

Gaslight

A Victorian Era Fantasy Setting for Savage Worlds



MILLER • THOMPSON



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DEDICATIONS

From Stephen: To my friends and family who put up with odd questions and trivia during the writing of this book. A most special dedication to my sister, Tina. You always made sure I did my best, now I will have to struggle alone to keep doing that. You will be missed.

From Jonathan: To everyone that has put up with me over the years that this book was being developed. This includes my mom (Marilyn DeLeon) who started me out with a love of history and put up with my gaming since 1980, and my son Terrence who without my life would be much different. Additionally I would like to dedicate this book to the two major male influences in my life, my grandfather Joseph W. Leshe (1927 – 2011) and my stepdad, Jesse DeLeon (1951 – 2011). I learned so much from both of you, and my heart aches in your absence. You are both missed very much.

Additionally I would like to dedicate this book to its two great influences, the musical group *Blue Oyster Cult*. I spent many an hour listening to them while working on *Gaslight* and I have even acknowledged them by piecing *BOC* related clues through the manuscript. Also I would like to dedicate this book to Mr. William W. Connors. His influence came in the form of the *Masque of the Red Death* box set for *Advanced Dungeons and Dragons Second Edition*. It is he I try to emulate through this work. Thank you for being such an influence and keeping me playing *D&D* after I was ready to quit.



PROSPICE

Fear death? — to feel the fog in my throat,
The mist in my face,
When the snows begin, and the blasts denote
I am nearing the place,
The power of the night, the press of the storm,
The post of the foe;
Where he stands, the Arch Fear in a visible form,
Yet the strong man must go:
For the journey is done and the summit attained,
And the barriers fall.
Tho' a battle's to fight ere the guerdon be gained,
The reward of it all.
I was ever a fighter, so — one fight more,
The best and the last!
I would hate that death bandaged my eyes, and forebore,
And bade me creep past.
No! let me taste the whole of it, fare like my peers
The heroes of old,
Bear the brunt, in a minute pay glad life's arrears
Of pain, darkness and cold.
For sudden the worst turns the best to the brave,
The black minute's at end,
And the elements' rage, the friend-voices that rave,
Shall dwindle, shall blend,
Shall change, shall become first a peace out of pain,
Then a light, then thy breast,
O thou soul of my soul! I shall clasp thee again,
And with God be the rest.

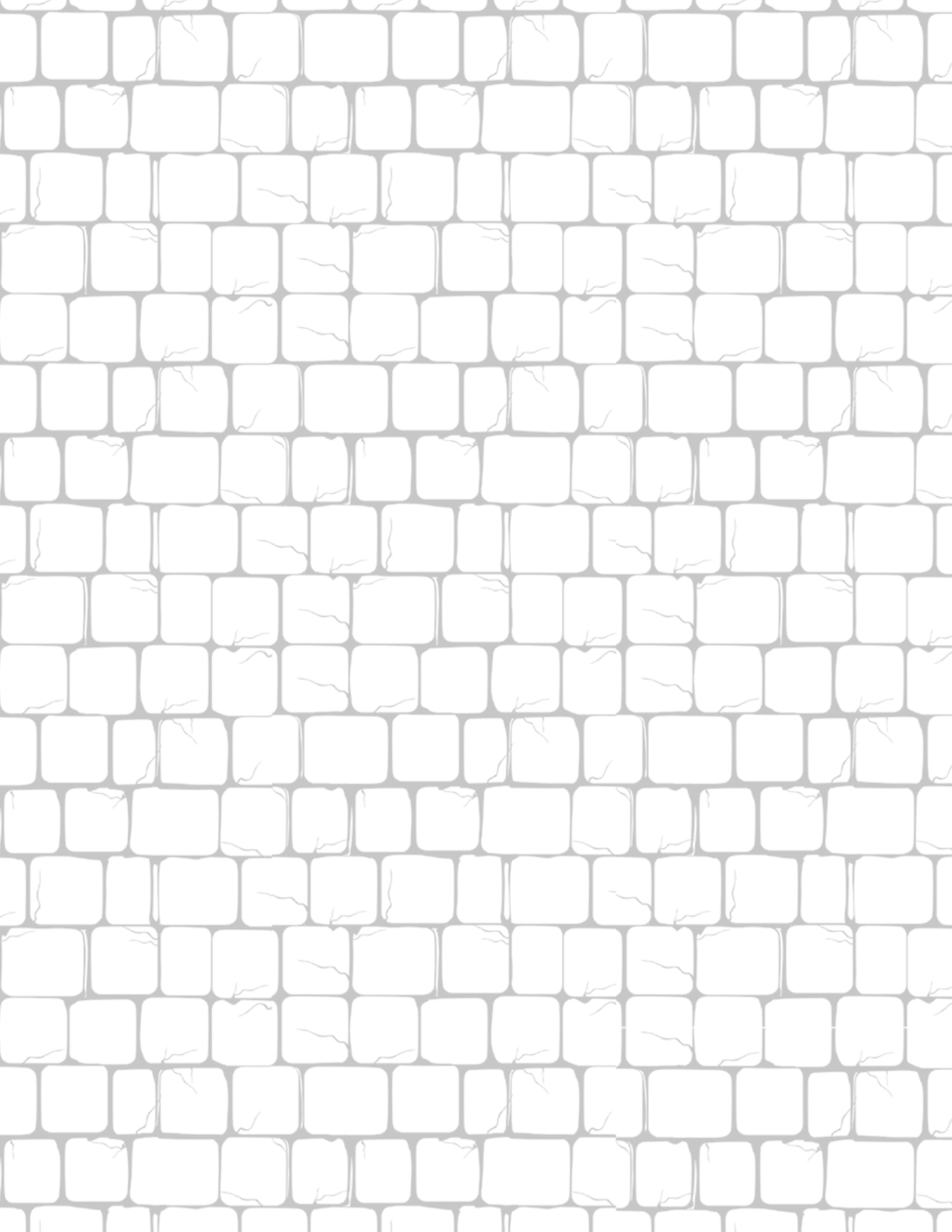
Robert Browning (1861)

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TERROR BY GASLIGHT

I

THE WORLD OF GASLIGHT

GASLIGHT is a fictional world where technology meets sorcery. GASLIGHT is a Victorian Fantasy game. It has all the trappings of your standard Sword and Sorcery game mixed with the elements from the classic literature of the period. In this game you won't find Elves, Dwarves, Halflings, etc. instead you will find Vampires, Beast Men, and Wildlings.

This book comprises the “Player’s Guide” to Gaslight, with more detail for Gamemasters to be released in subsequent products.

In **GASLIGHT** the characters are most likely to work for an organization such as the fictional MI-7, dedicated to maintaining order worldwide by making sure that evil doesn’t prevail. MI-7 is known to exist only in rumor and legends, even those in the very top of government don’t know it exists.

The Victorian Era

The term “Victorian” immediately conjures up images of men in top hats and women in bustles taking a hansom through the foggy, gas lit, cobblestone streets of London. While this is certainly a part of it, the truth is that Great Britain’s presence was felt throughout the world during the Gaslight period. She competed with other European (and native) powers over control of Africa and Asia. She inspired Japan to westernize its society and armies. Across the Atlantic, the former British colonies were also making their power known throughout the world. While the entire world may not have been controlled by Great Britain during this time, it certainly felt her influence.

The Gaslight period is best known to Americans as the age of the Old West, when gunfighters fought for justice against evil cattle barons, corrupt landowners, and scalp-hungry Indians. It is seen as a simpler time, but it was anything but simple. Driven by the industrial revolution, steam engines roared across the Great Plains, the deserts, and even the Rocky Mountains. One could travel from New York to San Francisco without ever leaving the “modern” comforts offered by locomotive travel. The latest fashions could be shipped from London and Paris to Boston, New York, New Orleans, and beyond.

In short, while most campaigns will probably be set in London or, more generally, the British Empire, Gaslight campaigns can take place anywhere in the world throughout the 1870s, 1880s and 1890s, combining Western influences with local culture.

Terminology

Throughout this game, the term “Western” refers to North American and European cultures, especially those influenced by Great Britain, France, and Germany, while “Eastern” refers to Asian cultures. Victorians often used the terms “occidental” and “oriental” to mean “west” and “east” respectively, but this author has chosen to use the more familiar terms. The author realizes that the use of “western” and “eastern” is inaccurate and controversial, but it provides convenient shorthand as well as displays the British mindset of the Victorian Age.

The authors have also chosen to refer to the descendants of pre-Columbian Americans as “Native Americans” rather than “Indians.” While “Indian” is the term used throughout the Victorian Age, a distinction was desired between peoples of the Indian subcontinent and the Americas. It should be noted that Americans of European descent usually mean “Native American” when they say “Indian,” while British subjects tend to use the term to mean anyone from South Asia or Southeast Asia (although the term is increasingly limited to the subcontinent). In this work “Indian” refers exclusively to the peoples of the Indian subcontinent.



Victorian Themes

There are common themes that run through the literature of the period. GMs can incorporate these themes into their Victorian Age campaigns in order to enhance historical immersion. These themes are intertwined with the genres that are discussed in the next section.

Vicarious Adventures

Victorian readers hungered for stories that would take them to exotic (usually Asian) places, such as Bangkok, Bombay, Calcutta, Hong Kong, and Shanghai. While the steamship and the Suez Canal dramatically cut travel times around the world, many people couldn’t afford to take long journeys to other lands. Travel novels filled that need, allowing readers to explore exotic places and cultures through the senses of the characters. Western households that could afford it imported carpets, furniture, clothes, and foodstuffs from the exotic East.

While a travel novel in and of itself would hardly make a good adventure, GMs should keep in mind that the journey is often as important as the destination when designing explor-

atory adventures, especially in comfortable trains and ships. *Around the World in Eighty Days* (1872) is a prime example of fusing the travel and adventure themes. In addition, the lost world genre is a combination of the travel novel and historical romance. These lost worlds were peppered with liberal borrowings from real world exotic or historical cultures, such as Romans, pirates, and Crusaders.

Another important theme in the Victorian Age is westernization. Westernization is essentially a polite way of saying “abandoning your native cultures and beliefs and replacing them with ours, primarily for our economic benefit.” While westernization does include the spreading of Christianity to the rest of the world, the term goes much further. The British, with varying degrees of success, transported their civil service model to other cultures. Railroads, telegraphs, and other machines found their way to India, China, and Japan. Combat tactics changed forever as the rifle replaced the spear and bow and the machine gun tore through charging armies. Some leaders, such as the Emperor of Japan, saw westernization as a necessity in order to compete with imperial cultures.

Westernization also included political dominance. Many early trade agreements turned into imperial influence and eventually conquest. The two competing models were imperialism and colonialism. Imperialism left native cultures largely intact, with local rulers that swore fealty to the ruling country. The ruling country would only interfere when it was convenient, providing oversight and modernizing the nation (to the Victorian mind, “modernization” and “westernization” were the same thing). Colonialism, on the other hand, was direct rule by the ruling country, often displacing local populations with its own people. Colonialism was a more popular option in places where the natives were loosely organized and resources were easy to acquire.

Society

Society plays a large role in Victorian England. Officially, British society is divided into two classes, noble and commoner. Each is represented by a House in Parliament. Industry and trade, however, made some commoners very rich, and although they could never be nobles (which is a birthright), they shared little in common with the rest of their class. Victorian society, therefore, understood that British society was in fact made up of three classes. The British middle class apes

the upper class in ritual and some middle class gentlemen are actually wealthier than some of their “betters.” Faced with dwindling finances, many upper class bachelors take middle class or foreign wives to acquire wealth. Society discourages such cross-pollination, of course, and each class has its own constantly shifting rules of etiquette and manner. Classes are encouraged to keep to themselves, interacting with each other only when necessary.

Two concepts to keep in mind when using society are politeness and scandal. Politeness extends beyond etiquette; there are simply things that a member of society will not do. Open displays of emotion were not permitted in polite society. Men, especially heads of households, will keep from discussing business or delivering troubling news to women. A common practice is for the head of the family to read a newspaper and then

relate appropriate news to his wife and daughters. A gentleman or his wife would never be seen doing manual labor, that’s what servants are for. And although the coin had long since left circulation, the guinea was used to quote prices for art, horses, land, and professional fees.

Scandal is the one thing that a member of society must avoid. Having a mistress, for example, is not nearly as bad as society finding out about it. Many marital partners will quietly accept that their partner has a paramour as long as they are discreet. This extends to other vices as well, especially overindulgence. It is also scandalous for the upper class to engage in business (patronage is a different matter).

Other nations have their own class systems. In America, for example, land ownership has created de facto elite even

though “all men are created equal.” Former slaves and other Americans of African descent also tend to be treated as a lower class. In Russia, the peasantry resented the noble landowners, especially those that had formerly been serfs (emancipation occurred only a decade prior to the Victorian Age). These sentiments will come to a head in the beginning of the next century. In Japan, the Emperor clashes with the samurai class, which he intends to abolish. In the colonies and empires, social classes are divided by race and ethnicity as well.

Society provides many hooks for campaigns. A broke baron may try to court an American heiress. A noble may find himself in love with a peasant. A samurai might not wish to lay down his sword for the emperor (see the movie *The Last Samurai* (2003)).



Whether warranted or not, those living in the Victorian Age are considered prudish (derisively called “Victorian morality”) when it comes to sexual matters. While this perception is generally limited to the upper classes in general and British society in particular, it can be said that most western literature was very delicate in regards to sex. Polite conversation would never include any sexual topics. While this attitude was maintained in public, very different attitudes arose in private. Courtship was a very formal affair and allowed for little time between prospective partners to get to know each other. Marriages were based on social desirability, not romantic love. This enforced prudery fuelled interest in literature about sexually charged Vampires and dashing rogues.

In a GASLIGHT campaign, such a situation often leads to married people having affairs, or single people (often male) sneaking around to be with those that they could never marry. These affairs can be used for blackmail purposes, or to allow unlikely characters to have intimate information and contacts that would otherwise be unavailable. Even player characters can use this to their advantage, using their wiles to gain benefits.

Progress

Another key theme in the Victorian Age is progress. Science has captured the imagination of the public, and there seems little that science will not achieve. Railroads, telegraphs, and steamships connect continents. A canal has been dug through the Suez. Factories churn out machine-made products. GASLIGHT keeps cities alive well into the night. Electric light bulbs and telephones are making their debuts.

This scientific and technological progress has fired the imagination of novelists. Jules Verne would write about vessels that could swim beneath the ocean, take to the air, or even be shot into space. H.G. Wells explored the concept of a time machine, first in the short story “The Chronic Argonauts,” (1888) and later his better known novel *The Time Machine* (1895). The latter novel was in part an allegory on social classes, with the far future being divided between the beautiful Eloi, a childlike race with everything provided for them, and the hideous Morlocks, a bestial, industrial race that provides for the Eloi, who is in fact their food source. Neither race is as intelligent as the time traveling protagonist.

While perhaps not as extreme as the Morlock future, Progress and Industrialization in the Victorian Age did have its downsides. The poor flocked to the cities in the hopes of finding factory work. What they found was low wages, poor working conditions, and crammed slums (also known as rookeries). Smokestacks belched black smoke into the air and stained clothes, obscured vision, and, in extreme cases, caused suffocation or drowning (as those who lost their way fell into rivers). Disease tore through the densely populated rookeries. Human evolution, promoted by Charles Darwin, suggested that man was little more than an advanced machine, possibly with no God to guide him.

Needless to say, this dark side of the industrial revolution and evolutionary thought also fuelled novelists. A few decades prior to the Victorian Age, Mary Shelley wrote *Frankenstein*

or a *Modern Prometheus* as a warning about man daring to play God. The works of Charles Dickens, many of which showcased the plight of the London poor, are still very popular. During the Victorian Age, Robert Louis Stevenson would combine science and the restraints of polite society in *The Strange Case of Dr Jekyll and Mr. Hyde*.

Politics

While America and France had their major revolutions in the previous century, the nineteenth century was almost continually marked with revolutionary fervor. Many dissatisfied subjects and citizens, mainly from the lower classes of their respective societies, would stoke the fires of revolution. Partly spurred on by Karl Marx’s Communist Manifesto, popular revolutions exploded across the European continent. For the most part, these revolutions were suppressed. Communism made its resurgence during the Franco-Prussian War in 1871, when a socialist government emerged to take over Paris. This Paris Commune reigned for two months until it was defeated by the regular army. Communism would remain an issue across the European continent throughout the Victorian Age, although somewhat curiously Britain and America were virtually untouched by the fires of communism.

All western nations were subject to anarchism. Anarchism was the term given to any movement that sought violent overthrow of the government. While some anarchists were communists, anarchism was a movement all its own. Indeed, any group that used terrorist tactics to influence government was considered an anarchist. Significant anarchist activities throughout the Victorian Age included assassination attempts on the German, Russian, Chilean and British leaders (the attempt on Russian Tsar Alexander II was successful). In Britain, anarchism was equated with Irish separatists (the Fenians). While Fenian terrorist attacks were primarily used as scare tactics, they made assassination attempts on Queen Victoria and stabbed the Chief Secretary of Ireland to death in 1884.

Communism and related equality movements could provide interesting background color or the motive behind intrigues. Anarchist attacks can add an element of surprise to any Gaslight campaign. Indeed, the PCs could be in a public building or park on an unrelated adventure when an anarchist bomb or assassination attempt springs out of nowhere. In a covert campaign, the PCs could be secret agents tasked with eliminating anarchist threats.

Victorian Religion and Magic

While the Victorian Age is marked by increased interest



and application of science and technology, magic and folklore did not go quietly into the night. Indeed, throughout the world, people continued to make offerings to fairies or place wards upon their households and children. Victorian literature tended to portray faeries as tiny winged humanoids or small humans with stocking caps (these latter types were usually called elves). Sometimes these creatures would be portrayed as stunningly beautiful humanoids, especially in Scandinavia (it is this perception on which the typical RPG version of the elf is modeled).

The Victorian Age also saw the rise of another phenomenon, the practice of magic as a science. In previous centuries magic was considered the province of religion, either as miracles bestowed by the gods, or as a tool of demons or devils. Occultists in the Victorian Age, however, believed that magic was a natural force that could be harnessed through precise rituals (hermetic magic or “Magic”). This led to a rise of occult organizations such as the Theosophical Society, the Martinist Order, and the Hermetic Order of the Golden Dawn. Many of these organizations modeled themselves after the Freemasons, known for their secret gestures and rites of initiation. Members found it prudent to meet in secret, as practicing magic was still not acceptable to the general public. French author Leo Taxil caused quite a stir when he invented a black magic order, the Palladian Order, as a secret cult of Freemasons.

Spiritualism, or the ability to speak with the dead, was also prevalent in the Victorian Age. The American Fox sisters became world-renowned for summoning spirits that would make their presence known by rapping (a knocking sound). They were discredited in 1888 when one of the sisters revealed how she could make rapping sounds by cracking her toe joint. Still, spiritualism continued to be popular throughout the Victorian Age and gained some legitimacy in the scientific community.

Although a religion and not a magical practice, Christian Science, founded by Mary Baker Eddy in 1875, taught (and still teaches today) that, since man is made in God’s image, man is perfect. It is man’s own misperceptions of the material world that causes injury and through special prayers designed to see the spiritual reality man can heal himself. While not specifically banned, many Christian Scientists refuse medical attention, believing that all they need is the power of prayer.

Important Organizations & Secret Societies

Organizations are important to any setting, but most of those in the **GASLIGHT** campaign are secret and hidden. They are active and player characters are typically members of one of these organizations and will do what they can that is in the best interest of the organization.

Baker Street Irregulars

First arriving on the scene in 1886, this organization is made up of street urchins whose sole purpose is in the aid of the Consulting Detective, Sherlock Holmes. The organization is open to boys and girls, and is made up of quite a fair number of Wildlings. Their leader is called Wiggins, but it is unknown

if this is the name of one, several or a title passed down to the next leader of the group. It is reported that Holmes pays them a shilling a day (plus expenses), with a guinea prize (worth one pound and one shilling) for a vital clue.

The Baker Street Irregulars have a couple of things going for them that many other organizations lack. First of all, as they are all children they tend to be able to go just about anywhere without much of a hindrance. Also, because they are children there are a lot of places where they can remain and be relatively unseen, as children are typically ignored, especially in large crowds.

The Baker Street Irregulars also have another advantage, unknown to all but a precious few, the Baker Street Irregulars don’t just happen to operate on Baker Street in England, they have operations worldwide and often assist law enforcement agencies with the matter of gathering intelligence on those criminals being hunted. They have been known to work for the Pinkerton Detective Agency and the Van Helsing Group, just to name a couple.

Many members of the BSI have gone on to work for various law enforcement agencies, but as with any occupation where criminals are involved there is a rate of casualty that makes Watson shudder.

Culto de Ostras Azules

This organization was formed in the late 1500’s by a sailor known only as Del Rio. The organization worships a group of Oyster Men they say appeared to Del Rio while he was on Galveston Beach dying along with members of the Cabeza de Vaca expedition. He had already lost his two best friends and was dying when he was brought back to life by these “angels” in exchange for being their agent in this plane, after realizing he was one of them all along.

Once he came back to life he knew in his heart, filled with the power of the spirits of this land, that he was one of these angels, these Oyster Men, these others that were spirits on the earth found only in The New World. With this realization came power, power over lesser spirits, over the land, over places filled with death and the buried as well as other similar things. With this power came a realization that the rule of the Spanish, of all European nations, had to come to an end in the new world. So dedicating his new found powers to this cause, Del Rio became one of these invisible spirit men, searching for others to sway and influence into their cause.

This was the start of the Culto de Ostras Azules. With this cult came a great power into the New World, one that had lain dormant since the ancient tribes came to the new world on the land bridge long gone, before the great powers of Europe, before the pyramids, before the Tigris and Euphrates ran with blood in ancient feuds, the ancestors of these Indian tribes came to what would become the new world, bringing ancient powers born in the fiery start of the world.

Now these spirits had a physical agent on the face of the world, to work through to bring about their domination. Their powers showed that in many hundreds of years a child would be born that would lead them in their final battles. Until that

time Del Rio was to wander, searching for clues and finding more followers to lend their strength to the cult. Donning white paint on his face to symbolize his death and rebirth and bringing the Catholic sensibilities he was raised on, he became a veritable symbol of the gods on the world. As he came to them from death, his powers and dominion lay over the dead, the graveyards that began to fill as the diseases of the Old World ravaged the New World from the Spaniards to the follow on English, Dutch, French, and other nations rabid with greed for the gold, sugar, and wood of the New World.

In the early 1800's, a set of powers known only as "The Invisible Ones" caused the birth of a child – The Chosen One – in New Hampshire. His powers include the ability to see the future to some degree and to change his shape. Ignorant of his abilities, and billing himself as somewhat of an adventurer, he travels North America before winding up in New Orleans in 1829. Realizing that there may be more of a reason behind his powers than he previously believed, and perhaps having visions or some other drive, he has goals for the expedition he isn't telling his crew. This was the last known public account of "The Chosen One", what the organization is up to now is completely unknown.

Fraternal Order of Freemasons

The modern Freemasons can trace their roots back to the German states in the year 1340 AD, when the first Lodge was formed Dieter Schuster, a German born crusading Templar Knight who was able to trace his lineage back to Hiram Abiff, the chief architect of King Solomon.

During the Middle Ages the order was known as the Mason Guild (or the Guild), it wasn't until the Renaissance that it became known as the Fraternal Order of Freemasons. Here is where the Order began to admit membership of those who were not masons. The new order contained members of the new enlightened sects, and they freely shared that knowledge with the membership. In 1719, they elected John Theophilus Desaguliers, a clergyman, an eminent scientist, and a Fellow of the Royal Society.

During the colonial period, those who traveled to new lands took their Order with them and established new Lodges in faraway lands. These Lodges exist as a meeting place or sanctuary for Freemasons far away from home; it also exists as a gathering place for the local Freemasons. Each city has at least one Freemason lodge, while many have several.

The Freemasons have a secret, one not even speculated by the general populous at large. Within its hallowed halls is a group of magicians known as the Palladian Order. Those who do manage to speculate of the existence of the Palladian Order are under the impression that it exists to perpetuate some great evil. In reality, its entire existence was created to guard

against great evil taking hold in the world.

The ultimate goal of the Fraternal Order of the Freemasons is unknown, but it is known that it has been a haven for important men throughout history, including the founding fathers of the United States and several other important figures worldwide. It is believed that these key men help keep the order out of danger. It is believed that there are also several key masonic artifacts hidden in plain sight in museums around the world.

Their goals are unknown and their methods odd; this puts them into conflict with many other organizations around the world, especially those that have ideals and goals similar to their own. However, as one might expect they are one of the few organizations that allow multiple memberships with other organizations, and quite often are allied with other powerful organizations for protection.

Hermetic Order of the Golden Dawn

The Esoteric Order of the Golden Dawn, later renamed the Hermetic Order of the Golden Dawn, is one of the largest and most influential organizations of western occultism. Though relatively new, this organization has greatly expanded in both membership and power, and some claim it has an impact on both the political and industrial fronts that is without compare.

In 1886 Rev. A.F.A. Woodford was given a document called the CIPHER Manuscript. The Manuscript, written in English but encoded, did not interest the Reverend, so he passed it on to his friend Dr. William Wynn Westcott. Dr. Westcott managed to decode the CIPHER Manuscript, discovering it to be a detailed outline of the Grade Rituals of the Order, and prescribed a curriculum of specifically graduated teachings that encompass the Hermetic Qabalah, Astrology, Tarot, Geomancy, and Alchemy. Dr. Westcott brought in his fellow Freemason Samuel Liddell MacGregor Mathers to confirm his deciphering of the manuscript and to assist in turning the writings into a usable set of rules for a new lodge order. Mathers asked a third Freemason, Dr. William Robert Woodman, to assist in this endeavor, and the core of the Esoteric Order of the Golden Dawn was formed.

