11.25	Weekly
Miner	£1.15s.	\$8.75	Weekly
Official, Government	£2,000. – £5,000.	\$10,000.00 – \$25,000.00	Yearly
Secretary, Official	19s. – £2.	\$4.75 – \$10.00	Weekly
Servants*	£10.	\$50.00	Yearly

*Examples: scullery maid, stable boy.

ARMOR

ARMOR TYPE	ARMOR CLASS	COST	
		BRITISH	USA
Padded Suit	11	£3.	\$15.00
Leather Coat	12	£4	\$20.00
Metal Breastplate	12	£5.	\$25.00
Reinforced Leather Suit of Armor	13	£6.	\$30.00

ARMOR, DURALITE

ARMOR TYPE	ARMOR CLASS	COST	
		BRITISH	USA
Cloak	+1 vs. edged, +4 vs. firearms	£3.	\$15.00
Vest	+2 vs. edged, +5 vs. firearms	£4.	\$20.00
Body Suit	+3 vs. edged, +8 vs. firearms	£6.	\$30.00

ARMOR, IMPREGNIUM

ARMOR TYPE	ARMOR CLASS	COST	
		BRITISH	USA
Vest	+4	£12.	\$60.00
Body Suit	+6	£15.	\$75.00
Shield	+2 (50% chance of activation)	£10.	\$50.00

WEAPONS

FIREARMS

TYPE	DMG	SHOTS	COST	
			BRITISH	USA
Pistol, Derringer	1D4	1 or 2	£2.	\$10.00
Pistol, Revolver	1D6	5 or 6	£5.	\$25.00
Pistol, Magazine*	1D6	8	£6.	\$30.00
Carbine	1D8	10	£4.	\$20.00
Shotgun, 12 gauge	2D6	2	£7.	\$35.00
Rifle, Bolt Action	1D10	5	£6.	\$30.00
Rifle, Magazine*	1D10	10	£10.	\$50.00
Rifle, Buffalo	2D12	1	£15.	\$75.00
Rifle, Elephant	3D12	1	£20.	\$100.00

* = The Magazine or Automatic firearms of the day were prone to jam when ejecting a spent brass casing. If a 1 is rolled while attacking with this type of firearm the weapon is jammed and takes 1-4 (1D4) rounds to clear.

AMMUNITION

TYPE	QUANTITY	COST	
		BRITISH	USA
Bullet, Pistol/Carbine	100	10s.	\$2.50
Shell, Shotgun	50	10s.	\$2.50
Bullet, Rifle	25	10s.	\$2.50

MELEE WEAPONS

TYPE	DMG	COST	
		BRITISH	USA
Broadsword	2D4	£1.12s.	\$8.00
Saber, Cavalry	1D8	10s.	\$2.50
Stiletto	1D4	6s.	\$1.50
Rapier	1D6	£1.2s.	\$5.50
Sword Cane	1D4	£3.	\$15.00

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