In 1887 the trio officially opened the Order to others, and soon a great many Initiates were learning the esoteric arts. As the number of initiates grew, the influence of the Order also grew. The teachings outlined in the CIPHER Manuscript were quite detailed, and those who followed the course of study soon found their astrological readings were quite specific, and quite accurate. In 1891, new initiate Arthur Edward Waite began extensive teachings in the use of the Tarot, consolidating the knowledge scattered through the ages on their use and meaning. Other young initiates, like Edward Alexander Crowley in 1897, showed a great deal of talent in Alchemy and the Qabalah.

In 1890 it is rumored that the Order managed to acquire the secret writings of Sir Isaac Newton, which contained his notes on the creation of the Philosopher's Stone. Some claim that the Order was able to complete the work that Newton was not able to finish, creating a Philosopher's Stone and ensuring the Order's means of wealth. Turning base metals



into gold meant that the order was not dependent on the generosity of their members, and meant that they could pursue even the most obscure and costly of rituals in their quest for knowledge.

The Invisible College

The Invisible College was born out of a dream...and a nightmare.

Mary Shelley, wife of Percy Bysshe Shelley and author of the gothic novel *Frankenstein*, found inspiration during her stay in Switzerland. In the summer of 1816, she accompanied Byron and Shelley during their travels. The legend created by Byron and the Shelley's is that one night, when a storm was raging over the lake, Mary Shelley and her husband spent the night at Lord Byron's. Byron challenged them to think up ghost stories, but Mary Shelley wrote nothing. Then, the night before Byron and Shelley's boat trip on Lake Geneva, Mary Shelley had a nightmare.

That nightmare wasn't what would become a popular book that would have a life longer than the original author herself. No, her nightmares would be of humanity destroying themselves with sciences that they did not understand, advances that they had neither the ethics nor morality to use as they were intended to be used, or to ignore those things that were not meant for mankind.

From this weekend in Switzerland came a seed that would bloom into the Invisible College. Percy Shelley would begin to formulate some of the theories of this organization in his 1819 essay *In Defense of Poetry*: "Poets are the hierophants of an unapprehend inspiration; the mirrors of the gigantic shadows which futurity casts upon the present; the words which express what they understand not; the trumpets which sing to battle, and feel not what they inspire; the influence which is moved not, but moves. Poets are the unacknowledged legislators of the world."

It was a feeling that only the artistic could save the world, and save humanity from itself. In this period between 1816 and 1819 the guiding lights behind the Invisible College began refining their processes. One of their primary methods is to make actual events look fictional or so sensational that people would not believe that the events could have possibly occurred. Hiding things in plain sight is the best tool of the Invisible College. It was Mary Shelley's *Frankenstein* that tested this technique for the first time.

It is not coincidental that the period of the ascendancy of the Invisible College is parallel to the periods of the increase of the popularity of Spiritualism and of the general interest in the fantastic in literature. These were all tools encouraged by the Invisible College in order to create an environment of belief in the unknown and strange, but only amongst those who would be easy enough to discredit or mock. This created the fertile ground into which the membership of the Invisible College could place ideas so that they could be more easily disbelieved by the majority of "right thinking" individuals in the world.

These methods also make it easy for a small, yet incredibly

dedicated group of individuals to be able to mold and form public opinions on what is rational and what is irrational, what can and what cannot be believed as true and proper. These methods have also had far-reaching repercussions in the realms of politics and marketing, and have had an incredible impact on the world as a whole.

It is always important to remember that the Invisible College has never had a large membership. While the founders felt that artists and writers of all stripes were the best suited to invisibly guide the world, they also knew that those very people were very often the ones who could be the least trusted. This is, in part, what has lead to the existence of the Invisible College information being revealed at all – the pettiness of individuals, particularly those of an artistic nature, often leads to secret information being released. This can also lead to rival organizations, fighting against the Invisible College...or some even claiming to be the Invisible College! Just because players are fighting against the Invisible College, or think that they are members of it, it does not mean that they actually are doing what they think that they are doing. This is a problem in a world where there are too many secrets. It is so much harder to get at the real truths of things, if that is what you desire to do.

This goes to demonstrate that there is no central dogma to the Invisible College. As it has adapted, evolved, changed and grown with each successive set of leaders, so too does each individual cell (called Universities by the organization) make its own rules and interpret the ideology of the organization according to its own goals and plans. Often, people working towards the goals of a University, or of its leadership, will not realize that those goals do not completely match up with what the College itself is "teaching" to its membership. All of this is intended to give a GM the maximum flexibility with using the Invisible College in their games. There is no one official Invisible College.

The role of the Invisible College in Gaslight can be varied. However, the basic role of the organization will fall into one of two distinct categories; the rest is just further detail. The Invisible College is either the heroes or the villains of your overall story. In addition to the role of the Invisible College, you and the players would probably need to determine whether or not the player characters are employed by, or are acting against, the Invisible College. These two do not have to impact each other in the way that players would think though. The Invisible College can be a force for good in the world of the campaign, and the characters could still be working to actively bring them down (either to free the secrets that they have or because of the fact that the characters are misinformed about their goals and nature).

Knights of the Round Table

The year 1837 saw not only the coronation of Queen Victoria, but also the foundation of the Most Holy and Restored Order of the Knights of the Round Table. Joshua Griffyth-Jones, a prominent New York banker and amateur historian, began the fraternal organization because of his family's fascination

with the original knightly order. Family tradition holds that the Griffyth-Jones family is direct descendants of Sir Girflet, one of the last of the original Knights of the Round Table. Sir Girflet fought alongside King Arthur in the great final battle against Mordred. When Arthur fell, it was Sir Girflet there to fulfill Arthur's last wish. Arthur commanded Girflet to cast Excalibur into a nearby lake. When he did so, a hand rose up from the lake, caught the sword, and sank below the water. Sir Girflet alone knew the secret of the lake. Feeling as if he were the last defender of Camelot, Sir Girflet vowed that he would maintain the honor, the integrity, and the true goals of the Order of the Round Table. He swore that one day, when the world was in need; his descendants would restore the order and prepare the way for the Arthur, the King Eternal. Over the centuries the descendants of Sir Girflet is said to have kept this vow, though no records of his family seem to exist anywhere.

Joshua Griffyth-Jones was born in Hempstead Harbor, New York in 1805, the son of David Michael Griffyth-Jones, a trader in gold and silver. Joshua grew up hearing stories from his father about chivalry, knights in shining armor, honor, fighting for the forces of good, and always, the story of the death of King Arthur. The Knights of the Round Table were a constant fascination to young Joshua, and he promised himself that he would become a Knight of the Round Table when he got older.

As he grew up, Joshua remembered the stories and the rules of chivalry, honor, and loyalty his father had spun when he was a child. These rules guided him as he attended Yale University, and continued to guide him as he made his way through the intricate and cutthroat world of financial banking. To the surprise of many, his personal code of conduct was quite successful, and Joshua Griffyth-Jones soon became a name to be reckoned with in the financial world.

Griffyth-Jones conducted constant searches about the original Knights of the Round Table, searching for new information about the knights and their descendants. He felt sure that other descendants of the Knights could be found among the upper classes of New York society, and so in 1835 he began his own personal quest. In short order a dozen members of the local aristocracy presented their pedigree as knightly families, and the core of the new order was formed.

In August of 1837 Griffyth-Jones gathered the gentlemen at his summer house in Montauk, on the tip of Long Island, and proposed the re-founding of the Knights of the Round Table. Headquartered in offices above Griffyth-Jones's main Manhattan bank, the chosen men of power in New York took

on a most daunting task. The new Knights swore an oath to Griffyth-Jones, who claimed the title of Steward of the Order, to defend the code of chivalry, to right wrongs, to not seek glory in their duties, and above all to restore honor and prepare for the coming of King Arthur and the recreation of his realm in America. The Knights worked both openly in charitable causes and more actively in clandestine tasks. The Knights and their Squires – trusted associates who cannot trace their line to the original knights – strive to bring honesty to the business world, true justice to the legal trade, and fair practices to the factories.

The altruistic goals of the Knights of the Round Table held strong until the death of their Steward in 1877. Rhys Griffyth-Jones, the eldest son of Joshua, assumed the role of Steward upon his father's death. Rhys believed strongly in the stories of the original Knights of the Round Table his father told him. He felt that the Restored Order needed reminders of the original Knights, what they stood for, and what were their sources of power. His obsessions became the objectives of the Knights. That is when their most clandestine of tasks became The Quest.



The ultimate goal of The Quest is nothing short of recovering artifacts of the original order. The greatest honor for the knights is to be sent on a Quest mission, to look for one of the ancient relics. The scabbard of Excalibur, the Holy Grail, the Staff of Merlin, and Sir Gawain's Armor are just a few of the relics sought by the Knights of the Round Table. Because the Steward believes that the relics can only belong to true descendants of the original Knights, and the members of the Order can prove their claims of heredity, Rhys Griffyth-Jones feels that no action taken to recover them can violate their Code of Conduct. This has led some members of the order to take actions which could be considered to be morally questionable. Have the Knights found any of them? Are the relic's genuine or clever forgeries?

Only the Steward of the Round Table knows for sure.

The Most Holy and Restored Order of the Knights of the Round Table can take many different paths in your Gaslight Victorian Fantasy. They could truly be descendants of the original order. They could be a group founded on good meaning, but false assumptions. They could be knowingly founded on false pretense. Are they truly a force for good and the last bastion of chivalry? Are they a once proud, but now corrupted fraternal organization? These are just a few of the questions a Game Master will want to ask himself about this group.

MI 7

Ask anyone working in Her Majesty's government about MI 7 and you will likely get blank stares. Ask too many questions about MI 7 and you might find yourself being questioned by members of MI 7. Created by secret order of Queen Victoria in 1850, the Secret Intelligence Bureau is under the exclusive purview of the Prime Minister. The Bureau is divided into seven sections called Minister's Intelligence Departments 1 through 7. Each department is responsible for a specific type of information or a different region of the world. Because of the politically sensitive nature of the Bureau, and the extra-territorial activities necessary to obtain their information, the very existence of the Bureau is a secret. Only Her Majesty, The Queen, and the Prime Minister know of the existence of these departments.

Each of the first six departments is charged with reporting information on a particular region of the world. MI 7 is unique, having a broader scope. They are the trouble-shooters, the ones who work on problems all across the globe. They also make sure that the Secret Intelligence Bureau remains secret.

The head of MI 7 is the quiet yet brilliant Mycroft Holmes, elder brother of the noted detective. It is the Department Head who reports directly to the Prime Minister. To the best of the Prime Minister's knowledge, Mycroft is the only member of MI 7, a fact that he is not about to correct. Mr. Holmes was selected because of his excellent deductive skills, said to exceed those of his brother, and because of his discrete handling of information sensitive to the Crown while working with his brother on the Queen's behalf. The fact that he never seemed to leave the Diogenes Club while working on that particular case was truly amazing.

What is the mission of MI 7? They find the unfindable. They discover the reason behind the unreasonable. Everything MI 7 is involved in has some curious or unusual fact or twist of logic behind it. Of course, what the public knows about it and what the truth of the matter is can be two very different things. More often than not, the reason behind those differences is MI 7.

The secretive nature of MI 7 makes the organization an excellent resource for the Gaslight GM. Is the Department a source of good information or a fountain of propaganda? Does the Department work with the Player Characters or against them? MI7 can also form a base from which Player Characters can launch their adventures. The choice is up to the Game Master.



Order of the Illuminati

The year of 1776 was a chaotic year, full of uncertainty and political upheaval. In May of that year, in a small inn in Munich a group of men gathered to preserve order. They came from all across Europe, men of wealth and power who were patrons of the arts, sciences, and creative thinking. On the evening of May 1, they gathered to sign the founding charter of The Grand United Order of the Illuminati.

The Illuminati has, as their founding belief, that knowledge and enlightened thinking is key to the preservation of society and order. How they come to fulfill this belief often brings them into conflict with other organizations. Unlike the Freemasons, of which all the founders belonged, the Illuminati decided that discovering and collecting information should be a key function of the group. They worked towards finding texts and oral reports of historical events, scientific discoveries, and incidents of unusual phenomenon.

One key aspect of the group was the fact that instead of doing their investigations in public, the Illuminati decided that keeping their group secret will allow people to be more open and forthcoming in giving the group information. Talking to a friend or curious acquaintance is much easier to do than to police or even university scientists.

Over the last few decades of the 1700s, the Illuminati gradually broadened their network of information gatherers, adding members within many countries and professions. The knowledge the Illuminati gathered at first seemed quite ordinary, but closer examination and coordination of this knowledge revealed greater secrets. At first the Illuminati did not believe that the secrets they discovered were real. Some seemed to uncover conspiracies, mystical creatures, and the existence of creatures that can only be called Fairies. The secrets they discovered were quite earth shattering, and the Council of the Illuminati decided that these great secrets were too powerful, too overwhelming to be released to the public. The Council created the Committee of Confirmation in 1797 to review everything that the Illuminati gathered, gradually discovering more secrets of both mundane and mystical origins.

Since the start of the 19th Century, the Illuminati have been expanding their information gathering to include gathering of artifacts, relics, and objects reported to be of mystic power. Rumors constantly circulate that the Illuminati are in possession of maps locating the Fountain of Youth, the diary medical logs of Doctor Victor von Frankenstein, and even books from the Library of Alexandria. The Council of the Illuminati constantly denies these claims, but disproving these claims often adds more questions than answers.

Pinkerton Detective Agency

The world of Private Eyes begins with the legendary Pinkerton National Detective Agency. Their logo, with its big central eye and the motto "We Never Sleep", spawned the nickname Private Eye, and the image of the tough guy determined to solve a case.

In 1850 Allan Pinkerton and Chicago attorney Edward

Rucker formed the North-Western Police Agency, later to be known as Pinkerton National Detective Agency. Pinkerton became famous in February 1861, when he foiled an assassination plot in Baltimore, Maryland, of President-Elect Abraham Lincoln. His efforts in this case impressed Lincoln so much that Lincoln hired Pinkerton to provide his security during the American Civil War as well as performing as head of the Union Intelligence Service during the first years of the war. Pinkerton's investigative techniques, created during his days in the North-Western Police Agency and refined over the years, were an innovation that lead the Pinkerton's to be the most well-known specialists in criminal investigations and undercover operations. The Pinkerton National Detective Agency became a unit to be feared.

After the end of the American Civil War, Pinkerton's offices opened all across the United States. Their services were used to track down outlaws such as Jesse James, The Wild Bunch, and the Reno Gang. Their services spread far and wide, even assisting Scotland Yard and Sherlock Holmes in a number of cases involving crimes on both continents.

Starting in the 1870s, the Pinkerton Agency was hired by a number of large companies to investigate efforts to unionize workers. Quite often this led to violent conflicts and a bad reputation for the Agency. Pinkerton Men became associated with "Corporate Thugs" and were known for being union breakers. Pinkerton Agent John McParland managed to infiltrate the militant labor union of coal miners in Pennsylvania known as the Mollie Maguires. The Mollies were a secret Irish organization that worked for labor unionization and were known for stirring up trouble throughout Ireland. McParland, under the name of James McKenna, became a member of the Mollie Maguires in Pennsylvania. Using the knowledge he gain from them, a great many members of the group were arrested, leading to the end of the violent unionist efforts of the Mollie Maguires.

The Pinkerton National Detective Agency makes a great resource in any Gaslight Victorian Fantasy game taking place in the United States. Players can work for Pinkerton's as investigative agents, as undercover agents, or even as consultants to Pinkerton's. The Agency can also be used as an adversary, bringing truth to claims that Pinkerton Agents were violent thugs with a badge of authority.



Red Headed League

There are some that will tell you that the Red Headed League is nothing but a story. Others will tell you it was a "League" of two, thwarted by the crime solving duo of Mr. Holmes and Dr. Watson. Only a truly rare person can tell the truth about the Red Headed League.

The real Red Headed League was founded in 1875 in Boston, Massachusetts. Patrick Michael Sullivan, David O'Hirllihy, Peter Flynn, and Kevin Muldoon, all of them red headed men, formed the League for what could only be called nefarious reasons. This criminal syndicate, which over the years expanded across the ocean and into Europe, was initially created as an act of revenge.

In 1872 Patrick Sullivan, an accountant of modest means at the First Mercantile Bank of Boston, was accused of improprieties in his work and promptly fired as a result. Patrick was an innocent man set up by his superior, David Patterson, to cover up embezzlements and misconduct on his part. After spending a year in search of proof of his innocence, Patrick Sullivan's efforts proved fruitless. Because he could not prove his innocence, and felt his life was destroyed by the acts of David Patterson, Patrick turned his energies to destroying the life of his tormentor.

Sullivan recruited his friends O'Hirllihy, Flynn, and Muldoon to help in bringing his revenge upon David Patterson, and so the Red Headed League was born. After quite a lot of discussion and planning, it was decided that Patterson should suffer a similar fate as did Sullivan -- to be found guilty of a crime he did not commit, and not be able to prove his innocence. Over the span of several years, Flynn and Muldoon worked their way into the confidence of David Patterson. Flynn began working as a clerk for Patterson under the name Thomas O'Hara. Muldoon, as Douglas O'Toole, became part of Patterson's social circle, meeting him at clubs, the theater, and the opera. Douglas O'Toole was soon the close confidant of David Patterson, and they were often seen together about town.

With Flynn and Muldoon supplying them with information, Sullivan and O'Hirllihy crafted a subtle plan to destroy David Patterson's name and his life. In 1876, on the Monday after Easter, it was discovered that the First Mercantile Bank of Boston had been robbed over the weekend. Someone had entered the bank and absconded with nearly fifty pounds of coins and gold ingots valued at more than \$20,000. Careful investigation of the banking house revealed a muddied handkerchief belonging to David Patterson in the bank's gold storage room. A search of Patterson's home, much to his surprise, revealed detailed written plans of the break in, and a small handful of gold coins. It was also shown that Thomas O'Hara was hired by Patterson and was working under an assumed name, though his real name was not in the records.

Patterson strongly professed his innocence, claiming he and Douglas O'Toole spent most of the weekend together at O'Toole's home. When the constables went to Mr. O'Toole's home, they found it empty, and the owner's whereabouts

unknown. With the mountain of evidence piled against him, David Patterson's life and name were in ruins. His protestations of innocence fell on deaf ears. In a fit of melancholy, David Patterson took his own life rather than suffer the punishment of others.

Many would think that this would spell the end of the Red Headed League, but that's not the case. The members of the League, flush with their ill-gotten wealth, found they rather enjoyed their more nefarious ways. They stayed together, developing new means of acquiring wealth at the expense of others. Adding additional members as necessary, the League expanded until they numbered 500 members. The "President" of the League, Patrick Sullivan, grew truly wealthy during the next 15 years, and upon his death the leadership of the League went to the son of Peter Flynn, Frederick Flynn.

Over time the League expanded and continued their elaborate crimes of subterfuge and larceny. Flynn diversified the League, getting them involved not only in complex bank robberies, but blackmail, extortion, and selling secrets to the highest bidder. The true secret of the League is that each member only knows a small number of members. You can't reveal a secret if you don't know it. That's what leads the League to be so successful year after year.

In *GASLIGHT* the League is great foil for a group of adventurers. Secretive, moderately powerful, and spread out enough to make them a hard target to eliminate. This is what a recurring villain is meant to be.

Scotland Yard

In the eighteenth century came the beginnings of immense social and economic changes with the consequent movement of the population of England to towns. The parish constable and "Watch" systems used throughout the country failed completely and the impotence of the law-enforcement machinery was a serious menace. Conditions became intolerable and led to the formation of the "New Police."

In 1829 the Metropolitan Police Act introduced by Sir Robert Peel, was passed by Parliament. This Act replaced the numerous local constables with a single police force that covered Greater London, excluding the City of London, which had its own Police Force. The Marine, or River Police as well as the Bow Street Patrols (both mounted and the "Runners" on foot) were also outside the command of the new London Metropolitan Police. The task of organizing and designing the "New Police" was placed in the hands of Colonel Charles Rowan and Richard Mayne (later Sir Richard Mayne). These two Commissioners occupied a private house at 4 Whitehall Place, the back of which opened on to a courtyard. The back premises of 4 Whitehall Place were used as a police station. This address led to the headquarters of the Metropolitan Police being known as Scotland Yard.

By 1890 the Metropolitan Police had taken over all of the buildings surrounding the original private house, as well as many buildings, stables, and storehouses in the surrounding area. Scotland Yard outgrew its origins. Headquarters were moved in 1890 to premises on the Victoria Embankment designed by Richard Norman Shaw and became known as New Scotland Yard.

Metropolitan police officers carried firearms only when given special permission by a judge; normally they are only armed with a truncheon. Their jurisdiction was limited to the London Metropolitan area unless requested by outside authorities and given permission by the Home Secretary (the cabinet officer who commands the police). The officers, often called "Bobbies," after Sir Robert Peel, wore a unique and very

sturdy hat. This officer could stand on his hat, allowing him to see over fences quite easily. They were charged with keeping order in public thoroughfares, ensuring that Public Houses follow strict hours and serving laws, fining establishments that conducted bear baiting or cock fighting, and ensuring that people going about their lawful business were not menaced by "general ruff-raff and ne'er-do-wells."

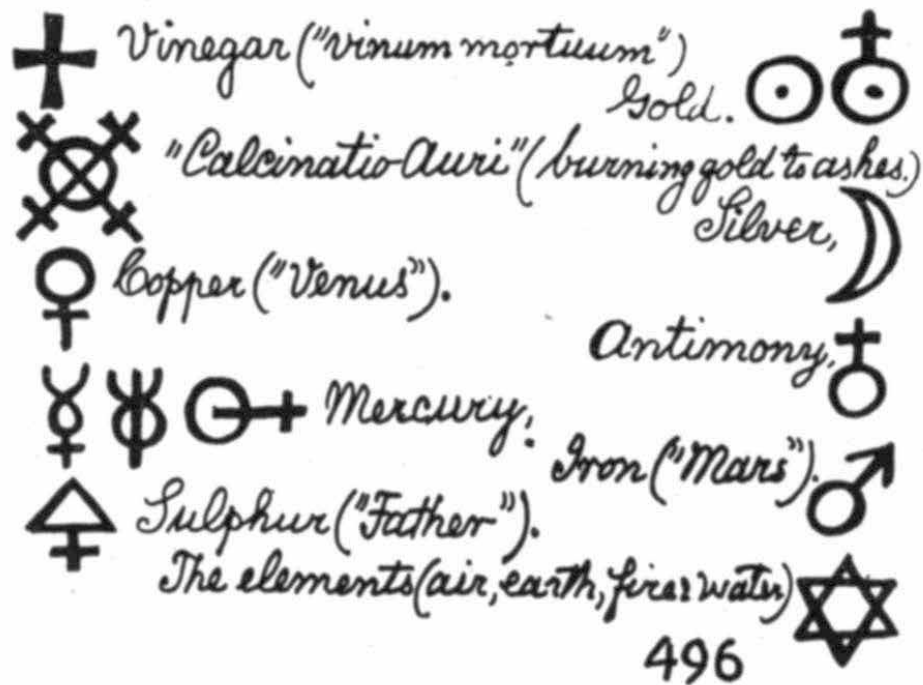
The Metropolitan Police Service Criminal Investigation Department, or CID, the first criminal investigation department, was set up in April 1878 by C. E. Howard Vincent. Originally it was only responsible to the

Home Secretary, but since 1888 it had been under the authority of the Metropolitan Police Commissioner. CID officers did not wear a uniform, instead they were plain-clothes officers. CID officers were involved in the investigation of major crimes such as rape, murder, serious assault, fraud, and any other crimes that require complex detection. They were responsible for acting upon intelligence received and then building a case; from analysis of the initial incident through the arrest and prosecution of any suspects.

The success of the men of Scotland Yard did not go unnoticed. Throughout the world, police forces were modeled after the Metropolitan Police. By the end of the 1890s uniformed and organized police forces could be found in nearly every major city.

Some of Scotland Yard's most famous investigators include Inspector George Lestrade, who consulted with Sherlock Holmes on a number of cases; Detective Inspector Frederick Abberline, who headed up the dreadful Whitechapel Murder investigations; and Inspector Montgomery Pettiman, who broke the horrific case of Sweeney Todd, but was unable to capture him.





Tribunal del Santo Oficio de la Inquisición

Where can one begin about the Inquisition? It is not even believed it still exists during the modern times. Not only does it still exist, but it does more than just attempt to convert people to the Roman Catholic faith.

The Tribunal del Santo Oficio de la Inquisicion began in the middle ages as a way for the Roman Catholic Church to exert its authority in the wake of the idea of the State being more powerful than the Church. It declared this idea to be heresy, and proceeded to expand its power to fill all concepts of heresy. At the end of the middle ages the concept and power of the Inquisition was significantly expanded to counter the new Reformation. Before the year 1100 AD they accomplished this without torture or execution, but that proved to be an ineffective method for the combat of heresy.

The Tribunal del Santo Oficio de la Inquisicion was officially abolished after the Napoleonic Wars, but it still remains a powerhouse of the Catholic Church operating in secret around the world. They continue to use the same interrogation techniques that they have used for centuries, and guilt or innocence doesn't matter as you are always guilty. They believe that only in death can you tell innocence.

The members of the Order spend their days hunting for the supernatural, including evil magic users and the undead. They are convinced that there are vampires among us, and that the most powerful progenitors are still out there. It often allies itself with the Van Helsing Institute, as their goals are often the same. The Order also occasionally works with the Invisible College, assisting them to hide the truth from the public.

Van Helsing Institute

The Van Helsing Institute was formed in the wake of a great tragedy, in hopes of preventing future heartbreaking events from occurring. In early September 1883, Professor Abraham Van Helsing, MD, DPh, D. Lit, etc., etc., came to the aid of his dear friend Dr. John Seward, Alienist, and head of the Whitby Asylum for the Chronically Insane, in Whitby, England. There Professor Van Helsing and Dr. Seward puzzled over the strange malady of Lucy Westenra. According to Professor Van Helsing, Miss Westenra, a vivacious young woman with three suitors that included Dr. Seward, suffered from an unusual malaise and anemia caused by repeated attacks from a Vampire. Lucy and her mother were mysteriously attacked by a wolf, causing Mrs. Westenra to die of fright; Lucy's death followed several days later. After her funeral and burial, there were reports of children being stalked in the night by a beautiful lady. Professor Van Helsing, knowing it must be Lucy risen from her grave, enlisted the help of Lucy's suitors, the American Quincey Morris, the Honorable Arthur Holmwood, and Dr. Seward. With the assistance of Lucy's close friend and houseguest Wilhelmina Harker, nee Murray, and Mr. Jonathan Harker, the group sought out the lair of Lucy's Vampire assailant, one Count Dracula of Transylvania. The group chased the Count back to his infernal abode in Transylvania, destroying him and bringing an end to his reign of horror. In the final battle with Count Dracula, Quincey Morris was slain by Gypsies servants who were bringing Dracula back to his castle.

During this series of adventures the group of friends developed into a hearty team bent on the destruction of this and other preternatural creatures. In January of 1884, Professor

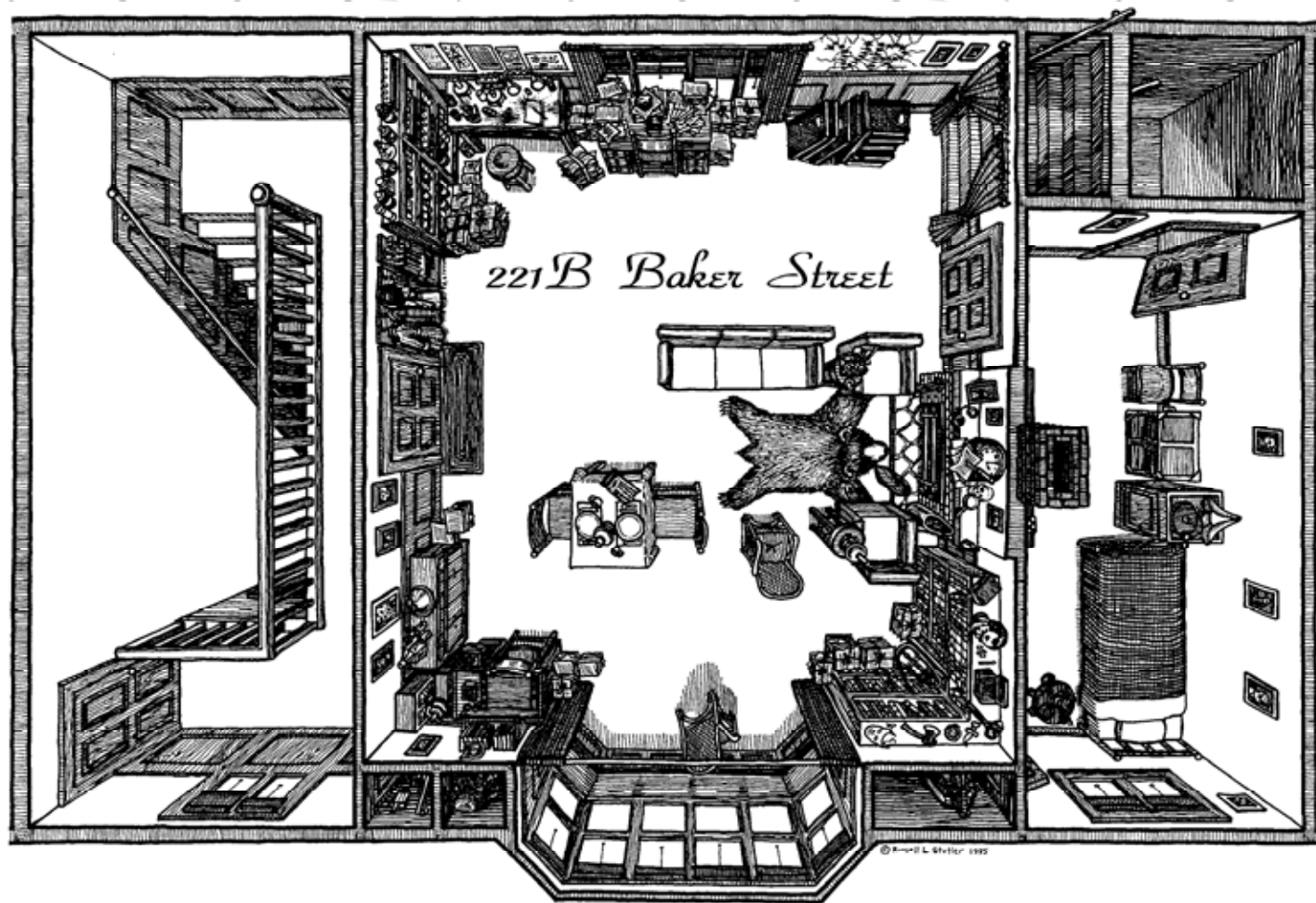
Van Helsing, Dr. Seward, Mr. Harker, the Honorable Arthur Holmwood, now Arthur, Lord Godalming, acting as a Board of Trustees, formed the Van Helsing Institute, headquartered in the Whitby Asylum. The Institute attracted a great deal of attention in its formative years, both malignant and benign. While the Great Detective of the era, Sherlock Holmes, and his colleague Dr. John Watson, politely refused to assist the Institute, other noted detectives of the age did come to their aid. Most notable is Thomas Carnacki, supernatural detective, inventor of the electric pentacle, and possessor of the Sigsand Manuscript. Carnacki's involvement with the Institute was mostly that of a consultant, though his great knowledge and skills were needed to end the Haunting of Dundee House in 1887.

Over the next few years the Van Helsing Institute grew in both size and scope, working to understand and often eliminate occurrences beyond the scope of mortal man. The few small rooms at Whitby Asylum soon grew too small for the Institute. It was what many described as a lucky happenstance, the Institute was able to purchase a castle near Königshütte in southern Schlesien, in the Empire of Germany. It was said that the castle is one of the many assets sold from the estate of Ernest Frankenstein, youngest brother of Victor Frankenstein. From this centrally located fortress, the Van Helsing Institute was able to reach all of Europe, assisting in the entrapping of the Demonic Butcher of Marseilles; the banishing of the ghost of Mad King Ludwig from Neuschwanstein; the destruction of the Medusa of Athens; and many others.

The Van Helsing Institute can be a great resource for the characters. Characters could be members of the Institute, searching out the supernatural and occult mysteries of Europe. The players could form a new office in North America, or in the Far East, bringing in more mysteries to be solved. The Institute could also be an opposing force, perhaps trying to destroy a Vampire player character, or thwarting the goals of characters seeking out occult knowledge and artifacts.

The Van Helsing Institute is quite flexible in how it can be used in association with other groups in Gaslight. The Invisible College could be a formidable opponent to the Institute, subverting their every action in attempts to discredit the Institute. On the other hand, the Invisible College could be a patron of the Institute, funding their research and directing them to many obscure and dangerous adventures. The Golden Dawn would often be at odds with the Institute, attempting to acquire and control those things which the Institute would destroy. The Institute and The Golden Dawn could be on the same side, especially if they are opposed to the Invisible College or the Knights of the Round Table.





COLORFUL CHARACTERS

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eroes in *GASLIGHT* are drawn from all reaches of Victorian society, from the rarefied halls of Oxford to the slums of the St. Giles rookery. Selecting a concept can help focus your idea and makes character creation simpler and more straightforward.



CONCEPTS

Academic

Academics are teachers, students, or independent researchers who have ties to institutions of higher learning, such as the fabled Cambridge and Oxford.

Athlete

Athletes include gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, cricket players, and those who engage in any type of competitive sport.

Adventurer

Big game hunters, explorers of uncharted continents, adventurers on the high seas are all representative of the adventurer mentality and way of life.

Aristocrat

The aristocrat holds a special place in Victorian society with expectations and privileges which set them apart from other members of society. They usually have some important position, such as in the government or as owners of important industry.

Bohemian

Bohemians do not live life by society's rules. They are free spirits who express themselves in unique and quirky manners suited to their own tastes. They include social activists, beats, anarchists, vagabonds, artists, and anyone else who believes in throwing off society's shackles.

Bureaucrat

Bureaucrats include receptionists, secretaries, paralegals, interns, desk clerks, executive assistants, human resources representatives, middle management, and anyone else involved in keeping the wheels of business turning.

Craftsman

A craftsman is anyone trained to create or fix items using basic materials. This includes carpenters, jewelry makers, potters, cobblers, blacksmiths, plumbers, and anyone else whose work involves making or repairing specific types of items or machinery.

Doctor

A doctor can be a physician (general practitioner or specialist), a surgeon, or a psychiatrist.

Domestic Servants

Domestics include maids, butlers, nannies, cooks, waiters, valets, gardeners, and anyone else who makes a living by performing routine household tasks for someone else.

Drifter

Drifters are aimless wanderers and streetwise jacks-of-all-trades who move between cities, working odd jobs until boredom or fate leads them elsewhere. Along the way, they learn strange customs and pick up interesting and diverse skills.

Entertainer

Stage magicians, fortune tellers, circus performers, and hurdy-gurdy players are examples of Victorian entertainers. Most entertainers ply their trade on the outskirts of society, only rarely being accepted in polite company.

Idle Rich

Whether from new money or old aristocracy, there are those who do little to nothing productive with their time or wealth, preferring to fritter it away on hedonistic pleasures.

Laborer

Every society has those jobs that no one really wants to do, but that someone has to do in order for society to continue. In a Victorian setting, this would be jobs such as factory workers, pub staff, construction, service industry jobs, postal workers, chimney sweeps, and any job that does not require working at a desk.

Military Officer

The military officer is a leader of men and forms the core leadership for every military force across the Earth. While he is probably not currently in the military (unless the GM is running a specific military campaign), during this time there is a “once in the military, always in the military” mindset, especially among officers.

Organization Operative

Many secret organizations, both legal and criminal, are at play during Victorian times. The operatives work in the field, ensuring their organizations maintain and expand their interests and influence.

Petty Criminal

Those who pick the pockets or lift goods from houses at night are certainly not absent from Victorian times. While such a character may not work well with others, such a reformed criminal may remember some particularly useful skills.

Police Officer

This covers members of the Metropolitan Police in London or Scotland Yard detectives. Other smaller cities and town, outside of London, have their own police forces as well and they may sometimes journey to the “big city” for some case or another, but most often the police encountered by characters will be those from London itself.

Private Detective

The private detective uses experience and deduction, as well as a lot of hard work, to get to the solution of whatever mystery comes before her. Consulting detectives assist the police with difficult cases for which they don’t have the necessary manpower.

Theologian

Ordained clergy, religious scholars and seminary students are those who have devoted their lives to such religious study.

MAKING HEROES

Characters for *GASLIGHT* follow the standard *SAVAGE WORLDS* Character creation process with only a few changes.

One: Race

There are five races available to players in *Gaslight*, although three of them at least started out as human and later changed. In addition to the basic racial description, each race has several Edges and Hindrances that are only available to them, which may help influence your choice of race.

Two: Traits

Once you’ve determined your race, it’s time to round out your character’s basic traits.

Attributes

Your character’s attributes are determined normally according to the *SAVAGE WORLDS* rulebook. Each character has five points to distribute among the five attributes, starting with a d4 in each, unless modified by race.

Skills

Your character’s skills are determined normally according to the *SAVAGE WORLDS* rulebook with the exceptions noted below. Each character has 15 points to distribute among the skills. Humans get an additional free skill at d6 that may be modified by skill points as desired.

Arcane Background skills

Only humans will need to take points in an appropriate Arcane Background skill. Non-human races will use the appropriate attribute (see appropriate Edges).

Language Skills

There were many more viable languages within a short geographic span. Each character knows how to read and write a number of languages equal to one half of their Smarts Die. If they have taken the Illiterate hindrance, they can only speak the languages they know.

Secondary Statistics

Your hero’s Charisma, Pace, Parry and Toughness are determined normally. Two new secondary statistics are used, Social Class and Wealth. Wealth is described later in *Worldly Goods* and may be modified by certain Edges and Hindrances.

Social Class

Social Class is used much like Charisma as a modifier to certain skill checks. Unlike Charisma, the Social Class modifier changes based on the environment or target of the trait test (described fully in *Rules of Order*). A character’s starting Social Class is Middle Class unless modified by Edges or Hindrances.

Three: Edges and Hindrances

Hindrances and Edges further define your character’s capabilities and are selected normally according to the *Savage Worlds* rulebook with the following exception.

For one hindrance point, a character may increase the number of failures allowed for equipment purchase rolls by



two (See *Worldly Goods*). This replaces getting \$500 for one hindrance point in the standard rules.

Each race receives a number of Racial Edges and Hindrances indicated by their racial description.

Each race, including humans, also has a number of Edges and Hindrances that may only be taken by members of that race, as indicated by their requirements.

Four: Gear

Each character starts with as much equipment as they can buy until they have two failures on purchase rolls (See *Worldly Goods*.) This number may be modified by certain Edges and Hindrances.

Five: Background

Here's where you flesh out the final details of your character. If you've selected a character concept, and chosen your edges and hindrances with a specific background in mind, this part should be easy, mainly providing names as needed and a bit of back story to "connect the dots."

Races

The world of GASLIGHT contains strange and unusual creatures, many of them sentient. They were thought to be myth, but then the larger truth was discovered; it was found that all races are capable and some are even superior to others. Those creatures that are currently available player races in GASLIGHT are Beast Men, Humans, Ratlings, Wildlings, Werewolves and Vampires.

Beast Men

Personality

To remind them how to act, every Beast Men is taught an extensive list of rules know as "The Law." The Law forbids animalistic acts such as drinking by slurping from a pool. It also requires Beast Men use words to speak rather than calls or growls. One of the most important Laws is a prohibition against eating meat, because the taste of blood can awaken primal urges in the Beast Men. Cat Beast Men are especially prone to breaking this one.

Physical Descriptions

It is impossible to confuse a Beast Men with anything else. Their body shape is truly humanoid, but the proportions are wrong. They have a feral head resembling an animal and their bodies are covered with fur. Females are, as with humans, shorter and slimmer than males and often have different patterns to their fur. Only Beast Men can tell themselves apart within the same subspecies, although observant people can recognize the facial features that differentiate them.

Beast Men dress in the manner of the human society in which they live. In skin tone, they range through all skin shades possible for humans and some impossible. Not many, but a few have hair or fur covering their skin. The hair on their head is



usually furry or bristly and may extend down the back. The ears may be malformed. The eyes are often strange colors, or set oddly in the face. A sloping brow is common, giving a look to match their intelligence. The large protruding nose gives the impression of an animal muzzle.

Relations

Most humans view Beast Men with trepidation. Beast Men are subject to prejudice and racial violence all over the world. Beast Men with sensitive noses rarely tolerate the company of undead, whose decaying odor unnerves them.

Beast Men Lands

Beast Men do not have a homeland of their own. Instead they exist in every country of the world with different cultural norms on how they are treated. Governments often regard their Beast Men as property, not as people. They are valuable as long as they accomplish the tasks set before them. Ultimately, all Beast Men are expendable. Beast Men have the same rights under United States law as humans do, and that makes this country a popular destination for those seeking asylum.

Religion

Beast Men bear the religion of the society they grew up in. In the nascent Beast Men culture, the worship of nature is emerging as a dominant faith. There is no one particular god or goddess these Beast Men turn to, and animism and spirit worship fulfils many of the Beast Men's basic spiritual needs. A number of Beast Men tend to also worship the late Dr. Moreau as their god and creator.

Language

Regardless of where the Beast Men originate they speak English as a language, as this was the language spoken by their creator the late Dr. Moreau. They will typically speak other languages as they pick them up in their travels.

Names

Beast Men have two names. One is one name that is given to them by humans, which they use in general society. The other is a secret name. This name is only known to family and close friends. The secret names are guttural sounding, resembling growls and animal calls.

Adventurers

Beast Men adventurers set out into the world with the primary motive of gaining self-respect, and the secondary motive of proving themselves to others (Beast Men and other races, alike). Most Beast Men are not thirsty for riches or glory; they yearn more for simple recognition of their individual worth.

Racial Edges and Hindrances

Improved Sense of Smell: +2 bonus to notice when using scent

Easily unnerved: Beast Men still maintain their close connection with the natural world and react strongly to the supernatural. All Guts checks that relate to supernatural events are at -2.

Outsider: Beast Men are considered strange and not fully accepted as members of society, and thus suffer a -2 to Charisma.

Beast Men have racial qualities according to the animal from which they were created. Upon character creation, players choose the animal type: bear, dog, or cat. These types are fairly general and can accommodate any similar animal as the Beast Men type. One might use wolf as opposed to dog or lion instead of cat. In addition to the above Racial Edges and Hindrances, Beast Men have additional Edges based on their original animal type.

Bear Beast Men: Bear Beast Men are a humanized Brown bear. They tend to be thick and well muscled with broad skulls with pronounced teeth. These Bear Beast Men are most common in Asia and across Europe.

Bear Hug: They call it a Bear Hug for a good reason. Bear Beast Men start with a d8 in Strength and get a +2 to checks relating to grappling including the initial fighting attack and subsequent opposed Strength/Agility, check.

Clumsy: Agility requires two points to raise one die type during character generation and two advances to increase after that

The World is Blurry: Bears have the Bad eyes (minor) hindrance

Smart as the average bear: Smarts requires 2 points to raise one die type during character generation

Healthy: Bear Beast Men start with d6 in vigor

Thick skin: The fur of a bear Beast Men provides +1 armor.

Cat Beast Men: Cat Beast Men are humanized domestic felines. They tend to be wiry with highly dexterous and sinuous body movements. These Cat Beast Men are common in all parts of the world. Most nations are studying how best to use Cat Beast Men in their militaries, perhaps as scouts.

Fluffy: Cat Beast Men are not known to be tough, and have a -2 to Toughness

Lands on his feet: Cat Beast Men start with a d6 in Agility

Night vision: Cat Beast Men ignore penalties for lowlight except pitch blackness.

Lightning Reflexes: A Cat Beast Man is in perfect tune with the movement of its body starts with the Acrobat edge.

Padded Feet: Cat Beast Men get a free d6 in Stealth.

Dog Beast Men: Dog Beast Men are humanized Afghan hounds. They tend to be lithe and well muscled with narrow, elongated skulls. These Dog Beast Men are most common in North America and by the Russian Monarchy but also are used extensively by the nations of China, Japan and Tibet. Most nations use canines in military roles.

Healthy: Dog Beast Men start with a d8 in Vigor.

Need Training: Smarts requires two points to raise one die type during character generation and two advances to increase after that

Keen sense of smell: Dog Beast Men gain an additional bonus to Notice +2 when scent related. This is in addition to the scent bonus granted by all beast men.

Man's Best Friend: Ever eager to please and good at following orders, Dog Beast Men start with the Common Bond Edge.

Natural Tracker: Born to track a scent, Dog Beast Men start with a free d6 in Tracking.

Humans

Personality

To other races, humans appear driven and always on the move. It is this drive that has helped a race with few other attributes to survive and dominate their environment. As a race, humanity lacks a single defining personality type. The different scattered people developed their own customs and values. However, a single trait that worries other races is their drive to conquer and master their surroundings, which has led to the current exploitation of natural resources that fuel the fires of industry.

Physical Descriptions

Humans come in a great variety of builds, ranging from a little below 5 feet to a tad over 6 feet tall, weighing from 125 to 250 pounds, and with



men being usually taller and heavier than women. Because of constant travel going back through history, humans have acquired a great ethnic variety, with skin tones ranging from fair and pale the further north to darker complexions further south. Hair ranges from blonde or reddish to auburn and black, with all varieties of thickness. Humans dress according to their cultural customs, although the dominant style of dress is for males to wear some sort of shirt and pants with maybe a tunic and for females to wear dresses and skirts, also with the possibility of tunics and overcoats. Adornments range from the primitive, made with animal remains, to the exquisite, crafted from the finest stones and metals, again, depending on cultural preference.

Relations

Humans have grown haughty with their seemingly unstoppable success and are in a position of dominance over other races. Although racial attitudes are as varied as everything human tends to be, there is a general feeling of superiority towards other races, thanks to the history of constant predation and abuse to which they were subjected to by the marauding undead. Beast Men are human creations and therefore most humans see them as servitor races. Occasionally, humans will even deny that they even have sentience. Victorian humans have a global attitude that to be different or strange to their customs is to be less than human and are thus okay for exploration and servitude for humans.

Human Lands

Countries and Empires are the primary human organization, extending from one corner of the world to the other thanks to breeding rates and innovations. Human institutions change and adapt rapidly in comparison to those of other races, and it is the humans who have the largest territories and the ability to manage them. Humans are gregarious, preferring to gather together when they can and as a consequence, their settlements grow almost without control. Large cities have created problems of transport and communication, which have been solved one by one through the clever application of knowledge and technology. The largest cities are cosmopolitan centers where members of all races are at least nominally welcome.

Religion

Humans pursue many religions with varying zeal, although many agree that the age of gods is coming to an end. This is to be replaced by the age of science, in which the answers to the world's dilemmas are not provided by a condescending supreme being but individually deduced and reasoned through study and rational thought. The role of the ancient gods in contemporary human society is minimal; they are excised from government and relegated to the level of spiritual counselors and occasional dispensers of small favors. There are fewer devout worshippers blessed with divine magic than ever before, as even magic now obeys set laws anyone with enough dedication can understand. Secrets that were once abstruse and arcane are now divulged in libraries and texts thanks to the invention of the printing press.

Language

English is the humans' basic language, although other common and ancient languages are reserved for nobles and scholars. English is littered with local jargon and borrowed words and expressions from other languages.

Names

The great variety of cultures and customs amongst humanity means that there are no hard and fast rules for naming children that would hold when taken to a neighboring land. As a result, humans are called nearly anything. The most widespread custom is that parents give their child the name they will bear for the rest of their lives and add to it a family surname, with some lands varying the order in which family and given name are spoken.

Adventurers

Human adventurers are amongst the most audacious and ambitious, fueled by their inner drive to excel and succeed at any task. Humans earn glory and fame by championing causes, accumulating wealth, acquiring power and otherwise pushing back the frontiers of achievement.

Racial Edges and Hindrances

Humans are exposed to a much greater variety and volume of opportunities than members of other sentient races.

Free Edge: Humans start play with a free Edge (although they must still meet the requirements for the edge).

Free Skill: Humans start play with a free Skill at d6.



Ratlings

Personality

Ratlings as a whole avoid direct relations with other cultures, however they tend to dwell inside major settlements of other races as a great source of treasure (or junk, depending on perspective) The innate scavenging nature of Ratlings often leads them to bad terms with high sense of property, as Ratlings often see nothing wrong with going through garbage and even taking from the dead (“they don’t need it any more”)

Physical Descriptions

They are often mistaken for one of Moreau’s beast-men, but they are not related. Though it is a mistake they are reluctant to correct. It is unknown their origins, and it is unlikely anyone will survive to tell the tale if they do discover that secret.

Ratlings typically range between 4 and 5 feet tall and weigh around 80 pounds. They rarely venture above ground, except to make raids on Wildling encampments, but when they do venture up they are typically wearing some kind of cloak to hide their features.

Relations

Ratlings get along relatively well with nearly everyone, being a peaceful, fun-loving group. However, like all rules there is an exception. Wildlings are their mortal enemies, and they would do anything to see Wildlings wiped out to the last one.

Ratling Lands

Ratlings are not native to any one region, they can be found in any large urban center such as London, Paris, Berlin, New York City, and anywhere else that a large urban center is found. You can most often find them in the large sewer systems that run beneath the city. They try to stay close to Wildling areas, so that they can keep an eye on their foes.

Religion

The Ratlings don’t really follow any kind of organized religion. Those that can read and write are about as equal as those that can’t. They think magic is neat, but have no desire to learn it.

Language

Ratlings speak the native language of the place they are living and often pick up at least one additional language.

Names

Ratlings have several names; they are given a name at birth, which is known only to their parents and themselves. This is their true name and they guard it feverously. They also have a name they are called until they reach adulthood and raid their first Wildling settlement. After that they have an adult name, given to them by their tribe.

Adventurers

Ratlings love adventure, and they love to collect new and interesting things. It is never difficult to get a Ratling to go

off on an adventure, especially if the opportunity to get neat stuff for their collections is involved.

Racial Edges and Hindrances

Evasive: Ratlings are quick and wily, gaining the Dodge Edge.

Living in the City: Ratlings can’t help but know how to get around to some extent. A Ratling receives a free d6 in Streetwise

Natural enemy: Ratlings are natural enemies of the Wildling and will focus all of their attention on neutralizing them. A Ratling must make a successful Spirit roll to keep from following or tracking down a Wildling she has seen. During combat, the Ratling must make a Spirit roll at –2. A failure indicates the Ratling must attempt to engage the Wildling.

Rodent Empathy: Ratlings have a natural affinity for rats; these characters may spend their own Bennies to influence rodents.

Scavenger: As a collector of things, sometimes the Ratling has exactly what he is looking for. Ratlings gain the Scavenger Edge.

Immunity: Ratlings are immune to poison and disease

Vampires

Personality

Vampires are very moody. They hunger for blood while still possessing a human conscience; it is a mortal paradox that many can’t endure without eventually going insane. Vampires can be very measured and self-controlled in their words and actions fearing that they will let loose the monster that resides inside. Some vampires revel in their nature, seeing themselves a superior to humans, seeing humans as food. Those two types often battle under the very nose of the humans to keep the secret of their existence.



Physical Descriptions

Vampires look exactly like they did before they were turned, except that they are deathly pale, their skin is unusually smooth and their eyes reflect light like a cat’s. These new vampires are born when an original vampire kills a victim in the usual manner but the victim’s desire to live is so overpowering that it returns a few nights later. As the original vampire had little hand in creating the new vampire, there is no bond of slavery between them and the vampire can act in accordance with its own free will. His first impulse is usually to seek out and kill the undead creature responsible for his present condition.

Relations

Vampires have guarded relationships with everyone, since they are in constant threat of being labeled a monster and being pursued by the authorities. They hide their nature with

cosmetics and deception or proceed with utmost caution, careful not to do anything that could be taken the “wrong way.”

Vampire Lands

Although Vampires don’t have lands of their own, some manage to hold sway over their own small fiefdoms.

Religion

Vampires are comfortable with the state of spiritual affairs, in that they have no particular religion. Many believe the deities have abandoned them and feel no obligation to continue worshipping. A few Vampires follow the aspect of chaos, embracing their monstrous side in search of solace from their divided existence.

Language

Vampires speak the same languages they spoke in their former life, although they pick up more as they interact with more creatures.

Names

Vampires have the same name they did in life, although they commonly drop their family name or adopt a new and invented one as they cut ties with their former lives.

Adventurers

Vampires see adventuring as a way to distract themselves from the never-ending hunger that grips their souls. With their blood-thirst perceived as a threat to society, Vampires must serve a higher purpose within it if they are to stand any chance of coexisting with the rest of society.

Racial Edges and Hindrances

Blood Drain: A Vampire can suck blood from a living victim with its fangs by making a successful grapple check. Every successful round of grappling allows the Vampire to heal one wound or one fatigue level instead of attacking the opponent. Once released, the opponent must immediately make a Vigor check, modified by a penalty equal to the number of wounds/fatigue healed by the Vampire. Upon failure, the opponent becomes shaken and gains a wound as if their Toughness had been exceeded with a raise.

The Vampire may also choose to drain blood as an attack. Instead of healing damage, the Vampire grapples and deals damage normally.

Dark Vision: Vampires reduce penalties for any darkness condition, including complete darkness, by 1.

Limited Immortality: Vampires are as close to being immortal as any race can be. They can appear to be the age they became a Vampire. Vampires are always considered to have made their Vigor roll upon becoming incapacitated unless they fail with a critical failure. On the negative side, a Vampire cannot be healed using either the skill or the power. The only way a Vampire can heal its wounds is to drink blood.

Weakness (Daylight): When the sun rises and until it sets, the Vampire loses its powers and becomes a normal human being. If the Vampire is in another shape at dawn, it becomes

locked in this form until the next sundown. The character loses any edges that a human is incapable of taking (i.e., Vampire-specific edges), except for effects on Charisma.



Werewolf

No one is sure where the first Werewolf was born or how it came to exist. Some people claim that they are a race that wasn’t born so much as it was created; the result of a curse that transformed the progeny of an entire bloodline, or a genetic mutation engineered by an ancient civilization before the dawn of human history. It has even been suggested that the werewolves have always been here, a more primal alternative to humanity that was swamped by homo-sapiens superior ability to breed and gift for technological innovation.

Personality

To be a werewolf is to be continually on guard, on guard for the change that comes with the shift in the moon, to be on guard so that society in general does not find out the affliction. As a being whose physical state and mental awareness is tied to the lunar cycle, the werewolf is keenly aware that during the time of the Full Moon they are not in control. Some werewolves revel in this, not worrying what happens during the change, others are ashamed and wish to conceal it. Either path leads to danger for the Werewolf, for once the moon rises and their fur comes out, they are raving animals intent on flesh and the hunt.

Physical Descriptions

In their human form werewolves can be of any race or nationality. Once infected with lycanthropy most werewolves begin to exhibit some traits that can be linked to the disease. These are often ears that seem more mobile than most, an increase in overall body hair as well as a marked inclination to follow their emotions rather than their minds.

Relations

Werewolves vary in their relations with other races, some try to blend in with humanity at large, other feel the need to spout their superiority. This need of some werewolves to show

their superiority has caused distrust by large groups of humans, known as The Hunters. The Hunters are a deadly force, whose only goal is to destroy the Werewolf race; in addition there is the occasional animosity between Werewolves and Vampires in Eastern Europe.

Werewolf Lands

There are no Werewolf lands, as they inhabit the same places other humans live.

Religion

Werewolves are comfortable with the state of spiritual affairs, in that they have no particular religion. Many believe the deities have abandoned them and feel no obligation to continue worshipping.

Language

Werewolves speak the dominant language of the country in which they reside. There is no particular Werewolf language. Some scholars believe that a common Werewolf language exists, but there has been no proof to date of such a language.

Names

The great variety of cultures and customs amongst humanity means there are no hard and fast rules for naming children that would hold when taken to a neighboring land. Werewolves, like all humans are called nearly anything. The most widespread custom is that parents give their child the name they will bear for the rest of their lives and add to it a family name, with some lands varying the order in which family and given name are spoken.

Adventurers

Werewolves see adventures as a way to prove to themselves they are more than just unthinking, unreasoning beasts. With the support of understanding allies, sometimes they can achieve this. However many societies only see the beast and not the person behind it, leaving them to often conceal their true nature until they are certain they are with friends or potential allies.

Racial Edges and Hindrances

Basic abilities: A Werewolf character gains certain abilities which they possess in either human or Werewolf form.

Keen sense of smell: +2 to scent-based Notice checks.

Loner: Werewolves suffer a -2 Charisma in dealing with any race except other Werewolves.

Night vision: Werewolves in any form ignore penalties for low light except pitch blackness.

Resistance to damage: Werewolves are always considered to have made their Vigor roll upon becoming Incapacitated unless they fail with a critical failure or the damage is done by a silver weapon.

Transformation: The Werewolf may voluntarily choose to switch between human or werewolf form. Normally it is considered automatic. During combat, however, transformation takes one action and requires a successful Spirit roll.

Weakness (Silver): Werewolves take an additional +1

damage when being hit by Silver weapons (including improvised clubs made of silver).

Human form: While in human form, the character loses any edges that a human is incapable of taking (i.e., Werewolf-specific edges).

Werewolf form: When in Werewolf form, the character gains the following abilities:

Claws: The Werewolf's powerful claws deal Str+1d4 damage

Bloodscent: Werewolves are less likely to give quarter. The character gains the Bloodthirsty Hindrance. If they already have Bloodthirsty, they become reckless, suffering a -1 Parry.

Tough hide: The Werewolf's fur thickens to a tough hide, providing 1 point of armor

Involuntary Transformation: During the three nights of the full moon each month, beginning at sunset and ending at dawn, the Werewolf adopts his Werewolf form whether he wishes to or not. During an involuntary transformation the Werewolf remains in Werewolf form. While in the grip of an involuntary transformation, a Werewolf's human consciousness is submerged beneath a layer of savage rage. He has access to only the vaguest human memories, acting on instinct rather than rational thought. In addition to the normal Werewolf powers, a Werewolf in the grip of Involuntary Transformation also has the following abilities:

Blood Moon: The Werewolf gains the Bloodlust Hindrance. If the character already has the Bloodlust Hindrance, it becomes the Major (Cat Beast Men) version of the Hindrance.

Clouded Mind: Werewolves in this state have a hard time thinking clearly and suffer a -2 to all Smarts checks.

Feral Demeanor: The character may only use the following skills while under the influence of Involuntary Transformation: Climbing, Guts, Fighting, Intimidation, Notice, Stealth, Survival, Swimming, Throwing, and Tracking. All such skills are at +1 during this time to reflect their heightened physical senses.

Terrifying Visage: The Werewolf gains the Monstrous Visage Edge. If the character already has the edge, the range increases to a Medium template.

Voluntary Transformation: Werewolves may spend a Bennie to either stop an involuntary transformation or to start a transformation voluntarily.

Wildlings

Personality

The neat, orderly and boring adult world is opposite to the wild, scruffy and exciting world of the Wildlings. They dislike things with structure and organization, and in most cases materialism is heavily frowned upon. Wildlings have fulfilling existences despite their lack of possessions, occasionally those who crave material wealth are considered to be villains and very un-Wildling. However, this attitude changes from tribe to tribe and is sometimes the cause of Wildling wars. Though the primary valuables of the Wildlings are the traits of comradeship and cooperation, Wildlings go to any length and take any risk in order to protect one of their own, a friend or a loved one.

Physical Descriptions

Wildlings are human children that live in the undergrounds of London or other major metropolitan centers who ran away from home and completely stopped aging. Wildlings are generally skinny and have pointed ears. They are tough looking and always scruffy. They live in tribes, create their own territories, and live by stealing. They are the sworn enemies of the Ratlings and will do what it takes to keep a Ratling out of their territory.

Relations

Wildlings get along with just about everyone, except maybe the Ratlings (explained in further detail in the upcoming campaign guide. They can often be found in large groups of adults, typically begging for food and/or picking their pockets.

Wildling Lands

Wildlings are not native to any one region, they can be found in any large urban center such as London, Paris, Berlin, New York City, and anywhere else that a large urban center is found. They generally live in abandoned houses; though they will typically take over parks as part of their territory, such as Hyde and Battersea Parks in London and Central Park in New York.

Religion

Wildlings don't follow any type of organized religion. Those that can read and write are about as numerous as those that can't. They think magic is neat, but have no desire to learn it.

Language

Wildlings speak the native language of the place in which they reside and often pick up additional languages.



Names

Wildlings love stories, and must earn their name in some fantastic adventure. Typically the name they are known by at the beginning of play is not their permanent name. This name can change over the course of the Wildlings lifetime depending on the consequences of their last great adventure. Though in order to keep from confusing the others they will typically decide on a name to be called by outsiders and will continue to answer to it during their lifetime.

Adventurers

Wildlings see adventures as a means to help out their tribes, as well as to see new and exciting sites. With a penchant for trickery and a need to earn their names, Wildlings find adventures to be the perfect opportunity to achieve a little fun and to make that name for themselves, along with the potential to help out their tribe being in the back of their minds as well.

Racial Edges and Hindrances

Not quite strong enough: Strength requires two points to raise one die type during character generation and two advances to increase after that.

Balanced: Start with d6 in Agility

Natural Stealth: Start with d6 in Stealth

Natural enemy: Wildlings are natural enemies of the Ratling and will focus all of their attention on neutralizing them. A Ratling must make a successful Spirit roll to keep from following or tracking down a Ratling she has seen. During combat, the Wildling must make a Spirit roll at -2. A failure indicates the Wildling must attempt to engage the Ratling.

Thrower: Start with d6 in throwing

Situational Awareness: Wildlings gain the Alertness edge

Good with Locks: Free d6 in Lockpicking

Immortal: Wildlings have the Unaging Edge

Insatiable Curiosity: Curious hindrance

Edges and Hindrances

In GASLIGHT, racially specific edges are used to provide abilities that are often present in "iconic" versions of these races. Not all members of a race need have them, but they can be easily acquired to recreate the beasts of legend.

Changes to Core Rules

The following section describes changes to several edges and hindrances from the core rules. No edges or hindrances have been omitted from GASLIGHT, but a few have different requirements (e.g. Power Edges) or different game effects (e.g. Wealth Related Edges).

Arcane Background and Power Edges

Arcane backgrounds are handled by specific edges described below, so none of the regular arcane backgrounds are available as listed in the core rulebook. In addition, all spellcasters must make a text versus Spirit every time they cast a spell. On a failed test the caster drops one condition level due to spell

fatigue. Spending a Bennie can negate any ill effects.

New Power has the additional requirement of human, as the other races have the acquisition of new powers built into their edges.

Soul Drain and Wizard have the requirement Forbidden Knowledge instead of a Knowledge (Arcana) requirement.

Luck

Luck in all of its guises is the domain of humans. How else would such a weak race come to maintain such world dominance? While any race can be somewhat lucky, only humans are capable of taking the Great Luck Edge.

Noble and Social Class Edges

The Social order of Victorian society impacts the races as well. Instead of the increase to Charisma, the character taking Noble is considered Upper Class (see *Social Class*). Neither Beast Men nor Wildlings may take the Noble edge. Any edge that modifies Social Class is incompatible with any other such edge unless otherwise indicated. See Setting Rules for more information.

Wealth

Due to the abstraction of Wealth, the Rich, Filthy Rich, Noble and Poverty edges are modified accordingly. A Rich or Noble character gets a +2 on all Wealth checks and an additional two failures during character creation. Filthy Rich is the same as Rich except that its effects stack with Rich or Noble. Poverty grants a -1 on Wealth checks but the character still gets two failures for buying items during character creation. Wildlings may not take the Rich or Noble edge. See *Rules of Order* for more information on Wealth checks.

Background Edges

Gentry

Requirements: Novice, Human or Vampire or Werewolf

Your hero has a British title: Baronets (an inherited title) or Knight. While not considered part of the Peerage, your character is addressed as “Sir” or “Dame” and is granted certain noble privileges, while still keeping a foot among the common. You may choose to be either Middle or Upper Class before an encounter that uses Social Class.

Heirloom

Requirements: Novice, Any race except Beast Men, Spirit d6+

Your hero gains a particular piece of equipment that has been passed throughout generations in his family. When visible this item grants a +2 Charisma and a +2 to Taunt and Intimidation checks. This is a powerful edge, but if the Heirloom is lost, the edge is lost as well. Recovering a lost Heirloom, however, makes an excellent basis for an adventure.

Powerful Claws

Requirements: Novice, Beast Men or Werewolf, Agility d6+, Fighting d6+.

Your hero has longer tougher Claws than others of his kind. The damage from Claws increases to Str+d6.

Linguist

Requirements: Novice, Smarts d8+

The character has a natural knack for languages, knowing their Smarts die in languages.

Photographic Memory

Requirements: Novice, Human or Wildling, Smarts d10+

Your hero can recall everything you’ve seen, read, or experienced perfectly. If you forget some detail your hero experienced, you may spend a bennie to have the GM remind you.

Raised by Savages

Requirements: Novice

The character was raised in the wild by savages, either through an accident such as a plane crash or purposely being left in the jungle. Either way, the character is intimately familiar with the ways of the “uncivilized” world and suffers no penalties for skill checks that affected by the “Savage” Social Class modifier. The taint of the wild is always there however and the character is considered Working Class in civilized situations.

Tunnel Runners

Requirements: Novice, Smarts d6+

You are accustomed to the winding and crisscrossing passageways of the sewers. Perhaps you grew up there or perhaps you’ve simply spent enough time below the streets to know your way around. Pick a city. It is impossible for you to become lost in the Sewer Kingdoms of that city. Furthermore, you receive a +2 to Notice and Streetwise checks made to detect creatures in that city’s Sewer system.

World Traveler

Requirements: Novice, Smarts d6+

The character has traveled the world, particularly wild areas and understands how to work in them. The penalties for skill checks that affected by the “Savage” Social Class modifier are halved. This edge may be taken with other edges that modify Social Class.



Combat Edges

Improved Grappler

Requirements: Seasoned, Bear Beast Men, Strength d8+

If an initial grappling check is unsuccessful (to either start or maintain a grapple), the Bear Beast Men may immediately make another grappling attempt at -4 (including all other modifiers). This second check does not incur a Multi-Action Penalty.

Leaping Charge

Requirements: Novice, Cat Beast Men, Agility d8+

The character may run and attack in the same round with no additional Multi-Action Penalty. Other Multi-Action Penalties still apply normally.

Rend

Requirements: Novice, Beast Men or Werewolf, Fighting d8+.

Your character's ferocity in combat makes you even deadlier when you get past your opponent's defenses. When you get a raise on your Fighting roll (Claws only), you gain an additional +d8 damage instead of the normal +d6.

Crack Shot

Requirements: Seasoned, Shooting d8+.

Your character's skill with firearms leads them to be a reliably deal devastating damage. When you get a raise on your Shooting roll, you gain an additional +d8 damage instead of the normal +d6.



Professional Edges

Mad Scientist

Requirements: Novice, Human, Smarts d8+, Repair d6+

The ways of science are strange and unfathomable to other races. Only humans have the confidence to create things capable of wondrous power out of inanimate objects.

This edge is identical to the Weird Science Arcane Background, including Power Points, number of starting powers and effects of backlash, except that they also get a d4 in Weird Science and the powers available are limited (see *Beyond the Veil*).

Mage

Requirements: Novice, Human, Smarts d8+, Investigation d6+

The mage taps into ancient eldritch energies for the sole purpose of increasing her power in this world. The mage's power is more overt than any others save the Mad Scientist.

This edge is identical to the Magic Arcane Background, including Power Points, number of starting powers and effects of backlash, except that the character starts with a d4 in Spellcasting and the powers available are limited (see *Beyond the Veil*).

Master of the Streets

Requirements: Seasoned, Ratling, Wildling, Notice d6+, Streetwise d8+

The Wildling knows urban areas like the back of his hand, getting a +2 to Notice and Streetwise checks that take place in urban environments.

Mesmerist

Requirements: Novice, Human, Smarts d8+, Spirit d6+

Mesmerism, Animal Magnetism, Hypnotism: Expanding the power of the mind and body became elevated to the level of a science in the Victorian Era. Practitioners of the ideas of Franz Mesmer ultimately draw on their own personal reserves to give them uncanny abilities.

This edge is identical to the Psionics Arcane Background, including Power Points, number of starting powers and effects of backlash, except that they also get a d4 in Mentalism (the Arcane skill for Mesmerists) and the powers available are limited (see *Beyond the Veil*).

Mystic

Requirements: Novice, Human, Spirit d8+,

For good or for evil, the character with this edge is a conduit of their chosen deity's power. The mystic works in subtler ways than the manipulations of the more cerebral magical practitioners, but he is still a potent force in his own right.

This edge is identical to the Miracles Arcane Background, including Power Points, number of starting powers and effects of backlash, except that the character starts with a d4 in Faith and the powers available are limited (see *Beyond the Veil*).

Pugilist

Requirements: Novice, Human, Strength d8+, Fighting d8+

Your character is considered armed at all times and you may spend a bennie to reroll unarmed damage. Additionally, you may take Combat Reflexes at Novice rank.

Ratiocinator

Requirements: Novice, Human, Ratling or Wildling, Smarts d10+, any three Smarts-based skills (except Arcane skill) at d8+

Your mind is an elegant example of Victorian logic and precision. You gain a +1 to all Smarts-based skill checks (except Arcane skills).

Tracker

Requirements: Novice, Dog Beast Men, Notice d6+, Tracking d8+, Survival d6+

You could follow a mouse in a rainstorm. You gain a +2 to Survival rolls that involve foraging for animals such as rabbits and deer and a +2 to Tracking rolls.

Tradesman

Requirements: Novice, Human, Streetwise d6+, Smarts d6+

You are familiar and comfortable with the levels of society that actually do real work. You may choose to be either Middle or Working Class before an encounter that uses Social Class.

Arcane Edges

Drawing Power from the Land

Requirements: Novice, Beast Men or Werewolf, Spirit d6+

Some Beast Men and Werewolves are more in tune with their connection to the earth than others, being able to draw almost mystical power from this link. The character may select any power available to their race (but must still meet the Rank requirement), using Spirit as the arcane skill. The character may use this power twice per day before needing to “recharge” for at least eight hours. If applicable, the character may spend both uses of the power to use a higher Power Point version of the power. Since it does not use Power Points, it is unaffected by effects that modify Power Points. Rapid Recharge cuts the time to four hours and Improved Rapid Recharge cuts it to two.

A Beast Men or Werewolf may take this Edge multiple times, selecting a new Power each time. A character who has taken this edge is considered to have the Arcane Background edge. This Edge may only be taken once per rank.



Forbidden Knowledge

Requirements: Seasoned, Arcane Background, Spirit d6+, Smarts d6+

Your character has dabbled in strange and odd lore to expand her power in uncommon ways. The character now has access to any of the powers listed with an (o) in the Powers table (See *Beyond the Veil*). This edge does not grant any powers, it just makes them available.

When you take this edge, you may swap out one normal Power (with an “X”) for a forbidden power (with an “o”), although you are not required to do so.

Svengali

Requirements: Novice, any Arcane Background, Smarts d8+

The character understands the supernatural power of his mind better than others. Any Power with a Smarts range has its range doubled.

Weird Edges

Blend In

Requirements: Novice, Wildling, Stealth d6+

This Wildling seems to disappear into most surroundings, giving him a +2 to all Stealth checks.

Captivate

Requirements: Novice, Wildling or Vampire, Spirit d8+

The character has the ability to beguile a target through the use of words and bearing. The Wildling or Vampire may use Persuasion (modified by Charisma) to perform a Test of Will, opposed by Spirit.

Children of the Night

Requirements: Seasoned, Vampire, Beast Master

The Vampire may choose a bat swarm or two wolves as his companion. The bat swarm is identical to a regular medium sized swarm except it has Pace 10 flying.

Hardened

Requirements: Novice, Beast Men, Spirit d6+.

Your Beast Men may have grown up in an open society, been exposed to the supernatural at an early age, or simply learned to ignore the gnawing fear. As such he is not easily unnerved and doesn't suffer the -2 Guts check penalty.

Luck of the Gods

Requirements: Seasoned, Human, Luck.

How do they do it? Some heroes just seem to effortlessly rely on the whims of fate, almost as if they could do it at any time. When using a Bennie to reroll a trait, if the reroll succeeds with a raise, the Bennie gets returned to the player.

Monstrous Visage

Requirements: Novice, Beast Men or Vampire or Werewolf, Intimidate d6+

The character is hideous to behold. When using Intimidation, all opponents who can see the character within a Small burst radius are affected.

Opportunist

Requirements: Seasoned, Human, Luck.

You know how to take advantage of any situation, almost like you are anticipating someone else's misfortune. A player may spend a bennie to cancel a GM's bennie.

Improved Opportunist

Requirements: Heroic, Human, Opportunist.

Your ability to snatch victory from the jaws of defeat is simply uncanny. A player may spend a bennie to force a GM's character to reroll, keeping the worse of the two results.

Physical Prowess

Requirements: Seasoned, Beast Men, Strength d6+, Agility d6+, Vigor d6+.

Beast Men who take this edge may add an additional die in Agility, Strength, or Vigor. Players may take this edge up to three times, once for each of Agility, Strength, and Vigor. This also increases the maximum for that trait to d12+1. Taking this edge does not count towards increasing an attribute once per rank. This edge may only be taken once per rank.

Superhuman Strength

Requirements: Novice, Vampire, Strength d8+

Your Vampire's strength becomes formidable, giving him a +2 to all Strength related trait tests and he is always considered armed.

Improved Superhuman Strength

Requirements: Seasoned, Vampire, Superhuman Strength, Strength d10+

Your Vampire's unarmed damage increases to Str+d6 and his maximum Strength becomes d12+1.

Temptation

Requirements: Seasoned, Wildling, Persuasion d8+

The dark power of temptation makes victory even sweeter when it is initially resisted. If a Wildling uses a bennie to reroll a failed Persuasion check, the second roll is at +4.

Hindrances

Bloodlust

Minor (Beast Men or Werewolf): The character must make a successful Spirit roll when engaging or being engaged by an opponent. Failure indicates that the character must Wild Attack until the encounter is over. The character may regain control by spending an action and making a successful Spirit roll. If shaken off this way, the character does not need to roll for the rest of the combat.

Major (Cat Beast Men only): As above except the Spirit roll to either maintain or to regain control is at -2.

Sheltered

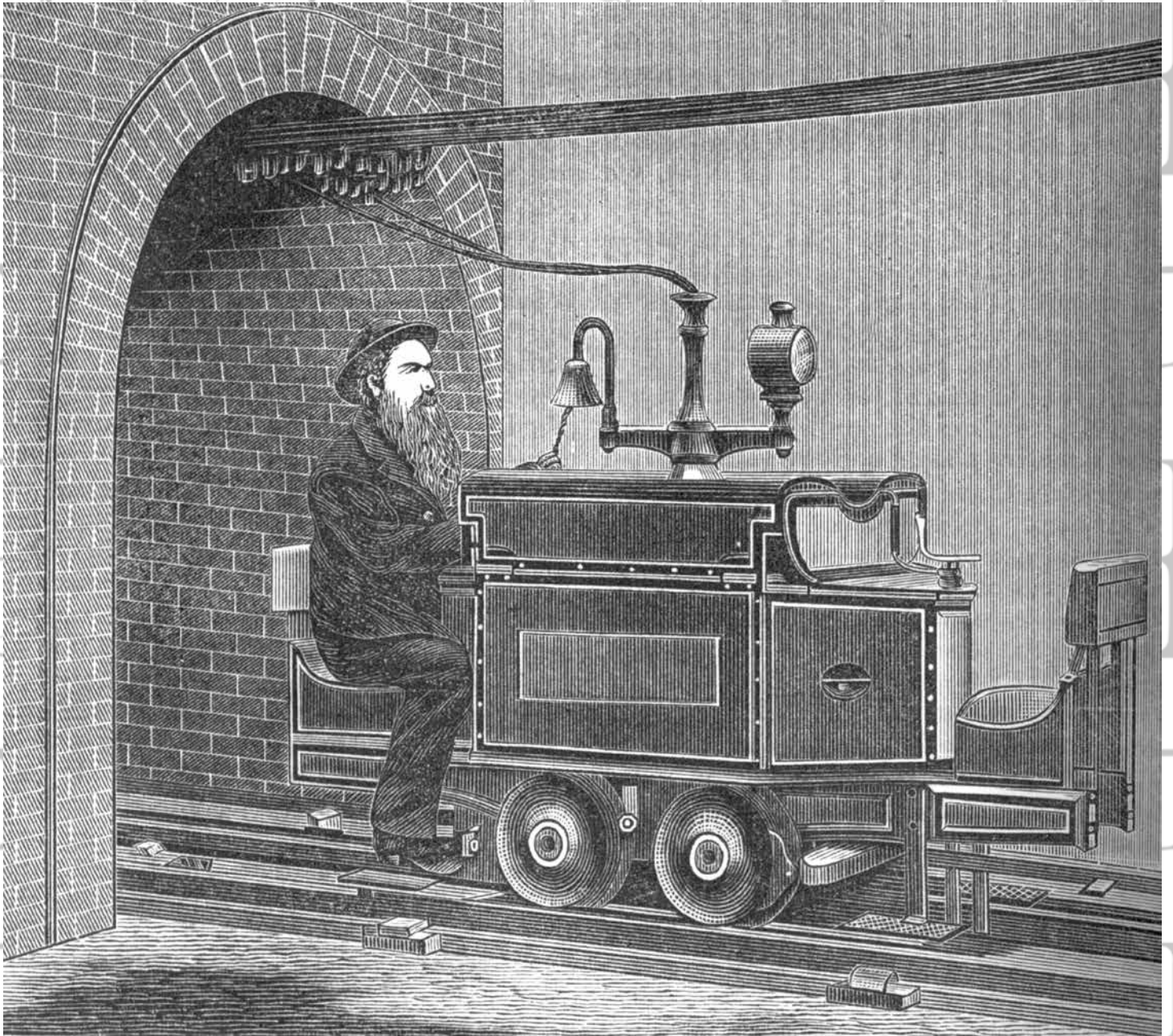
Minor: Your hero grew up in a sheltered environment, not exposed to the world's cultures around him. The character only knows one language regardless of your Smarts die. A character with Sheltered may not take Linguist or World Traveler.

Working Stiff

Minor: You are one of the great unwashed masses of the Victorian era. You are considered Working Class for any interactions involving Social Class.

GASLIGHT EDGES LIST

| Edge | Beastmen | Human | Vampire | Ratlings | Werewolf | Wildling |
|-------------------------------|----------|-------|---------|----------|----------|----------|
| Blend In | | | | x | | x |
| Captivate | | | x | x | | x |
| Children of the Night | | | x | | | |
| Crack Shot | x | x | x | x | x | x |
| Drawing Power from the Land | | x | | | x | |
| Forbidden Knowledge | x | x | x | x | x | x |
| Gentry | | x | x | | x | |
| Grappler, Improved | BEAR | | | | | |
| Hardened | x | | | | | |
| Heirloom | | x | x | x | x | x |
| Leaping Charge | CAT | | | | | |
| Linguist | x | x | x | x | x | x |
| Luck of the Gods | | x | | | | |
| Mad Scientist | | x | | | | |
| Mage | | x | | | | |
| Master of the Streets | | | | x | | x |
| Mesmerist | | x | | | | |
| Monstrous Visage | x | | | | x | |
| Mystic | | x | | | | |
| Opportunist | | x | | | | |
| Opportunistic, Improved | | x | | | | |
| Photographic Memory | | x | | x | | x |
| Physical Prowess | x | | | | | |
| Powerful Claws | | | | x | x | x |
| Pugilist | | x | | | | |
| Raised by Savages | x | x | x | x | x | x |
| Ratiocinator | | x | | x | | x |
| Rend | x | | | | x | |
| Superhuman Strength | | | x | | | |
| Superhuman Strength, Improved | | | x | | | |
| Supernatural Power | | | x | x | | x |
| Svengali | x | x | x | x | x | x |
| Temptation | | | | x | | x |
| Tracker | DOG | | | | | |
| Tradesman | | x | x | | x | |
| Tunnel Runners | | | | x | | x |
| World Traveler | x | x | x | | x | |



WORLDLY GOODS

3

PURCHASING EQUIPMENT

GASLIGHT uses Wealth checks to determine what characters can afford and what gear they might reasonably have access to. A character's Wealth level is a bonus that reflects his or her buying power (See *Edges and Hindrances* and *Rules of Order: Wealth Check*). Every object and service has a purchase Target Number (TN). To purchase an object, make a Wealth check against the purchase TN.

THE WEALTH CHECK

A Wealth check is a 1d6 roll modified by the character’s Wealth level. This roll is not considered a Trait, so no Wild De, and it doesn’t Ace (much like the running die). You may, however, spend a bennie to reroll if you wish.

If you succeed on the Wealth check, you gain the object. If you fail, you can’t afford it at this time—you don’t have the cash on hand, or your credit is not recognized.

Character Creation

This limitation doesn’t apply during character creation, where only the total number of failures dictates what the character may purchase (i.e., they may try multiple times to get the same item until the total number of failures is reached). The table at right indicates a character’s total number of failures allowed during character creation and their wealth modifier based on Edges and Hindrances taken. Only the bonuses for the extra Hindrance point is cumulative; e.g., someone who takes Poverty and buys 1 Hindrance point of wealth gets 4 failures with a -1 to the Wealth roll.

| Character Creation and Wealth Level | Starting Failures | Wealth |
|-------------------------------------|-------------------|--------|
| Normal | 2 | 0 |
| 1 Hindrance point | +2 | – |
| Poverty | 2 | –1 |
| Rich/Noble | 4 | +2 |
| Filthy Rich | 6 | +4 |

Modifying Wealth Rolls with Persuasion

Before the roll, you may choose to make a Persuasion check, representing haggling, buying on credit, etc. A successful check decreases the target number of the item by one, and a raise decreases the target number by two. A failure increases the target number by one and a critical failure makes the item unavailable (and may also incur the wrath of the merchant in other ways).

If you use Persuasion to purchase an item that would normally be unavailable to you (i.e., TN is higher than the maximum die roll possible,) your character suffers a -1 to Wealth rolls until your next leveling opportunity to indicate a temporary decrease in your available funds.

Purchasing Multiple Items

All items of a given kind should be purchased at once. For every doubling of the number of items, the TN increases by 1 (e.g. buying two Large Caliber Revolvers costs 5, buying three or four costs 6, five to eight costs 7, and so on.)

Adjusting Costs and Amounts

The GM should feel at liberty to raise the TN cost of every purchase by 1 for circumstances such as hard-to-get-to places, war-torn areas, etc. Also, the GM has final say on quantities of goods, limiting amounts or increasing TNs as necessary to prevent unintentional (or intentional) abuse.

Reselling Goods

Items that are found or “liberated” from enemies may be traded for any item of 1 less TN Cost. A character may make a successful Persuasion roll to make it an even trade (no additional effect with a Raise). Failure on the roll indicates that the item can only be traded for items of 2 less TN Cost.

The following tables indicate the kinds of goods that are normally available to characters in Gaslight and the target number for each of them.

WEAPON TYPES

For the sake of simplicity, weapons are broadly classified with simple categories and examples of period weapons. Unless the GM wants highly detailed weapons, these should suffice. A player may present a suitable weapon from a different source (usually with better characteristics), but the GM should consider raising the TN for the ammunition to reflect its scarcity, or at least the cost of the weapon itself.

Silver Weapons

Weapons or goods made of silver are quite useful against a number of the beasts that roam the world of Gaslight. Nearly any weapon (or other good for that matter) can be made of silver by increasing the TN cost by 2. If the silver item becomes damaged, the Repair roll is modified by -2 due to the trickier nature of Silversmithing.

GOODS AND SERVICES

Goods and Services consist of “everything else” that’s not explicitly a weapon. Many of these have purely cosmetic purposes, but a number of them also enhance various Traits. While most of these should be available in many locations, the GM has final say as to what’s available in any given location at any given time.

Also, as for weapons, most items can be made silver (or at least have silver components) for a TN increase of 2.

GENERAL EQUIPMENT

| Item | Weight | Cost | Notes |
|--------------|--------|------|------------|
| Ammunition | | | |
| Pistol (2d6) | 2 lb. | 2 | Box of 100 |
| Rifle (2d8) | 2 lb. | 2 | Box of 50 |

| Item | Weight | Cost | Notes |
|-------------------------------|--------|------|---|
| Shotgun (2d10) | 2 lb. | 2 | Box of 25 |
| Arrows | 2 lb. | 2 | 20 Arrows |
| Bags and Boxes | | | |
| Attaché Case | 2 lb. | 2 | |
| Briefcase | 2 lb. | 2 | |
| Day pack | 2 lb. | 1 | |
| Handbag | 1 lb. | 1 | |
| Range pack, standard | 2 lb. | 2 | |
| Range pack, oversized | 2 lb. | 2 | |
| Clothing | | | |
| Bandana | – | 1 | |
| Boots, military or cowboy | 3.5 | 3 | |
| Boots, custom | 3.5 | 4 | |
| Cap, broadcloth | – | 1 | |
| Dress | 4 | 2 | |
| Eyeglasses | – | 2 | |
| Gloves | – | 2 | |
| Hat, derby | 0.5 | 2 | |
| Hat, cowboy | 1 | 2 | |
| Hat, Stetson | 1 | 4 | |
| Hat, lady's feathered | 1 | 2 | |
| Hat, sombrero | 0.5 | 2 | |
| Overcoat, cloth | 10 | 3 | |
| Overcoat, fur | 20 | 4 | |
| Shirt, average quality | – | 1 | |
| Shirt, good quality | – | 2 | |
| Shirt, women's, good quality | – | 2 | |
| Shoes, men's or women's | 2 | 2 | |
| Skirt, women's | – | 2 | |
| Slicker, rain | 4.5 | 2 | |
| Socks, 1 pr | – | 1 | |
| Suit, men's, plain | 6 | 3 | |
| Suit, men's, fancy | 6 | 4 | |
| Suit, men's or women's | 6 | 4 | |
| Trousers | 3 | 2 | |
| Wrap, women's | – | 4 | |
| Vest | – | 2 | |
| Professional Equipment | | | |
| Bolt cutter | 5 lb. | 2 | +2 to appropriate Strength rolls |
| Caltrops (25) | 2 lb. | 2 | See notes below |
| Chemical kit | 6 lb. | 4 | |
| Demolitions kit | 5 lb. | 3 | +1 to Repair for making or defusing |
| Disguise kit | 5 lb. | 3 | +1 to Disguise-based |
| Persuasion | | | |
| First aid kit | 3 lb. | 1 | Considered basic supplies |
| Forgery kit | 3 lb. | 3 | +1 to Forgery-based Persuasion rolls |
| Handcuffs, Steel | 1 lb. | 2 | TN of 12 Strength or Agility roll to remove |

| Item | Weight | Cost | Notes |
|---------------------------------|---------|------|--|
| Instrument, keyboard | 500 lb. | 6 | +2 to performance based –Persuasion rolls |
| Instrument, percussion | 50 lb. | 4 | |
| Instrument, stringed | 7 lb. | 3 | |
| Instrument, wind | 1 lb. | 2 | +1 to performance based –Persuasion rolls |
| Lockpick set | 1 lb. | 2 | +1 Lockpicking |
| Tool kit, basic | 22 lb. | 3 | Considered basic tools |
| Tool kit, deluxe | 45 lb. | 5 | +1 to Repair rolls |
| Multipurpose tool | 0.5 lb. | 2 | Considered basic tools if Repair d10+ |
| Medical Equipment | | | |
| Doctor's bag with instruments | 12 lb. | 4 | +1 to Healing rolls |
| Veterinary bag with instruments | 15 lb. | 4 | +1 to non-humanoid Healing rolls |
| Pharmacist kit | 6 lb. | 4 | +1 Healing to remove poison |
| Surgery kit | 5 lb. | 4 | Allows second healing attempt after failure |
| Ether (1 dose) | – | 1 | Must be replenished every other adventure or Doctor's/Veterinarian's bag loses healing bonus |
| Laudanum(1 dose) | – | 1 | |
| Nitrous Oxide (1 dose) | – | 1 | |
| Quinine | – | 1 | |
| Survival Gear | | | |
| Backpack | 3 lb. | 3 | |
| Binoculars | 2 lb. | 2 | +1 to distance-based Notice rolls |
| Climbing gear | 10 lb. | 3 | +1 to Climb rolls |
| Compass | 0.5 lb. | 1 | +1 to direction-based Survival rolls in the Wilderness |
| Road atlas | 1 lb. | 1 | +1 to direction based Survival rolls in urban settings |
| Portable stove | 1 lb. | 2 | |
| Rope (150 ft.) | 12 lb. | 1 | |
| Sleeping bag | 4 lb. | 2 | |
| 2-person dome tent | 4 lb. | 3 | Required for Wilderness areas to count as "rest" |
| 4-person dome tent | 7 lb. | 3 | |
| 8-person dome tent | 10 lb. | 4 | |
| Trail rations (12) | 1 lb. | 1 | |
| Weapon Accessories | | | |
| Box magazine | 0.5 lb. | 1 | |
| Blasting cap | 0.5 lb. | 1 | |
| Wired Detonator | 1 lb. | 2 | |
| Hip Holster | 1 lb. | 1 | Needed to use Quick Draw |
| Quiver | 2 lb. | 2 | |
| Rifle Holster | 2 lb. | 2 | |
| Rifle Scope | 0.5 lb. | 3 | Reduce medium & long range penalties by 1 if Aiming |

Ammunition

For the purposes of simplification, ammunition within a given weapon type is interchangeable, but not across weapon types, e.g., all revolvers use the same ammunition but a rifled musket and elephant gun use different ammunition. The GM may decide that ammunition used for a Trademark Weapon may not be interchangeable, due to it being customized or a more exotic version of the weapon.

Clothing

While there is no specification for clothes to match a given Social Level, the GM may impose a penalty for not having appropriate attire, e.g., wearing an average quality shirt to a high class function.

Professional Equipment

Most of the Professional items have their effects listed directly with the item. Caltrops are described in detail here.

Caltrops are nasty deterrents to using a given passageway. The character must make a Notice (-2 if on horseback) roll to see them. After that they may move through them at half speed (with no running) or make an Agility roll to move normally. Failure on either roll results in reduced pace by 2 and running die reduced by one die type until a successful healing roll or five days rest. Those with the Code of Honor or Pacifist (Major) Hindrances should be violently opposed to the use of caltrops by fellow party members.

Medical Equipment

The person using Medical Equipment must be trained in Healing in order to receive the bonus.

Survival Gear

The use of some survival gear presumes an expanded use of the Survival skill to include navigation, both in urban and wilderness settings. If this expanded usage is not desired, the equipment may be used to provide a bonus to whatever skill is used.

Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

Entertainment

Purchase TNs are given for several entertainment options. They represent the purchase of two tickets.

Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds 1 to the TN for every two people added.

Societal Services

A broad spectrum of societal services is available to characters. Only several key services are represented here.

Medical Services

Medical services are required for a character to be considered under Medical Attention. The cost must be paid for in full regardless of whether they are successful.

| Lifestyle Service | Cost |
|---|------|
| Entertainment | |
| Circus ticket | 1 |
| Theater ticket | 1 |
| Exhibition ticket | 2 |
| Meals | |
| Family restaurant | 1 |
| Upscale restaurant | 2 |
| Fancy restaurant | 3 |
| Train Fare | |
| Local | 2 |
| State/Region | 3 |
| Continental | 7 |
| Coach/Cab fare | |
| Local (per mile) | 1 |
| Express (per 50 miles) | 2 |
| Continental (per day of travel) | 4 |
| Ship (Trans-Atlantic) | 9 |
| Lodging | |
| Average hotel | 2 |
| Upscale hotel | 3 |
| Societal Service | |
| Bail bonds | |
| Property crime | 4 |
| Assault crime | 5 |
| Death crime | 6 |
| Bribery | |
| Bouncer | 2 |
| Bureaucrat | 3 |
| Informant | 2 |
| Police officer | 3 |
| Legal services | |
| Consultation | 3 |
| Continuing until finished | 6 |
| Medical services | |
| Medical Attention (every 5 days) | 3 |
| Medical attention to treat fire/poison/disease (every 5 days) | 4 |

MELEE WEAPONS

| Type | Damage | Weight | Cost | Notes |
|-------------------|---------|--------|------|--|
| Leather Gloves | Str+1 | ½ | 1 | Wearer is not considered armed |
| Whip | Str | 2 | 2 | Ignores shield parry and cover bonus, Reach +2, +2 to called shots when attempting to disarm |
| Club (Improvised) | Str+d4 | – | – | Parry –1 |
| Hunting Knife | Str+d4 | 2 | 2 | Includes small axes; may be thrown |
| Cavalry Sabre | Str+d6 | 3 | 3 | |
| Bayonet | Str+d4 | 2 | 3 | Affixed to a rifle increases the damage to Str+d6, Parry +1, Reach +1, 2 hands |
| Rapier | Str+d4 | 3 | 3 | Parry +1 |
| Main-gauche | Str+1 | 1 | 3 | When wielded with a Rapier may use to attack OR Parry +1 |
| Sword Cane | Str+d6 | 4 | 4 | +2 on Stealth tests when trying to hide weapon |
| Great Axe | Str+d10 | 8 | 3 | –2 Cha when carrying in civilized areas |
| Sword | Str+d8 | 6 | 3 | –2 Cha when carrying in civilized areas |

Swords and Great Axes are considered “barbaric” at this time and difficult to conceal, hence the Charisma modifier.

RANGED WEAPONS

| Type | Range | Damage | Cost | Weight | Shots | Min Str | Notes |
|------------------------|----------|--------|------|--------|-------|---------|--|
| Snub Pistol | 5/10/20 | 2d6 | 3 | 1 | 2 | – | AP 1; +2 on Stealth tests when trying to hide weapon; e.g., Derringer |
| Revolver | 12/24/48 | 2d6 | 3 | 2 | 6 | – | AP 1; e.g., M93 Mauser |
| Large Caliber Revolver | 15/30/60 | 2d6+1 | 4 | 2 | 6 | d6 | AP1; e.g., Webley Mk. 1 |
| Rifled Musket | 20/40/80 | 2d10 | 3 | 8 | 1 | d6 | AP 2; Reload 2; e.g., Pattern 1853 Enfield |
| Rifle | 24/48/96 | 2d8 | 4 | 7 | 1 | d6 | AP 2; e.g., Martini-Enfield .402 |
| Repeating Rifle | 20/40/80 | 2d8 | 4 | 8 | 10 | d6 | AP 2; e.g., Lee-Netford .303 |
| Elephant Gun | 24/48/96 | 2d10 | 4 | 9 | 2 | d8 | AP 3; e.g., Snider-Enfield .577 |
| Howdah Pistol | 12/24/48 | 2d10 | 4 | 5 | 2 | d8 | AP 2; A roll of 1 on the Shooting die regardless of the Wild Die results in the wielder being Shaken; e.g., Martini-Henry .577 |
| Shotgun | 12/24/48 | 1–3d6 | 4 | 8 | 2 | d6 | See Core Rules e.g., Batchelor & Co. 12 Gauge |
| Bow | 12/24/48 | 2d6 | 2 | 4 | – | d6 | –2 Cha when carrying in civilized areas |
| Crossbow | 15/30/60 | 2d6 | 3 | 3 | – | – | AP2; Reload2; Reload 1 if Str d8+ |
| Throwing Knife | 4/8/16 | Str+d4 | 2 | 1 | – | – | Also axes |

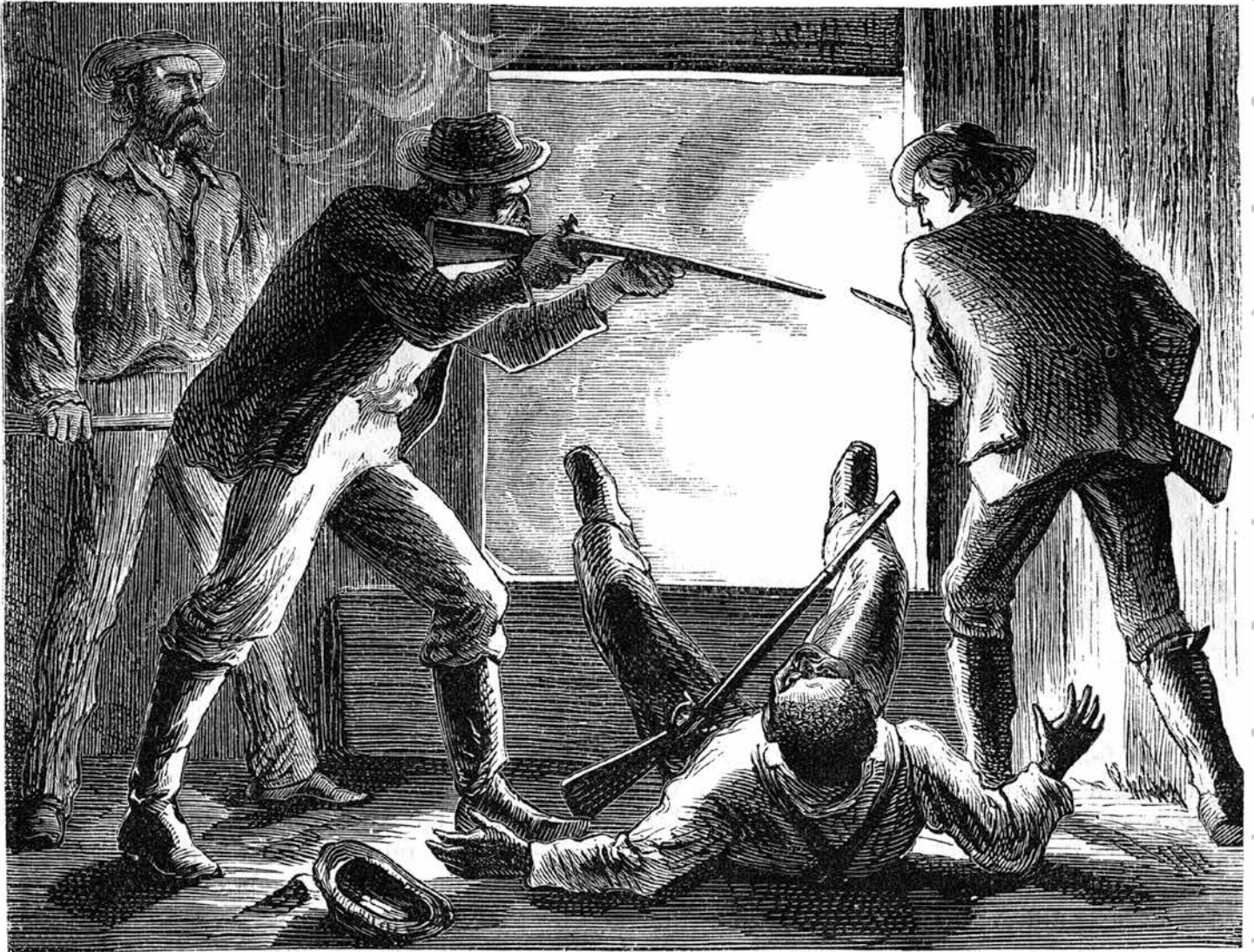
The rate of fire for all weapons listed is 1.

Bows are considered “barbaric” at this time and difficult to conceal, hence the Charisma modifier.

ARMOR

| Type | Armor | Weight | Cost | Notes |
|-------------------|-------|--------|------|--------------------------|
| Heavy Coat | +1 | 5 | 4 | Covers torso |
| Leather Overcoat | +1 | 12 | 5 | Covers torso, arms, legs |
| Metal Breastplate | +3 | 15 | 7 | Covers torso |





RULES OF ORDER

4

WEALTH

The new rules for the treatment of character Wealth are detailed at the beginning of Worldly Goods.

SOCIAL CLASS

In the rigid structure of Victorian society, everyone is a member of a social class, whether they wish to be or not. This strict ordering has an impact on the mobility and experiences of each character and permeates most aspects of Victorian life. Characters start off Middle Class unless they take an Edge or Hindrance that modifies their Social Class (e.g. Poverty, Gentry).

Trying to deal with a different Social Class is a restriction that impacts several skills in Gaslight (Common Knowledge, Intimidation, Persuasion, Notice, Stealth and Streetwise). The player should always be able to ask ahead of time which Social Class their character is dealing with when attempting a skill check modified by Social Class.

The more passive skills of Streetwise, Stealth and Notice are hindered by a sense of being in a strange environment and the further they are away from their class, the more profound the effect. The GM should also feel free to apply the same penalties to Common knowledge rolls as needed.

The actual interaction skills of Persuasion and Intimidate reinforce social structuring, with a deference to a higher class being somewhat ingrained in the psyche of the people of the time.

A “Savage” social class is included (not for players to take) that represents wild and uncivilized areas which do not recognize Western social situations and boundaries. Most characters have a hard time interacting in Savage environments unless they take the World Traveler Edge.

LANGUAGES

There are potentially thousands of languages to choose from when you select your languages (normally half your Smarts die). Some are active, common languages (e.g., English and French), while others are ancient (e.g., Aramaic and Coptic). Several are unique such as signaling and Braille. The signaling language group is unusual in that it includes non-verbal languages.

Braille is another unusual group in that Braille is an alternate (and at this time, very new) means to read a language (of course, without requiring eyesight). When a character selects Braille, they will know all of the languages they know in Braille as well, if it is capable of such representation.

Italicized languages are ancient languages. These languages are spoken only by scholars, magicians, or in some cases by

small populations in isolated corners of the world. A character taking these languages must have GM approval (usually by justifying an academic interest in such languages).

A character confronted with a language they do not know is allowed to make a Common Knowledge check at -4 to get a basic understanding of the document or conversation, unless they have taken the Sheltered Hindrance. If a character knows another language in the group, the penalty drops to -2.

Language Groups

- Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.
- Armenian: Armenian.
- Athabaskan: Apache, Chipewyan, Navaho.
- Attic: Ancient Greek, Greek.
- Baltic: Latvian, Lithuanian.
- Braille: Any.
- Caddoan: Caddo, Pawnee, Wichita.
- Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.
- Chinese: Cantonese, Mandarin.
- Druidic: Auran*, Aquan*, Druidic (Druids only)*
- Finno-Lappic: Estonian, Finnish, Lapp.
- Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.
- Hamo-Semitic: Coptic, Middle Egyptian.
- Indic: Hindi, Punjabi, Sanskrit, Urdu.
- Iranian: Farsi, Pashto.
- Iroquoian: Cherokee, Iroquois, Tuscarora.
- Japanese: Japanese.
- Korean: Korean.
- Muskogean: Alabama, Chickasaw, Choctaw, Creek, Seminole.
- Romance: French, Italian, Latin, Portuguese, Romanian, Spanish.
- Semitic: Akkadian (aka Babylonian), Ancient Hebrew, Arabic, Aramaic, Hebrew.
- Sahaptian: Nez Perce, Sahaptin (Yakima), Sahaptin (Umatilla).
- Signaling: Morse Code, Semaphore, Sign Language, Smoke Signals.
- Siouian: Crow, Dakota, Ho-Chunk, Iowa, Lakota, Mandan, Nakota, Osage.
- Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.
- Tibeto-Burman: Burmese, Sherpa, Tibetan.
- Turkic: Azerbaijani, Turkish, Uzbek.
- Ugric: Hungarian (aka Magyar).
- Uto-Aztecan: Comanche, Kiowa, Shoshone, Ute.

STEALTH, STREETWISE & NOTICE† ROLLS

| | | Working Class | Middle Class | Upper Class |
|--------------------------|---------------|---------------|--------------|-------------|
| Social Class Environment | Working Class | 0 | -2 | -4 |
| | Middle Class | -2 | 0 | -2 |
| | Upper Class | -4 | -2 | 0 |
| | “Savage” | -4 | -4 | -4 |

† The penalty to Notice should only be used when noticing something “out of place” in the normal environment.

INTIMIDATION AND PERSUAISON ROLLS

| | | Working Class | Middle Class | Upper Class |
|------------------------|---------------|---------------|--------------|-------------|
| Social Class of Target | Working Class | 0 | +1 | +2 |
| | Middle Class | -1 | 0 | +1 |
| | Upper Class | -2 | -1 | 0 |
| | “Savage” | -2 | -2 | -2 |

BEYOND THE VEIL

5

In an age long ago magic was more prevalent than it is today. In those days spells were flung by mighty wizards and great items entered the world. Today only a fraction of that knowledge is known, having been lost during the Dark Ages and the various wars over the years. Occasionally someone finds a scroll, book or something from that long gone era and brings it back for all to share. Other races have their own forms of magic that is more a manifestation of their own innate racial power (Vampires and Wildlings) or tapping into the power of Mother Nature (Beast Men and Werewolves). Players are encouraged to come up with unique names for the powers that fit with their character concept.

For all the races, however, there is a level of power normally available, indicated by the “x’s” on the table below. Some characters may wish to delve further into the realms of power by exploring Forbidden Knowledge (see *Edges*). Those who do have access to the powers indicated by the “o’s”.

The powers essentially work as listed in the core rules with the following exceptions to Fly and Shape Change.

Vampires may take fly at Novice rank, but they may only Wallwalk (i.e., move their pace normally on any surface) until they reach Veteran.

Vampires and Humans are the only races capable of shape-changing. Each race can change into a specific set of creatures. This keeps the power thematically correct and eases the burden for GMs and players trying to come up with ap-

propriate forms. All forms have stats as described in the core rulebook. The Vampire’s Mist form allows the character to move at Pace 10, but can perform no actions (even running) except movement. In this form, it is unaffected by any physical interaction or barrier, although it is still affected by magical effects.

SHAPE CHANGE BY RACE

| | Human | Vampire | Cost |
|----------|--------------|--------------------|------|
| Novice | n/a | Mist | 2 |
| Seasoned | Cat | Bat or Rat | 3 |
| Veteran | Eagle | Wolf | 4 |
| Heroic | Bear or Lion | Swarm of Bats/Rats | 5 |

GASLIGHT POWERS LIST

| Power | Mage | Mesmer | Mystic | Weird Sci | Beast Mn | Wildling | Vampire | Werewolf |
|--------------------|------|--------|--------|-----------|----------|----------|---------|----------|
| Novice Powers | | | | | | | | |
| Armor | o | o | x | x | x | – | o | x |
| Beast Friend | o | x | o | – | x | o | x | x |
| Bolt | x | – | – | x | – | – | – | – |
| Boost Trait | o | x | x | o | x | o | x | x |
| Burrow | o | – | – | o | x | x | o | o |
| Burst | x | – | – | x | – | – | – | – |
| Deflection | x | x | o | x | x | x | x | o |
| Det/Con Arcana | x | x | x | x | o | o | x | o |
| Elemental Manip. | x | o | o | x | x | x | o | o |
| Entangle | x | – | o | x | – | x | – | – |
| Environmental Prot | o | x | x | x | x | o | o | x |
| Fear | o | x | x | o | o | o | x | x |
| Healing | – | x | x | – | x | – | – | x |
| Light | x | – | o | x | – | x | o | – |
| Lower Trait | o | x | x | o | – | x | o | – |
| Obscure | x | o | o | x | – | x | o | – |
| Shape Change | o | o | o | – | – | – | x | – |
| Smite | o | x | x | o | x | – | o | x |
| Speak Language | x | x | x | o | – | o | o | – |
| Speed | x | x | o | o | o | o | o | x |
| Stun | o | x | x | x | o | o | o | x |
| Seasoned Powers | | | | | | | | |
| Barrier | x | o | x | – | – | o | – | – |
| Blast | x | – | – | x | – | – | – | – |
| Dispel | x | o | x | o | x | o | o | – |
| Invisibility | x | – | o | x | o | x | x | o |
| Quickness | o | x | x | o | o | x | o | x |
| Telekinesis | o | x | – | o | – | o | – | – |
| Teleport | o | o | – | – | – | x | o | – |
| Veteran Powers | | | | | | | | |
| Fly | x | o | – | x | – | o | x* | – |
| Greater Healing | – | o | x | – | o | – | – | o |
| Puppet | o | x | o | o | – | – | x | – |
| Zombie | o | – | – | o | – | – | x | – |

Powers with an (X) are normally available for that Arcane Background. Powers with an (o) are only available with the Forbidden Powers Edge. Powers with a dash (–) are unavailable. *Vampires may take Fly at Novice.

THE SUN NEVER SETS



GAZETTEER

England and Europe

Great Britain

The United Kingdom of Great Britain and Ireland, during the time of Victoria, consisted of four different and interdependent countries. Wales, by far the most subjugated of the lot, was the center for the mining of iron and coal. Ireland, the center of unrest in the Empire, was fighting for independence and freedom from repressive absentee landlords. Scotland, the center of philosophy and science, flourished in its Union with England more than it ever could as a free state. England, the true center and heart of the British Empire, was the jewel of the Empire. England was for many the height of fashion, style, and culture.



"If one does not live in London, one simply does not live," was how any "true Englishman" felt. London was the social, political, and moral center of the Empire. The home of the English Parliament, the West End theater district, the British Museum, and a host of gentleman's clubs to meet any man's tastes, London truly seemed to be the center of the universe.

Great Britain brought the train to the world, making many places accessible that were truly out of touch with the time. Scottish Weird Inventors, inventors, and doctors managed to bring civilization to the world, improving the quality of life everywhere. Great Britain was the epicenter of the Industrial Revolution, which brought about the development of steam powered railways, ships, electrical power generation, and machinery meant to make life easier.

England is the home of "The Great Detective" Sherlock Holmes, his partner Dr. John Watson, Dr. Henry Jekyll, the infamous Mr. Edward Hyde, the equally infamous Jack the Ripper, Founder of the Metropolitan Police Force Sir Robert Peel, Sweeney Todd (the Demon Barber of Fleet Street), Charles Dickens, Charles Darwin, Thomas Carnacki, Alan Quatermain, Dr. James Moriarty, and a host of others famous and infamous.

The British Empire

"The sun never sets on the British Empire" was more than a cliché in the 1890s. British colonies, possessions and self-governing dominions circled the world. Britain controlled most of Africa, large parts of Asia and Oceania and a substantial fraction of North America and the Caribbean. Even South America (Guiana and the Falkland Islands) and Europe (Gibraltar) had land under the Union Jack.

France

France can really be seen as the land of anarchy and change during the 1800s. Throughout the stable reign of Queen Elizabeth in England, France sees the rise and fall of King Louis Philippe and the Bourbon Restoration; the rise and fall of the French Second Republic; the reign of Louis Napoleon Bonaparte, first as President for Life and later as Emperor Napoleon III; and the beginnings of the long standing French Third Republic. Royalists, anarchists, Republicans, and the general citizenry of France clash and work together in alteration, much to the confusion of all.

This era sees great urbanization, industrialization, and economic growth unheard of before in France. Many wonders and innovations come from France at this time, which were highlighted in the Exposition Universelle of 1889. There the people of the world came to marvel at the recreation of the Bastille, and the wondrous tower created by Gustave Eiffel.

The French colonial system suffered greatly during the turmoil in France itself, but it was still quite diverse. Most of North, West, and Central Africa were under French control, with the protectorate of Tunisia as one of the centers of power. Morocco, Algeria, French Somaliland, and French West Africa, were all under French control. In the South Pacific France

established joint control with Great Britain of the New Hebrides. Also in the region, France wielded control of New Caledonia and various island groups which made up French Polynesia. French colonies even existed in the Far East in French Indochina and a French concession in Shanghai. France's influence in the Western Hemisphere was also quite broad. Their support of the reign of Maximilian in Mexico leads to great turmoil in a country already fraught with political problems. In the South American colony of French Guiana was the notorious penal colony Île du Diable, or Devil's Island, the most feared prison in the entire French domain.

Throughout the varied and diverse French colonial system one could be assured of one constant; the French Foreign Legion. This near legendary military unit is the source of many stories, a grand mixture of myth, hard fact, and mystery that garners respect no matter where they go.

Many persons of interest call France and her colonies home. Author Jules Verne, the accomplished manservant Passepartout, Erik (known to most as the Phantom of the Opera), the unhappy Emma Bovary, the famed detective C. Auguste Dupin, and many more proudly claim their French birthright.

Spain

Once a major power in world politics, by the mid 1800s Spain was but a hollow shell of its former self. Queen Isabella II, who was crowned at the age of 3, was not popular among the people of Spain, who felt that she was easily influenced by those around her and did not care for her people. The turmoil within her court led to revolts among the far flung Spanish colonies. Her attempts to unify her country only served to alienate her even more. Under great pressure from forces both political and military, Queen Isabella II went into exile in France in 1868, leaving the country in chaos. After two years of unsuccessful rule by a coalition government, it was decided that Spain would have a new king, from a new line, and a search was made to find a king that would satisfy the government. King Amadeo I was crowned in 1870. He swore to uphold Spain's constitution, and with great ambition began his reign. King Amadeo had to deal with the unstable political atmosphere in Spain, constant attempts at assassinations, and a revolution in Cuba, among many other problems. After two years, faced with reigning without popular support, King Amadeo abdicated. That same day, the first Spanish Republic was born. This lasted for another two years, during which a great deal of turmoil and unrest ruled the country. Since none of the political parties wished the return of Isabella, they pronounced her son Alphonso as King.

Alphonso XII was a young and inexperienced king, but he ruled with natural tact and grace, and the people of Spain grew to love and respect him. His rule saw the country rise up from plagues of cholera, devastating earthquakes, and the stabilization of the rule of Spain. After his death in 1885 his son, ruling as Alphonso XIII, dealt with a humiliating defeat by the United States in the Spanish-American War. Agreements signed after this six-month war saw Spain lose the majority of their colonies, including Cuba and the Philippines.

A land of poverty and strife, disaster and intrigue, fallen glory and quixotic dreams of splendor, Spain is a nation rife with adventure.

Italy

At the beginning of the 1800s, the Italian peninsula was a fractured political landscape. Various principalities, grand duchies, and the Papal States made the area look more like a puzzle than at any other time since the fall of Rome. After the Crimean War, King Victor Emmanuel II of Piedmont, Savoy, and Sardinia, managed to unite the many fractured states into the Kingdom of Italy. He was crowned King of Italy in 1861. The beginning of his reign was full of turmoil, but this all ended when he forced entered Rome in 1871, and all of Italy was under one king. The remainder of his reign was quite peaceful, and many visitors came to admire the aged splendor of the Italian cities. King Victor Emmanuel II died in 1878, succeeded by his son Umberto I.

King Umberto was deeply despised by the left-wing political circles, and suffered several assassination attempts. Alliances with former enemies Austria-Hungary and Germany did not gain him favor at home, and his attempts at imperial colonization in northern Africa, and the disastrous massacre in Milan, made the reign of Umberto a troubled one. By the end of the Gaslight Era, the atmosphere in Italy was volatile, and it is only a matter of time before one the many attempts on King Umberto's life succeeds.

Portugal

Once a mighty colonial empire known for its explorers, by the mid-19th century Portugal had become almost a footnote in European history. The War of the Two Brothers, also known as the Portuguese Civil War, dominated the lives of all of Portugal from 1828 to 1834. With this upheaval came a breakdown of the fragile civil and social improvements that had started to bring Portugal into the modern era. Queen Maria II made great strides in the effort of restoring her country to its role as a dominant force in European affairs by her policies of improving medical and education standards in the country. Queen Maria, often referred to as "The Good Mother", raised her large royal brood to work hard to improve the nation and its people. In 1853, following her death, that task fell to her son King Pedro V.

Among the many improvements during the reign of Pedro I was advances in the field of public medicine. Cholera was a persistent plague upon Portugal, causing the economy to fall even further behind the rest of Europe as their population dwindled. The "Curse of Portugal" even touched the royal family, killing King Pedro, his brother Ferdinand, and a number

of other members of the royal family. This sudden and tragic loss isolated the country, causing domestic stagnation which seemed to have forever locked Portugal into its role as second class citizen of Europe.

Switzerland

During the era of Napoleon, Switzerland was occupied by forces from Russia and Austria during their battles with France. After Swiss autonomy was restored in 1815 the country suffered a period of political and civil unrest, which culminated in a month long civil war in 1849. The war produced few casualties, but made the people realize they needed to be united and strong in order to fend off all external troops. A federation of all the cantons of Switzerland formed a united and stable federal state, which gave the country a level a peace not seen in most of Europe.

Since medieval times, Switzerland had been known as a stable, safe, and private banking community. One could have money in a private account in Switzerland, and they be assured that nobody would be told that you had money there, or where the money came from. The many treasures and secrets hidden away in the vaults of Zurich and Geneva stagger the imagination and could produce a host of adventures for a Gaslight Victorian Fantasy Role Playing Game.

In 1863 in Geneva, the International Committee of the Red Cross was founded. This humanitarian organization was created to set guidelines for the handling of wounded people in battles and how war casualties should be handled. Many of the countries of Europe, and later the United States and Brazil, accepted the guidelines, allowing more people to survive a battle, and their care was ensured to be complete and helpful. Over the years the Red Cross spread all over the world, becoming a welcome site in times of strife and disaster.

Austria

The Empire of Austria, founded in the early 1800s, was created on the heels of the abolition of the Holy Roman Empire. Francis II, Holy Roman Emperor, in the wake of the defeat of his military coalition against Napoleon, was forced to dissolve the Holy Roman Empire in 1806, but prior to that in 1804 he declared his personal holdings to be the Empire of Austria. This allowed him to retain rule over this smaller realm after the dissolution of the Holy Roman Empire. Emperor Francis I, a greatly suspicious man, set up a vast network of spies, censors, and secret police. This vast network of informants was used throughout his reign to keep the emperor informed about the actions of many people he did not trust, including his own brothers.



The Emperor's death in 1835 was sudden and greatly mourned. His funeral was a spectacle unto itself, with people filing past his casket for three days. His successor, Emperor Ferdinand I, was an epileptic, and most considered him to be not terribly intelligent. Emperor Ferdinand I had a mostly uneventful reign, with the government run mostly by his regents. In 1848 revolutionaries took over the empire, entered the emperor's palace, and convinced him to abdicate in favor of his nephew Franz Joseph.

Emperor Franz Joseph, in an attempt to increase the power and influence of the Empire of Austria, negotiated an agreement with the nobility of Hungary. In 1867 the Austro-Hungarian Empire was formed. While the government and the economy both expanded and improved during the early years of the new empire, it was also a hotbed of anarchist activity.

The Empire of Austria-Hungary was a land of great prosperity, an ever increasing industrialized nation that is a multi-cultural region of prosperity and intrigue. While the emperor's spies and secret police were ever present, so were spies from other countries and anarchists bent on ending the Emperor's grip of power over the vast Empire's domain. Vienna, with its music, chocolate, and court intrigue, makes a backdrop for a Gaslight Victorian Fantasy Role Playing Game of gentlemanly espionage and diplomatic maneuvering.

Germany

In 1871, following their victory in the Franco-Prussian War, the Kingdom of Prussia allied the many small German states into a single empire, with the King of Prussia, Wilhelm I, as Emperor. The Prime Minister of Prussia, Otto von Bismarck, was the true force behind the unification, and as Prime Minister and later Chancellor of the Empire, much of the power of the empire lay in his hands. Under the hands of the German Empire, the constituent states flourished and became an industrial power unrivaled in Europe. The manufacturing of steel, the exporting of coal and the industrial works of companies such as Krupp, all resulted in the German dominance in industry in the latter part of the 1800s.

Germany was also the home of several semi-autonomous regions, such as Bavaria, ruled by King Ludwig II until his mysterious death in 1886. Often called "Mad King Ludwig", he, was a man of peculiar vision. He loved to build lavish fairy tale castles and buildings of elaborate design. Besides his masterpiece New Hohenschwangau Castle, later renamed Neuschwanstein Castle after his death, King Ludwig oversaw the construction of the Winter Garden in Munich. The garden, complete with a lake and a technologically advanced glass and steel roof design, included a grotto, a Moorish kiosk, an Indian royal tent, an artificially illuminated rainbow and intermittent moonlight.

The German Empire, being a collection of kingdoms, principalities, grand duchies, and electorates, was a breeding ground for intrigue, subterfuge, and espionage. The Emperor, or Kaiser in German, had an extensive secret police force, and a spy network that was particularly successful. The German success in the Franco-Prussian War was rumored to have relied heavily

The Lost World

An expedition to South America led by Professor George Edward Challenger and Professor Arthur Summerlee, bring back stories and evidence that defy belief and stagger the imagination. Professor Challenger started the expedition in an attempt to prove his previous claims that he discovered strange, possibly prehistoric, creatures living in South America. Along with reporter Edward Malone and Amazon explorer Sir John Roxton, they set out to find the evidence of this claim. Upon reaching the plateau where the creatures were thought to exist, the group was trapped when their bridge was destroyed.

Determined to explore the region, the party sets out on an expedition most unusual. First attacks by pterodactyls, then near deadly encounters with a variety of dinosaurs. Then a series of battles with primitive human tribesmen and ape-men. Barely escaping with their lives, the expedition returns to London with little more than stories. Their recounting of the expedition is ridiculed much like Professor Challenger's first trip to South America. Their ultimate proof, a live pterodactyl, escapes during the presentation, flying out into the Atlantic, never to be seen again.

The lost world discovered by Professor Challenger; the lost island of Caprona; the land of dinosaurs said to exist in Antarctica; and a host of other legendary locations all rely on a similar notion. Each of these locations is completely isolated, surrounded by mountains in an unexplored region of the world. Within the location exists creatures from another time. Dinosaurs, ape-men, prehistoric human tribes, and even giant apes and other gargantuan mammals all existing together. Those finding themselves in these regions, either on purpose or accidentally, will face great danger and will most likely leave the place with nothing but fanciful stories and bits of evidence that defy belief. This makes these locations excellent prospects for adventures in **GASLIGHT**.

on the network of spies within the French government. This environment of suspicion makes the German Empire a resource of spies, anarchists, and corrupt industrialist for any Gaslight Game Master to put at his disposal.

North America

A land of opportunity and growth, the countries of North America can be a focal point for adventure and excitement. Penny-dreadfuls fill young minds with tales of action, mystery, and danger in the western lands of the continent. With influences from all of the great and not so great powers of Europe, North America can be a hotbed of activity.

The United States

The 19th century in the United States was a time of turmoil. The whole century seemed to focus on the build up to and recovery from the biggest change in American history -- The Civil War. The tensions, both political and economic, that lead up to the Civil War influence the direction of the country throughout the early years of the 1800s. The upheaval caused by this great conflict had repercussions that were felt up to the dawn of the new century. It was not; however, all doom and gloom. The Industrial Revolution was alive and well in the United States. The country was a land of invention, with



new technology seeming to appear every day. The westward expansion also brought adventure and new discoveries, making the United States a land of opportunity, a dream of people around the world.

The California Gold Rush of 1848 brought hundreds of thousands of people to California, with towns springing up literally overnight, once small communities became bustling cities full of life with the excitement of gold fever. The western expansion brought many people to the west, not all of them honest citizens. Card sharks, con men, snake oil salesmen, cattle rustlers and bank robbers could all be found scattered around the boom towns of the west. Indians roamed, and fought for their very survival, clashing with the teeming Americans spilling into their lands.

Rail lines slowly made their way west, crisscrossing the newly claimed prairies. Men like John Henry helped to build the railroad, expanding the nation and bringing the raw materials of the west to the industrial lands of the east. Jesse James made the railroads famous by robbing the trains, making the lands seem wild and untamed. Railroads were a vital link throughout the United States. Without trains, much of the growth of western towns would not have been possible, and the western United States would have been a vastly different environment.

The United States was a land of unique adventure. Part civilized nation, part savage wilderness, the country was rife with possibility. Great thriving cities like New York, Boston, and Baltimore provide centers of industry, intrigue, and ad-

venture. Booming towns like Denver and San Francisco were full of action, danger, and adventure.

Canada

The British colonies of Canada were a battleground for the British and American governments during the War of 1812. The treaties following the war sealed a low-level animosity between the Canadian colonies and the new nation of the United States, slowing the migration between the countries and increasing the American expansion to the west. In 1867 the British North American Act took the Province of Canada, New Brunswick, and Nova Scotia and formed the Dominion of Canada, the first and largest self-governing colony of the British Empire. The majority of Canada was a vast, forested, unexplored wilderness. The great cattle herds of Alberta, the metropolis of Montreal, and the growing wilderness town of Vancouver, were all linked in 1886 with the completion of the transcontinental railway by Canadian Pacific Railway. The opening of rail service, and the grand hotels built along the route, sped up the expansion of the Canadian west.

While the expansion brought more people to the towns and cities along the rail line, it still left great swaths of the country unexplored. Stories of Wendigo, the embodiment of winter, isolation, and cannibalism spread throughout the end of the 1800s. Some claim that Wendigo wander the wildernesses of Canada, preying on hunters, trappers, and explorers of the arctic regions. Others claim that the spirit creatures have been encountered in towns like Vancouver and the newly in-

corporated city of Winnipeg. Whether the tales of the Wendigo and related stories of Sasquatch are true or just the myths and stories of the local Indians are unknown. Nobody who has gone hunting for either creature has come back with one. Of course, a few expeditions have never come back....

Mexico

Territorial disputes between the United States and the newly independent nation of Mexico led the countries to an inevitable war in 1846. The war was short and, unfortunately for the fiercely proud Mexican people, unsuccessful. In 1848 the Treaty of Guadalupe Hidalgo was signed, ending the war. Mexico lost large pieces of territory, which were settled by Americans and soon became the states of Texas, California, Nevada, Utah, Colorado, and most of the New Mexico and Arizona territories. A federal republic was established after several internal wars, with Benito Juárez finally installed as President. In the 1860s Mexico was under the military occupation of France. Napoleon III installed Maximilian I as King of Mexico, under his control. The largely Conservative government of Mexico found the policies of Maximilian too conservative, and the liberals refused to acknowledge the King as their monarch, leading to much political unrest. Forces loyal to President Benito Juárez, who kept the federal government functioning during the French intervention that put Maximilian in power, captured Maximilian and executed him in 1867.

Like much of Central and South America, Mexico was dotted with ancient ruins, lost Aztec cities, and enough adventures to keep anyone busy for many years.

South and Central America

This region was both an unexplored wilderness full of ancient ruins waiting to be discovered and a hotbed of military actions throughout the era. For adventurers seeking ancient ruins and lost civilizations, the Incas and Aztecs had left behind more than enough to keep even the most active Martial Artist busy.

Argentina

The United Provinces of the Río de la Plata was formed in 1816 from the Spanish Viceroyalty of the Río de la Plata, the last short lived Viceroyalty of the region. The United Provinces comprised the area of present day Bolivia, Paraguay, Uruguay, and Argentina. Political turmoil in the region caused the Provinces to split apart, forming the four separate countries.

Argentina is a largely agrarian country, with a smattering of farms and a large number of cattle ranches. This stable economy helped to unite the mostly Spanish population. Exporting of cattle, sheep, and wheat kept the nation from suffering the effects of the worldwide depressions of the mid-1800s, but it did not make them wealthy either.

While the immigrants to Argentina were a united people, they still suffered from attacks by the Indian tribes of the region. Argentina inherited the problems of the Spanish Viceroy when it came to dealing with the local tribes to the south, and

they did not handle this problem any better than the Spanish.

Buenos Aires still had a colonial feel, even after its independence. The influx of Spanish and Italian immigrants, along with a healthy dose of financial backing from the banks of London, gave the capital city a definite European feel. The rich plains of the Pampas in northern half of the country and the rolling plateau of the south, contrast sharply with the rugged Andes along western border. This gave the country a definitely exotic feel, with a certain air of mystery.

Bolivia

Of all the countries of South America, Bolivia was the most unstable politically, economically, and even geographically. The European wars of Napoleon had their effects felt in far off South America. The Spanish colonial territory known as Upper Peru declared their independence in 1809. Sixteen years of bitter war began, until finally the Spanish were defeated and a new Republic was created. Calling themselves the Republic of Bolivia, they joined forces with neighboring Peru to form the Peru-Bolivian Confederation. Wars with Chile and Argentina, while at first victorious, turned disastrous. By 1840 the Confederation had dissolved, Peru had found its independence, and Bolivia entered a period of political and economic upheaval. Wars with Peru, Chile, and Brazil over the next few decades saw Bolivia lose much of the land it once controlled, including access to the Pacific Ocean and the fertile lands of the west.

Rising silver prices around the world had brought about a rise of prosperity in Bolivia near the end of this century. Prospecting, mining, and treasure seeking have all become profitable forms of employment in Bolivia. With governments con-



stantly teetering on the edge of disaster, Bolivia was a land of adventure, intrigue, and danger. The Andean Mountains of Bolivia hold many secrets and treasures. Perhaps even the remains of the Empire of the Inca.

Brazil

Once the colony of Portugal, the largest nation of South America had gone through many changes. For three centuries the colony of Brazil was a powerful, though often neglected, colony of Portugal. The invasion of Portugal by the army of Napoleon caused great uproar in the Portuguese court, with the King and his retinue fleeing to Brazil and setting up in Rio de Janeiro. The capital of the Portuguese Empire lay in Rio for several years, with the colony formally becoming the Kingdom of Brazil in 1815. The United Kingdom of Portugal, Brazil and Algarves, was ruled from Rio until 182, when the King of Portugal went back to Lisbon. A year later Brazil gained its independence, with Dom Pedro the first Emperor of Brazil. Emperor Pedro I and later his son Pedro II, ruled the Brazilian Empire through the late part of the 19th century. Turmoil and revolution resulted in the abdication of Emperor Pedro II in 1889 and the Republic of the United States of Brazil was formed. The land of Brazil was sparsely populated, with heavy rainforests and the largest river system in the world. The great and mysterious Amazon River is the heart of Brazil. Many European expeditions went into the Amazon Basin to explore and bring back the natural treasures of the region. Some of them never returned.

Chile

Like many of its neighbors, Chile was a colony of Spain until the forces of France's Napoleon invaded Spain in the early 1800s. This led the people of Chile to break away from Spain. After a brief attempt by the Spanish to reconquer Chile, the Republic of Chile proclaimed their independence in 1818. This declaration did little to change the colonial lifestyle of Chile, where social stratification, family politics, and the influence of the Roman Catholic Church strongly dictated the course of the Republic. Chilean culture changed very little over most of the 19th century, and the generally stable government was a change of pace in the otherwise turbulent history of South America. In the late 1870s, wars with the new countries of Peru and Bolivia, culminating in the War of the Pacific, brought great expansion to the lands of Chile. Territories rich in nitrate deposits, which were part of their treaty settlements with Bolivia and Peru, led to an era of national affluence. In 1886, José Manuel Balmaceda was elected president. His economic policies were radically different than those of previous presidents. He began to violate the constitution and slowly began to establish a dictatorship. These actions were not tolerated by the Congress, who voted on deposing him. Balmaceda's refusal to step down led to the beginning of the Chilean Civil War of 1891. The President's forces were quickly defeated, and Balmaceda fled to refuge in the Argentinean Embassy. There he committed suicide, ending his reign.

During the era of Gaslight Victorian Fantasy Chile is a

highly regimented, tightly controlled, and predominately Catholic republic. While it may look calm and orderly, underneath is a hotbed of subterfuge. The mountains of Chile are large, dangerous, and potential full of raw gold, silver, and perhaps the lost treasures of the Inca or Aztecs. The "savage Indians" of Chile can also be a surprise to adventurers. They could seek revenge for wrongs done to them by the Chilean government, or they could be out to aid those hoping to find and "preserve" the treasures of the mountains. They may even know of the legendary tunnels and caves under Drakes Passage that lead to a legendary long lost kingdom below Antarctica.

Africa

The continent of Africa was a conglomeration of deserts, plains, jungles and mountains. Largely unexplored until the late 19th century, Africa still holds many secrets waiting to be uncovered -- fierce natives, lost cities, unexplored lands and immeasurable wealth all await hardy (or some would say foolhardy) adventurers.

Many legends surrounded the Dark Continent: myths of rivers that run with gold; great hidden empires of lost Egyptians, Greeks, or Romans. Perhaps the jungles hide hideous cannibal tribes with a fondness for missionaries, the deserts hide golden Egyptian tombs filled with riches and protected with curses; lost cities inhabited by gorillas that speak; lost outposts of the fallen Atlantean Empire. Africa is rife with stories that stagger the imagination. She is truly a land of mystery awaiting exploration, colonization, and exploitation.

King Solomon's Mine

The great mine and treasure hoard of King Solomon have been the source of rumor and speculation for centuries. Many maps purporting to show its location have led many expeditions into the heart of Africa, and to the adventurer's doom. One map to the mine came into the possession of the English explorer Allan Quatermain, based in South Africa. Quatermain was convinced to not only seek out the treasure, but also find a lost English explorer, George Curtis.

Following the mysterious map across a vast desert, over the frozen top of a mountain range, they entered a raised valley, lush and green, known as Kukuaneland. There they find a strange and savage culture, closely guarding the legendary King Solomon's Mine. The expedition nearly died within the mine, managing to escape with just a few handfuls of diamonds. More than enough to make the men rich for their entire lives, it was still scant proof of the mine's existence.

King Solomon's Mine can make a fine adventure for any group of exploring characters. It can also be used as inspiration for other legendary locations. The Tomb of Alexander the Great, the Lost City of Atlantis, and the Temple of the Ark of the Covenant can all function in a manner similar to King Solomon's Mine. A lost civilization in an unexplored region of the world, keeping the secret of a legendary location; this is the formula that can be used for a series of epic adventures. All one needs is a map and a legend.

Asia

Afghanistan

Afghanistan has been the battleground for the “Great Game,” a conflict fought between Great Britain and Russia over control of Central Asia. The First Afghan War (1838–1842) would end in a humiliating defeat for the British, and although guaranteed free passage the British Army was slaughtered during its retreat. Meanwhile, the Russian army steadily advanced southward into Afghanistan. During the Victorian Age, the British would try again, sparking the Second Afghan War in 1878. After getting a good part of its army annihilated in Kabul, Britain managed to put an Emir on the throne that both Britain and Russia could live with. During the 1880s, Emir Abdur Rahman Khan would consolidate his power in Afghanistan, strengthening military control and modernizing the nation.

Bhutan

Bhutan is a small country nestled in the Himalayas and was battered by civil war during the Victorian Age. Governors of different territories within Bhutan were vying for power through skirmishes with the others. This came to an end in 1885, when Britain backed Ugyan Wangchuck, the Governor of Trongsa. He would consolidate his power through the rest of the Victorian Age (and was destined to be crowned king in 1907).

Ironically, although Bhutan was strengthening its ties with Britain, it conducted most of its trade with its northern neighbor Tibet. Tibet actually sided with a rival governor against Wangchuck. A treaty with Britain in 1865 allowed Britain to control Bhutan’s southern border passes with India.

Burma

Although not part of the Indian subcontinent, Burma was slowly incorporated into British India during the Victorian Age. Burma shared its northeast border with China, and successfully repulsed four Chinese invasions in the 18th century before being absorbed into British India during the next century. The lowlands of Burma have a tropical climate similar to neighboring Bengal, while the highlands can range all the way up to heavy snowfall and arctic conditions depending on elevation. Like Bengal, Burma was also prone to floods and droughts.

It was Burma’s territorial expansion that concerned both the Chinese and the British. Ill-defined borders were part of the problem, as military operations and refugees challenged territorial assumptions. Britain fought Burma in a series of three wars during the 19th century, resulting in total control of Burma in 1886. Burma then became a province of India.

Burma would thrive economically in rice production, but at great cost. When the opening of the Suez Canal increased demand for rice, Burmese farmers needed to borrow money to meet it, but often defaulted on their high-interest loans. As a result, the beneficiaries of the Burmese rice trade were British

and Indian firms and migrant workers. Many Burmese became unemployed, and neither the ICS nor the British military would accept them into their ranks.

Rangoon

The British annexed Rangoon in 1852. The British immediately went to work on modernizing the city, building colleges and bringing western education to the Burmese people. Rangoon primarily exported rice and timber. This stood in stark contrast to the impoverished villages that surrounded it. Rangoon was made the capital of the Burmese Province in 1886.

China

The Empire of China was, to many westerners, a complete mystery. The vast landscape of a country full of strange customs, cryptic writings, and imperial intrigue is what kept many people fascinated and sometimes obsessed with this great nation. What many did not realize is that Imperial China was a nation in decline and was rushing headlong into what surely would become the end of the Manchu Dynasty.

The latter half of the 19th century in China was a time of adventure and excitement. Contact with western cultures had been limited, but the expansion of trade around the world following the Napoleonic Wars caused the Manchu government to have to deal with trade groups from Europe. The most prominent of these groups came from Great Britain, who had colonies in nearby India. The Emperor had declared that China was not impressed with western manufacturing, so they would only accept bars of silver as payment for the silks, teas, and ceramics that were in demand in Europe. Great Britain was concerned that their precious metal reserves were being depleted, so they looked for alternative goods to trade. Their most elaborate scheme involved addicting the Chinese on opium. When the Emperor banned the opium trade in 1838 Great Britain declared war on China, and the first of the Opium Wars began.

Unfortunately for the Chinese, the First Opium War showed the outdated nature of the Chinese military. Many stunning defeats at the hands of the Royal Navy and by soldiers armed with modern rifles and tactics forced the Manchu government to surrender in 1842. The Treaty of Nanking forced China to open her ports and created the British colony on the island of Hong Kong. This foothold in China, along with trade centers in Shanghai, finally allowed western governments to have access to the great wealth of products and labor that they had long desired.

China, and the inscrutable china man, was for the most part a great mystery to most of the western world. The high quality of silk and porcelain, the exotic art and treasures of the ancient land, and the strange forms of martial arts they used to protect them all drew large numbers of adventurers to China. If one believed, half of the rumors of what could be found within China, then fame and fortune awaits!

India

The Indian subcontinent has a varied geography. While most people think of India as a jungle, the entire spectrum of climates can be found on the subcontinent. The British typically divided the subcontinent into northern and southern India, with the Vindhya and Satpura mountain ranges acting as a natural dividing line.

Northern India is bordered by mountain ranges along most of its borders. The largest of the northern ranges is the Himalayas, which India shares with Bhutan, Nepal, and Tibet. The highest peaks in the world are found here, including Mt. Everest, the tallest mountain in the world. It is named for the British Surveyor General, Sir George Everest, who first spotted it. To the west are the Hindu-Kush Mountains that separate British India from Afghanistan. The Vindhya and Satpura mountains, as mentioned, border the south.

Three major rivers dominate Northern India: the Brahmaputra, the Ganges, and the Indus. These rivers deposit rich, fertile soil during frequent flooding, and are densely populated as a result (although the Indus is threatened by the Thar Desert to the east).

Southern India is home to two environments, the coastal regions and the Deccan Plateau. The Deccan Plateau is separated from the coast by two mountain ranges known collectively as the Ghats. These mountain ranges keep the plateau hot all year long. The coastal regions, like northern India, have rich soil. Coastal India usually has a mild winter, then a short hot season, a rainy season, and then another hot season before winter.

Most of India is subject to the rainy season between June and September. This is the period of monsoons, a seasonal wind that brings heavy rains and flooding. While the Indian people welcome the rains after a hot season, the resultant flooding can cause loss of life and crop damage.

The British Empire politically separated British-run India into three Presidencies: Bengal, Bombay, and Madras. These three regions acted almost independently of each other, and up until the late 1870s Civilians considered themselves exclusively belonging to one of the Presidencies (e.g. the Bengal Civil Service), rather than India in general. Among these regions were also many autonomous “native states,” the princes, Marajah’s, which were left to run their own affairs, providing that they cooperated with British rule.

Japan

The Tokugawa (or Edo) period of Japan’s history began in 1603. This time was marked by a major decrease in the amount of violence that the Japanese people were accustomed to surviving. Except for common problems of the time such as the occasional peasant revolt or famine, life for the average citizen was greatly improved. However, the country remained in almost total isolation from the outside world.

The first significant exhibit of Japanese items in the west was during the London International Exhibition of 1862. These items were primarily collected and presented by Rutherford

Alcock, the British minister of Japan. It would be five more years (1867) before the Japanese government presented their own cultural displays to the world. In 1868, just one year later, the shogunate government was overthrown in a popular revolt and Meiji emperor was returned to power. It was under this government that Japan was opened to ‘westernization’.

One group that did not benefit from the Tokugawa peace or the return of the Meiji reign were the little known Ainu people who by this time had been forced to live only on the northern most island of Hokkido. The members of this hunter/trapper/farmer culture appeared to have more in common with American Indians than they did their Asian overlords. The Ainu were systematically persecuted not only for their Caucasian racial stock but also because of the strange animistic religion they practiced. The Ainu religion was one of the last ‘Bear Cults’ to survive into the 19th Century.

Japan during the Gaslight period is wide open for adventure. For example, the players could be a small group following the footsteps of Marco Polo to try and open trade relations with the tightly closed shogunate, a research expedition sent to study the unknown Ainu, or a group of political/military advisers assisting the Meiji government with the suppression and dismantling of the now outlawed Samurai class.





Australia

The Australian colonies of Great Britain covered the entire continent and the surrounding islands. By the late 1800s, the colonies were: New South Wales, Victoria, Queensland, Western Australia, South Australia, the Northern Territory, New Zealand, and Tasmania. Many of the early British immigrants to Australia were prisoners, sent to the far outreaches of the empire as punishment for a variety of crimes. By 1868 penal transportations officially ended, though they had been sparse for several years before that.

The discovery of gold in New South Wales in 1851 and in Victoria shortly after that brought a surge of both population and prosperity. During the gold rush, many people from England, Ireland, China, and the United States came to Australia to discover not only gold but creatures that defied description. Kangaroos, koala, kookaburra, emu, and platypus were just a few of the strange things they found. The strangest things encountered by the new inhabitants of Australia were the old inhabitants, the aboriginals of Australia.

These strange people, living in "primitive" nomadic groups, were a great puzzle to the newcomers. How did they get to the isolated continent? How did they develop their strange customs? And should they be given rights and privileges of the "civilized" colonists? The aborigines' oral history, their talk of the ancient era known as the Dreamtime, all seemed to be a collection of myths and legends to the English colonists. The boomerang and the strange musical instruments used by the aborigines

added further mystery to these already curious people.

The vast deserts, crocodile filled mangrove swamps, thick tropical jungles, and sweeping grasslands make Australia a diverse environment for exploration. The largely unexplored desert regions could be host to ancient ruins, lost cities, or even gateways to the aboriginal Dreamtime.

Antarctica

Surrounding the South Pole is the frozen continent of Antarctica. Its snow- and ice-cover and high elevation combine to make it the coldest place on Earth. The sub-zero temperatures freeze the moisture out of the air, making most of Antarctica drier than the Sahara Desert.

There are no native inhabitants on the continent, but various exploration teams may be encountered. Because of the dangers of this most hostile environment, no permanent human settlements exist anywhere on the continent. Wildlife is restricted to seals, penguins, birds and fish. There are no polar bears in Antarctica.

Nearly all of Antarctica lies within the Antarctic Circle. Along the coastline, snowfall averages 20 to 40 inches per year, and temperatures range from 40 to -40 degrees. Most of the coastline is mountainous, and travel to the interior is difficult.

Rumors of a hole in the middle of the continent, leading into the Earth's interior, have persisted for years. No one has ever returned from an expedition with evidence of the legendary hole. Stories also persist of a lost world; a region of tropical environs surrounded by nearly impenetrable mountain.



TIMELINE: 1859 -1901

1859

Building of the Suez Canal begins in Egypt under the direction of Ferdinand de Lesseps. Work is completed in 1869.

The first practical storage battery is created by R. L. G. Planté.

On the Origin of Species by Charles Darwin is published.

1861

After twenty years spent in hiding in Forres, Scotland, Mr. Sweeney Todd, formerly of Fleet Street, London, returns to the city under an assumed name.

To ensure better access to the Sydney, Australia, markets, Thomas S. Mort finances and patents the first machine-chilled refrigerated storage facility. The process is a success, and seven years later he begins shipping frozen meat to London.

(April) American Civil War begins.

1862

In Switzerland, the humanist Jean Henri Dunant proposes the foundation of an international voluntary relief organization – The Red Cross. Over the next several decades the organization grows to eventually bring to life Dunant's vision.

Otto von Bismarck becomes the Prime Minister of Prussia under appointment by the recently crowned King Wilhelm.

To reduce the size of armies and thereby reduce the number of deaths by disease and in combat, Dr. Richard J. Gatling invented the 10-barreled automatic gun which bears his name.

(May) Alice Liddell disappears from home for a day, returning with stories believed too fanciful to be true.

(November) Alice Liddell is again reported missing, but is found several hours later.

Strange creatures are reported in the woods and countryside surrounding Oxford. Local constabulary eventually contacts the Home Office, when strange tracks are found. Government officials claim they are from animals that escaped a local menagerie.

1863

(May) Philip Nolan, dubbed by some "The Man without a Country", dies aboard the U. S. Corvette Levant in the South Pacific.

(July) By gathering all the Magus at their disposal the Union casts a massive spell jinxing the Confederate forces, the Union wins two major battles within 24 hours of each other Gettysburg, PA (July 3) and Vicksburg, MS (July 4). This effectively splits the Confederacy in half without a method to link their two armies it spells the beginning of the end for the Confederate States of America.

Construction begins on the London Underground Railroad.

George Edward Challenger is born in Strythclyde, Scotland.

1864

Three Union soldiers escape from the Confederate prison at Andersonville, GA. They gain access to a hot air balloon and leave. They are later found by the U.S.S. Theta and claim wild stories of a strange man who has a hatred for the military and the land. They find him fixing a strange craft he claims to be submersible; it has a very different appearance to any other submersible vessel on record, namely the C.S.S. Hunley.

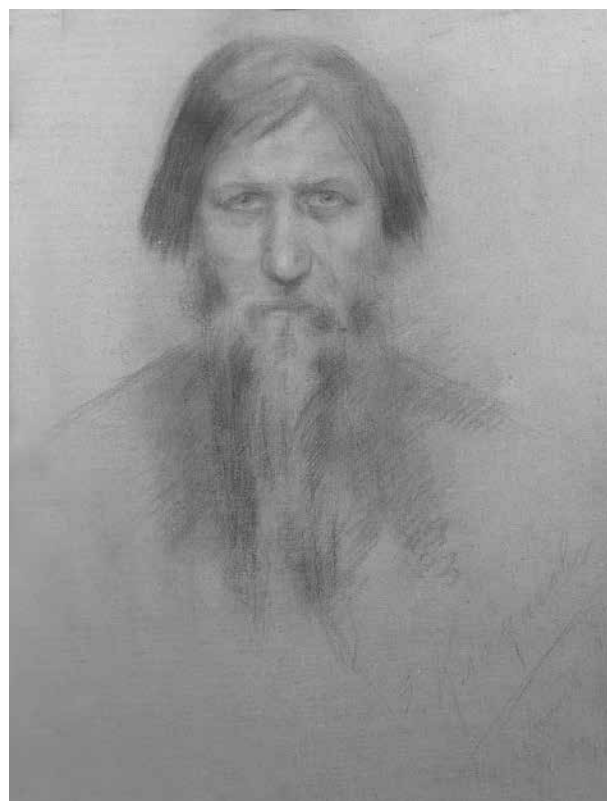
The first Geneva Convention establishes the neutrality of medical facilities within war zones.

1865

(April) End of American Civil War. John Wilkes Booth escapes capture by American troops after his assassination of President Abraham Lincoln. The army believes he was enhanced with magic, which allowed him to pass by others unnoticed and began a search for not only Booth but his conspirators as well.

(April) Nearly 2,400 passengers aboard the steamboat Sultana at various stops on the lower Mississippi. Most of these passengers are Union soldiers who were prisoners at the Confederate camps of Cahawba and Andersonville. On April 27, just north of Memphis, Tennessee, one of the ship's boilers explodes, causing the ship to catch fire and sink, killing 1,700 passengers. Investigations, instigated by the Pinkerton National Detective Agency, begin immediately.

The Law of Heredity is published by Gregor Mendel, which is generally ignored by the scientific community.



1866

(January) Pinkerton agents' storm a house in Richmond, Virginia and arrests three men accused of blowing up the steamboat Sultana, capturing the plans and parts for a personal bathysphere and hermetic explosives.

(June) Colonel Jedediah Huntington, Major Buford Norrington, and Major Donovan Douglas, late of the 3rd Confederate Hermetic Fusiliers, are found guilty of blowing up to steamboat Sultana.

Alfred Nobel invents dynamite and demonstrates its use at a quarry in Redhill, Surrey, England.

1867

In what is called Seward's Folly, and Andrew Johnson's polar bear garden, the United States signs a treaty with the Empire of Russia to purchase the Alaskan Territory for \$7,200,000, or approximately 1.9¢ per acre.

Diamonds are discovered in South Africa and gold is discovered in the state of Wyoming in the United States.

1868

Civil War veteran General Ulysses S. Grant is elected President of the United States.

Louis Lartet discovers the skeleton of Cro-Magnon man in France.

The Shogun Kekei of Japan abdicates and the shogunate is abolished. The Meiji dynasty is restored and begins the modernization and Westernization of Japan.

1869

Dmitri Mendeleev publishes the Periodic Table.

The clipper ship Cutty Sark is launched.

Debtors' prisons are abolished in Britain.

Alphonse Clemm, distant cousin of Roderic Usher, builds a new mansion on the site of the long derelict Usher House outside of Baltimore, Maryland.



1870

The Standard Oil Company is founded by John D. Rockefeller

(Spring) Noted villain Nemo disappears after his ship, the Nautilus, is attacked by the combined navies seeking revenge for the destruction of so many British and American ships. His whereabouts are unknown to this date.

(September) Franco Prussian War breaks out. The war lasts six weeks and marks the end of Louis Napoleon as emperor of France and the end of the German Unification Wars. The French lose all cohesion and a provisional government is set up by the Prussians. By the end of 1870 the French proclaim the Third French Republic. Paris will succeed from France at the end of 1870 and proclaims the Paris Commune.

1871

Empire of Germany is formed. Kaiser Wilhelm I is crowned its head.

Charles Babbage dies. While going through his papers, his son George and Ada Lovelace find reference to a previously unknown workshop. There they discover a complete, and operational, Analytical Engine.

Phineas T. Barnum opens The Greatest Show on Earth in Brooklyn, New York.

(October) In the late hours of October 8, a fire breaks out in the O'Leary barn on De Koven Street in Chicago. Before the fire dies out in the early morning of October 10, over three square miles of the city are destroyed.



1872

MI 7 obtains plans for, and manufactures, an Analytical Engine. Several modifications are made to the original design based of the Director's analysis of the design.

(October) Mr. Phileas Fogg, a member of the Reform Club of London, accepts a wager to attempt to travel around the entire globe in 80 days. He leaves London that evening with his valet Passepartout.

(November) The Mary Celeste sets sail from Staten Island, New York, bound for Genoa, Italy. The Captain's wife and daughter are on board as passengers.

(December) One month after leaving New York, the Mary Celeste is found crewless, under full sail, and heading for the Strait of Gibraltar. The crew and passengers are never found.

Eighty days after leaving the Reform Club in London, Mr. Phileas Fogg returns to claim his £20,000 bet for successfully traveling around the world in 80 days.

1873

The Harvard School of Hermetic Studies celebrates its 225th anniversary.

Nemo, thought to have been killed three years previously, secretly begins construction of a base of operations under the Antarctic ice. Heated by geothermal vents, this elaborate cave complex can only be accessed by submarine.

The Vienna World Exposition opens with the theme of Culture and Education.

The cities of Buda and Pest are united to form the city Budapest, which is made the capital of Hungary.

1874

(Spring) As the sailing and shipping season begins, reports of piracy and sunken ships in the Atlantic and Indian oceans begin to be reported. No pirate ships are seen, but survivors report a large submerged vessel shaped like a narwhal is the culprit.

Britain annexes the Fiji Islands.

The first American zoo is established in Philadelphia. The zoo was chartered in 1859, but the opening of the zoo was delayed due to the Civil War.

Barbed wire is patented by J. F. Glidden.

1875

Guangxu is crowned Emperor of China at the age of four. His adopted mother Empress Dowager Cixi acts as regent until 1889. The London Medical School for Women is founded.

With continued success, Nemo's hidden base is set up to begin construction of additional submarines. Nemo begins to draw up the plans for faster, stronger, and larger submarines.

(May) The Red Headed League is formed.

(August) London's prestigious Royal Academy of Magic celebrates its 500th anniversary. The Academy adopts the use of the Analytical Engine to store the massive library of spells collected over the years. It is considered to be a bold move by the new head of the department, Salamander Drake.

1876

Dr. Kellogg opens the Battle Creek Sanitarium in Battle Creek, Michigan. People flock from all around to come for cleansing, exercise, and a radical change in diet.

Alexander Graham Bell is awarded a patent for his new invention, the telephone.

Johns Hopkins University is founded in Baltimore, Maryland, as a research university. The university is named after Johns Hopkins, who left \$7 million dollars when he died in 1873 to start a university and a hospital.

General George Armstrong Custer, leading a detachment of the Seventh Cavalry, attacks a combined Sioux and Cheyenne encampment. The 260 soldiers are slaughtered to a man.

1877

(February 1) The passenger ship Lady Vain was lost by collision with a derelict about the latitude 1 deg. S. and longitude 107 deg. W.

(March) U.S. Grant leaves the Presidency of the United States and Rutherford B. Hayes is sworn in as the 19th President of the United States.

(October) The death of Dr. Moreau is witnessed by Edward Prendrick and is reported at his eventual rescue from the island.

Reconstruction ends in the United States

Queen Victoria is proclaimed the Empress of India.

Thomas Alva Edison invents the phonograph, recording voices on wax cylinders.

Italian astronomer Giovanni V. Schiaparelli describes the canali he observed on the surface of Mars. They are later mistranslated as "canals."

The first public telephones are made available in New York City.

1878

(March) The first of Moreau's Beast Men begin appearing all over the world, they are treated no better than second class citizens

(Spring) Noted villain Nemo disappears after his ship, the Nautilus, is attacked by the combined navies seeking revenge for the destruction of so many British and American ships. His whereabouts are unknown to this date.

The Christian Revival Association, founded in 1865, changes its name to the Salvation Army.

Electrical street lighting is introduced in London.

Pope Pius IX dies and is succeeded by Pope Leo XIII.

Cleopatra's Needle is taken out of Alexandria, Egypt, and erected in London.



1879

The Zulu War. Zulus massacre British soldiers at Isandhlwana, but are later defeated at Cetewayo.

The son of Napoleon III, the French Prince Imperial, is killed during one of the battles of the Zulu War.

(October) The United States Supreme Court decides that Beast Men are protected under the 14th Amendment and are given suffrage. The United States is the first country to recognize Beast Men as an independent race.

1880

Britain installs pro-British Emir in Afghanistan and ends conflict. Famine Codes established. Indian population at over 250 million. First telephone exchange in Calcutta.

T.A. Edison and J.W. Swan independently invent the first practical electric lights.

The first electric lights in New York City are installed.

1881

Flogging is abolished in the British Army and Navy.

(March) James Garfield is sworn in as the 20th President of the United States

(September) President James Garfield is assassinated. Vice-President Chester A. Arthur succeeds him.

(October) Wyatt Earp, Morgan Earp, Virgil Earp, and Doc Holliday fight Frank McLaury, Tom McLaury, Billy Claiborne, Ike Clanton, and Billy Clanton in the infamous Gunfight at the O.K. Corral. The fight, which takes place in a vacant lot behind the corral, lasts about 30 seconds. During that time about 30 shots are fired. Frank McLaury, Tom McLaury, and Billy Clanton are killed. Morgan Earp, Virgil Earp, and Doc Holliday are wounded.

(December) Lillie Langtry, the Jersey Lily, has her stage debut at the Haymarket Theatre in London, starring in *She Stoops to Conquer*.



1882

The US government bans Chinese immigration for the next 10 years.

Charles Darwin, English Naturalist, dies. This same year his second book *On the Origin of Species: The Mythical and Mystical* is published posthumously.

Jesse James, living under an assumed name in Missouri, is killed in his own home by Robert Ford.

(August) Roy Bean is appointed Justice of the Peace for Pecos County. He sets up his part time courtroom in his saloon and dubs himself "The Law West of the Pecos".

1883

Buffalo Bill Cody organizes his Wild West Show, which becomes a world-wide success almost immediately.

The Orient Express makes its first run from Paris to Istanbul.

Krakatoa erupts near Java. The effects of this massive volcanic explosion are seen throughout the world over the next several years. It is rumored that the eruption was a ritual gone wrong, perpetrators unknown.

The Brooklyn Bridge, the architectural wonder of the age, is opened for use. It is the first land crossing between Manhattan and Long Island.

(October) The Salem Institution of Magic celebrates its 200th anniversary with a party in Salem, Mass.

(December) In honor of the 275th anniversary of the death of its founder, the Society for the Advancement of Deesian Studies attempts to contact the spirit of John Dees. Reports of their success or failure are kept hidden by the Grand Master of the Society.

In Durban, South Africa, Allan Quatermain is approached by an English aristocrat, Sir Henry Curtis, and Captain Good, seeking his help in finding Sir Henry's brother, who was last seen traveling north into the unexplored interior, on a quest for the fabled King Solomon's Mines.

1884

(January) The Van Helsing Institute is founded in Whitby, England. Professor Abraham Van Helsing, Dr. John Seward, Mr. Jonathan Harker, and Arthur, Lord Godalming, form the founding Board of Trustees. Individuals of various eclectic expertises are recruited by the Institute to "study, analyze, and eliminate creatures of preternatural origin." Repeated requests for Messers. Holmes and Watson to join the Institute are politely refused.

(March) Grover Cleveland is sworn in as the 22nd President of the United States

Sir Charles Parsons invents the first practical steam turbine engine.

The Berlin Conference recognizes European spheres of influence in Africa.

1885

The Minnesota Psychographic Enhancement Company begins producing Phrenology Enhancement machines.

The first skyscraper, a stunning 10 stories tall, is erected in Chicago.

(February) The month ends, curiously, without a full moon.

King Leopold II of Belgium establishes the Congo Free State as his own personal possession.

1886

Bertram Griffin invents a formula that changes the refractive index of objects, making them invisible. After various experiments on smaller creatures, Griffin uses the formula on himself, with disastrous results. MI 7 acquires Griffin's notes and remaining formula "for the national interest".

Karl Benz patents the first successful gasoline-driven automobile, which he built in 1885.

The Haymarket Riots, an escalation of general strikes throughout the United States, causes a great scandal. Over the course of many years to come, this protest eventually leads to the eight hour workday.

(June) President Grover Cleveland marries Frances Folsom in the White House. He is the first president to get married there.

1887

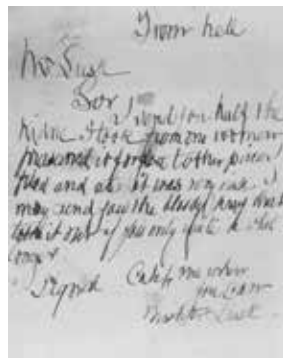
Sir Danvers Carew, MP, is savagely beaten to death. Dr. John Seward of the Van Helsing Institute is called in to help determine the killer's identity. The case is closed when it is determined that one Edward Hyde, lately a guest of one Dr. Henry Jekyll, not only killed Sir Danvers Carew, but stands accused in the death of the good doctor as well. Mr. Hyde is discovered unconscious, but alive, in Dr. Jekyll's laboratory. The doctor's papers, experimental equipment and Mr. Hyde are all taken by the Van Helsing Institute for further study.

(May) Buffalo Bill's Wild West opens in London in celebration of Queen Victoria's Jubilee.

1888

Jack the Ripper stalks the streets of Whitechapel. Five women of ill repute are horrifically butchered. The city is gripped by the brutality of the crimes, yet the killer is never captured. Investigations by the Van Helsing Institute conclude that these are not the work of one of Count Dracula's minions, but it is suspected to be of supernatural origin.

(September) While hosting a dinner party a person known only as The Traveler, spins a tale about traveling through time. He is scoffed at by his friends



and before the end of the party has left the house, taken off again to find his destiny in the future. He is the last known Techno-arcaneist of his caliber.

(October) Sherlock Holmes and Watson investigate the tales of spectral hounds at the Baskerville Estates.

1889

Oil discovered in India.

(March) Benjamin Harrison is sworn in as the 23rd President of the United States.

(June 21) The Van Helsing Institute purchases a castle near Königshütte in southern Schlesien, Empire of Germany. The headquarters of the Institute is moved there from Whitby.

1890

An off-shoot branch of the Red Headed League attempts to rob the Bank of London by digging under its vault. This plot is foiled by Sherlock Holmes. The League is mistakenly thought to be dissolved at this point.

(April) A brutal series of murders begin in Boston's South End, many Americans believe it's the work of the infamous murderer from London, "Jack the Ripper."

(July) Idaho (43rd) and Wyoming (44th) are admitted as states in the United States.

1891

Homo erectus remains discovered in Java.

(Spring) Nikola Tesla demonstrates the Tesla Coil for the first time before the American Institute of Electrical Weirid Inventors. He also gives demonstrations in St Louis and Philadelphia on wireless communications, later known as radio.

(September) Sherlock Holmes travels to Tibet and visits the Lhama of Lhasa

(December) Mary Watson, wife of the notable companion of Sherlock Holmes Dr. John Watson, dies.

1892

(August) Andrew and Abby Borden brutally murdered with a hatchet in their Fall River, Mass., home. An English sailor known only as The Captain leaves Cornwall in his ship HMS Plutonia. The claim is that his ship is charmed and can lead the fleet safely to and from Mexico.

1893

(March) Grover Cleveland is sworn in as the 24th President of the United States and the only man to be elected to two non-consecutive Presidential terms

(May-October) The World's Colombian Exposition, also known as the Chicago World's Fair, takes place. Among the many things seen there for the first time are the Ferris Wheel, Juicy Fruit Gum, and stunning displays of electrical lights illuminating the White City.

(August) The Captain returns from his travels with half the fleet, claiming a misalignment of the sextant to the sun caused the fleet to disperse in a storm. He brings with him a magic mirror to give his granddaughter for her birthday, the mirror was taken from Aztec treasure still buried in Mexico and is rumored by the sailors of the fleet to be cursed.

Challenger sets off on his expedition to find Maplewhite Land (The Lost World).

1894

(April) Sherlock Holmes reveals to the world at large that he is still alive and returns to London to apprehend Moran for the murder of Roland Adair.

(November) The Van Helsing Institute sends agents to investigate rumors that Dracula is operating in San Francisco, California.

1895

(May) Oscar Wilde is convicted of "sodomy and gross indecency" and is sentenced to serve two years in prison at Reading Gaol.

Auguste and Louis Lumière display their first moving picture film in Paris.

H.G. Wells publishes the biography of the last Techno-arcanist, known only as The Traveler.

1896

Tesla transmits the first radio signals from his lab in New York City to West Point, a distance of about 30 miles. Philippines revolt against Spain.

(August) Gold is discovered in the Yukon Territory. News of the discovery takes almost a year to reach the continental United States, spawning a massive rush to Alaska for gold.

1897

(March) William McKinley is sworn in as the 25th President of the United States.

1898

(February) The sinking of the USS Maine in the Havana Harbor is blamed on a Spanish naval mine. The sinking of the ship is a precipitating cause of the start of the Spanish-American War. Claims that the explosion was caused by a botched summoning of an elemental are quickly denied by the War Department.

1899

Philippine Insurrection begins. Boer-War begins.

(December) On the last day of the year, one of the Stonehenge Stones topples, leading to widespread panic among spiritualists.

1900

(March) The Gold Standard Act is ratified, placing United States currency on the gold standard.

(April) Hawaii becomes an official territory of the United States.

Carrie Nation begins her temperance crusade to close saloons throughout the US.

(September) A massive hurricane strikes Galveston, Texas, killing over 8,000.

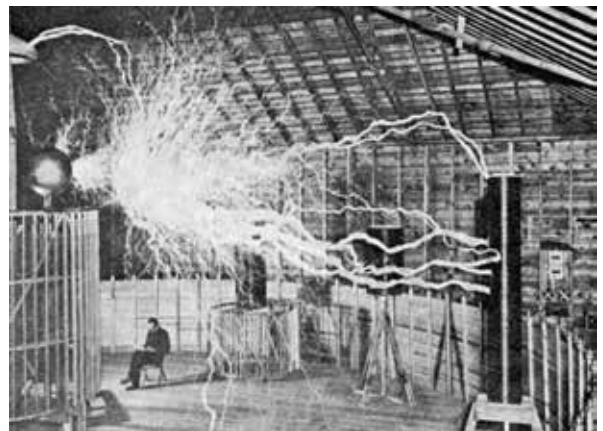
1901

(January) Queen Victoria dies. Prince Albert Edward becomes King Edward VII. Boston Gun Club builds a large cannon in Florida (United States) which they say will be used for exploration of the Moon.

(August) President McKinley signs an Executive Order creating Division 4, the American version of the British MI7 group.

(September) President William McKinley of the United States is assassinated.

(November) Creatures believed to be from the planet Mars invade London; the fate of the world is unknown.



RELIQUARY

7

All places have legends, and in these legends are often items of power. The world of **GASLIGHT VICTORIAN FANTASY** is no exception. These legendary items of power are described in this section. These items are not for handing out, they should only be gained by the players at the end of a major quest, and even then they should be surrendered to whatever organization sent them to find the item.

ALAN PINKERTON'S BADGE

History/Description: In 1850 Allan Pinkerton formed the North-Western Police Agency, a detective agency in Chicago, Illinois. Later renamed The Pinkerton National Detective Agency, the company gained a great reputation of honesty and vigilance, with its motto, "We Never Sleep". Showing a Pinkerton's badge usually gained the agent a trust of the people and carried a great deal of clout all across the nation. Allan Pinkerton wore his badge proudly, using his power to convince people to deal with him honestly and fairly. Allan Pinkerton's Badge is the one owned by Pinkerton himself. It is a badge about 3 inches tall and just under 2 inches wide. It is a shield bearing the Agency's All Seeing Eye logo and the company motto.

Special Properties: Anyone wearing the badge for 24 hours will discover the innate powers of Allan Pinkerton's Badge, and will see why he treasured it so highly. The badge allows the wearer to never need sleep. The user never grows tired, is not affected by fatigue, and cannot be hypnotized or mesmerized. Upon removing the badge the wearer will begin to feel the effects of the lack of sleep, requiring at least 4d10 hours of sleep before recovering. Wielding the badge while questioning someone invokes the badge's second power. Anyone being questioned by the badge holder must make a Spirit roll at -3 or else be compelled to tell the truth. If the questioning lasts for more than half an hour, the target is allowed another Spirit roll in order to stop telling the truth.

Weight: 6 oz.



ARK OF THE COVENANT

History/Description: Considered to be one of the holiest of Judeo-Christian relics, the Ark is said to contain the stone tablets upon which the Ten Commandments were written. While other items are claimed to be within the Ark, the only item always mentioned are the stone tablets. It has also been said to be a conduit of the Voice of God. The Ark is devised to be a portable tabernacle, wherever it rests being a holy site while it is there. It is described as being a box of shittam-wood, or red acacia, measuring 2½ cubits by 1½ cubits by 1½ cubits (45" × 27" × 27"). It is covered, inside and out, with a layer of gold. Four rings of gold, one in each corner, hold long poles of shittam-wood, used to carry the Ark. The poles are never to be removed.

Special Properties: Those who possess the Ark must be of pure and noble heart. Those who spend a week attuning to the

Ark will find that its divine power grants them two special abilities. Three times per day the possessor of the Ark may touch someone with the Grace of God. The target should be treated as if they are under a bless power (see THE FANTASY COMPANION). This effect lasts for four (4) hours. Those given the Grace of God must wait a day before being blessed again. The possessor of the Ark may not use the Grace of God on themselves.

The Ark of the Covenant grants the possessor with the gift of divination. Once a week they may ask the Ark a specific question, similar to that done under the divination power. The Ark, as a conduit to the Divine, will give forth a cryptic, vague, but useful piece of advice in regard to the question asked.

The Ark itself has two unique abilities. First, any snake or scorpion which comes within 100 yards of the Ark is instantly slain. Secondly, the Ark exudes an aura of good that is so strong that anyone of evil intent or action that approaches the Ark is repelled by it. They must make a Spirit roll at -3 to come within 50 feet of it. An additional Spirit roll at -4 is required for them to touch it. Those who fail either Save are thrown away from it 2d6+8 feet and suffer 2d6 damage from the divine wrath of expulsion.

Weight: 185 pounds

BENJAMIN FRANKLIN'S BIFOCALS

History/Description: During Franklin's term as United States Minister to France, he designed and had created a unique pair of spectacles. Each lens was specially prepared so as to give different focal lengths in the top and bottom halves. They allowed Franklin to see both at distance and to read close up. The brass frames contain the 2-inch lenses, the arms allowing the glasses to sit comfortably on the wearers face.

Special Properties: The bifocals are imbued with the intellect and creativity of their creator, Benjamin Franklin. After wearing the glasses for 24 hours, the wearer gains an one die type increase to Smarts (or a +1 if already d12 or higher). The wearer will gain the insight of Franklin, allowing them to tap into the 3 Insight Points of the Bifocals, which refresh each day at dawn. The Insight Points may be used as follows:

The wearer may watch someone from afar using the Remote Viewing Power (detailed below). This will use one Insight Point.

Upon command, the bifocals will act as the Dispel Power on powers in use with the Illusion trappings. This will use two Insight Points.

When creating a new invention or tinkering with an existing one, the wearer can channel Franklin's unique creativity, allowing the wearer a +2 bonus to any Repair rolls regarding creating the invention for the next 12 hours. This will use three Insight Points.

Weight: —



DONNER'S SKULL



CRYSTAL SKULLS

History/Description: Shrouded in mystery and often derided in scientific circles, crystal skulls are the hot topic of scientific journals and family sitting rooms alike. First appearing for sale in 1848, the skulls are said to be of Aztec creation during the Pre-Columbian Era. The skulls are roughly human sized and are created from a single quartz crystal. The level of detail varies from skull to skull, with some including detachable lower jaws, extensive tooth modelling, and deep eye sockets. Most of the skulls for sale are modern fakes, but approximately two dozen seem to be truly special.

Special Properties: When a true crystal skull is held, it immediately strikes the hold as being different. First, it appears to be slightly warm to the touch, unlike the cold stone fakes. The true skulls also seem to cause a very slight tingling sensation to the hands, as if the skull is slightly charged electrically. Anyone spending 24 hours focusing on and studying one of these skulls will become attuned to the skull, which will reveal its secrets. The person attuned to the skull will receive a one dice step increase to their Smarts. Once per day, if they focus upon the skull, the user will be able to see another location as if they are using the remote viewing Power (see above).

If two true crystal skulls are brought within 20 feet of each other, they will interact with each other, setting up a strong electromagnetic field and appearing to glow a pale blue. If a third skull is added to this the field becomes so powerful it starts to throw off electrical sparks. The longer the skulls are together, the stronger the sparks become. For the first hour they are together, the sparks cause no damage and are just an annoyance. For each hour after that, the random sparks will cause 1d6 of cumulative damage per spark.

Weight: 4 pounds

History/Description: In May of 1846, George Donner, his brother Jacob, and the associate James Reed took their families and employees westward, seeking a new life and better climate in California. The 32 people in 9 wagons set out with high hopes and followed along with a train of almost 500 wagons that left Independence, Missouri. Receiving word of a new and faster route through the Wasatch Mountains and Great Salt Lake Desert, the Donners and their associates split from the main wagon train and take this new and unproven southern path. This small wagon train, consisting of 87 people, left Fort Bridger with expectations of a quick journey. Trouble with wagons, cutting of new paths, and the death of some cattle slowed the party. They first thought they would be in California by September, but instead were stuck among the Wasatch Mountains as the November snows began. Making shelter in 3 cabins they found on Truckee Lake and in other shelters made a few miles away, the party hoped to hold out until spring. Their food stores quickly depleted, a group of 15 men and women set out on snowshoes in hopes of reaching California and rescue. The snowshoe group became disoriented in the mountains and only 7 of them survived to reach a ranch. This group, and those at Truckee Lake, resorted to cannibalism in order to survive the ordeal, eating those who died before them. Rescue parties for the group set out in early February and again in March, managing to save 48 members of the party. Sadly, one of those who was not rescued in time was George Donner, who was left by the third rescue party. Donner was buried by Truckee Lake, which was renamed Donner Lake. A year after he was buried, spring travelers through the area discovered his grave dug up and the head missing from the body.

Donner's skull, devoid of flesh, made the rounds of secret carnivals of death. These carnivals are really a side show, with artifacts, remains, and photographs of murderers, cannibals, and victims of gruesome crimes. Many say the skull was oddly attractive, making one wish to touch it and possess it. Anyone possessing the skull for more than 24 hours will find they are attuned to the skull and will discover its unusual properties.

Special Properties: The skull grants the owner a one dice step increase to their Vigor Attribute. Along with this increase in stamina come two adverse side effects. When the owner sleeps, he will have dreams of death, privation, and bitter cold. These dreams cause the owner to have restless sleep, which can cause them to function poorly, giving them a -2 Modifier on Spirit rolls.

Weight: 2 pounds

EXCALIBUR

History/Description: The legendary sword of King Arthur of Britain. The origin of the sword is lost in the legends and tales of its exploits. Said to be forged in the Land of the Fairie, Excalibur was originally given to Uther Pendragon, father of Arthur. After his birth, Arthur was hidden from the Fairie, who claimed him as a reward for giving Uther the sword which allowed him to rule all of Britain. As he was dying, Uther thrust Excalibur into a large stone, stating that only his son, the true King of all Britain, would be able to remove it. When he came of age, the young Arthur came across the sword, effortlessly removing it where none had been able to budge it before. Upon Arthur's death, the sword was cast into a nearby lake, where it lay for centuries before its rediscovery.

Special Properties: While appearing to be more than a simple longsword, Excalibur possesses several unique features which border on the miraculous. After centuries under water, the sword appears as good as new, with the blade being so sharp it can cut its target in twain. Any attack roll that achieves a raise means there is a 2 in 10 chance that whatever is struck is cut in half. Any living creature cut in this manner will die instantly. The sword is unbreakable, not even striking stone will cause Excalibur to chip or bend.

Weight: 3 pounds

FOUNTAIN OF YOUTH

History/Description: This is the legendary source of youth hunted by the Spanish explorer, Ponce De Leon. It is unfortunate that he was looking in the wrong place. It has been rumored for years that this source of youth returning water was located in Florida. That could not be farther from the truth of things.

The actual location of this mystical source of water is deep in the Black Hills of the Dakotas, under the auspice eye of the Sioux Nation. The massacre at Wounded Knee happened because the Sioux refused to hand over the location to the fountain; the Ghost Dance was to reveal its location to Chief Sitting Bull.

The actual location is known only to Sioux shamans and medicine men.

Special Properties: The water from this mystic spring can reverse and even hold off the aging process. The first dose returns you to an age where you were at your best; this could be 18, 25 or 50 depending on your own thoughts. This will remove the Elderly Hindrance and its associated attribute reductions. After 30 days the recipient will begin to age normally again, to maintain immortality one must drink from the spring every 30 days. However stopping the water's treatment has the possibility of disaster. If the benefactor of the Fountain's effects does not partake of the water for more than 30 days, all of the benefits of the water can be negated, and the effects of old age come crashing back on them. They must make a Vigor save at -2 each day in order to retain all the benefits of

the fountain. Failing this save will cause the Elderly Hindrance to come crashing back immediately. A roll of one on the Wild Dice will cause the age penalties to occur, along with an additional one step Vigor penalty (min d4).

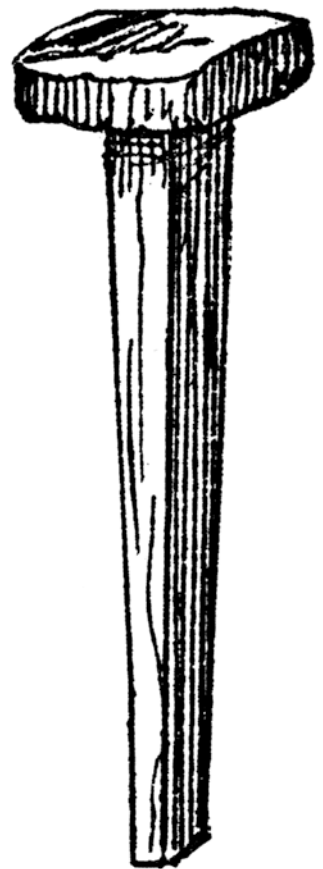
Weight: N/A, fountain cannot be moved or lifted

GOLDEN RAILROAD SPIKE

History/Description: The date of May 10, 1869 marks a momentous event in the history of transportation. The Transcontinental Railway, the line that connected the East Coast of the United States to the West Coast, was completed at Promontory Summit in the Utah Territory on that day. Many hundreds of people, from the poor workers to the rail barons financing the work, were there to see the final spike put in place. The Last Spike, made of 18 carat gold, was especially engraved for the event. All four sides were engraved with the names of the railroads involved, the date, and the motto "May all the men gathered come together for the good of all." With all the people gathered and with great reverence the spike was driven home with a silver headed mallet. The energy of the people, in conjunction with the lay lines being connected, caused the Golden Spike to be infused with a great power. Some say the spike glowed briefly when struck, but all there found that those there that day were changed. They were better men for completing the great challenge to connect to country together. It is said that wherever the spike is located, those around it strive to do good.

Special Properties: The Spike, when driven into the ground creates a field of civility within a 100' radius. Those within the field of the spike need to make a Spirit roll at -2. Failing causes the victim to be friendly and hospitable to all within site, making them cooperate and work together. They treat everyone as if they were a trusted friend. This trust continues until either of the parties does something to break that trust. Those who succeed the Spirit roll will see things as they really are, and will distrust the individual who planted the spike.

Weight: 1 lbs.



HOLY GRAIL

History/Description: The most worshipped and legendary artifact of the Middle Ages, the Holy Grail is a relic of great mystery and power. The Grail, or chalice, is the cup that was used by Jesus during the Last Supper. The Grail has been the object of the Grand Quest of King Arthur and the Knights of the Round Table and is highly sought out by those who seek power over humanity. While some say that the grail is finely crafted of gold and precious stones, in reality it is a simple glazed chalice with a simple basket weave design.



Special Properties: The Holy Grail is a most powerful relic. If one drinks wine directly from the Holy Grail that person is completely healed of any damage, poison, or mental infirmity. Pouring the wine from the Grail will cause it to revert back to regular wine. Possession of the Grail will also allow the wielder to inspire those who see him. Allies of the wielder that are within visual range receive a +2 Divine Bonus to all attack, damage, and attribute tests for up to 10 rounds or until the encounter ends, whichever comes first.

Weight: 1 pound

HYDE FORMULA

History/Description: The creation of the highly gifted but little known chemist Dr. Henry Jekyll, this formula can be used to create a potion of horrific power and outcome. Dr. Jekyll managed to separate the mild mannered, civilized part of the mind from the baser, more barbaric part. His initial findings were laughed at by his colleagues, but the good doctor persisted in his work, much to his horror. While the doctor has disappeared, his formula survived and was confiscated by MI7. Spies within the organization stole the formula and it has appeared from time to time on the black market.

Special Properties: If the reader succeeds at a Knowledge (Physical Sciences) Check (DC25) they are able to decipher the formula and can prepare the Hyde potion. The ingredients to make the potion are extremely rare and difficult to find. Using the Brew Potion feat, the potion will take one week to create and will make one dose. Drinking the potion created by the formula will have a dramatic, life-changing effect on the imbiber. Whoever drinks it will be more like their base self. Their inhibitions will be removed, and they will develop an appearance that is remarkably different than their original and coarser. The drinker's Strength will increase by two dice steps (or by +2 if already at d12) and their Spirit will decrease by two dice steps (min d4). They will be subject to fits of rage or acts of depravity (Spirit roll at -1 to avoid). The effects will last for 24+1d12 hours the first time it is ingested. Once the effects are over, the drinker will need to make a Spirit roll at -2 to

resist the urge to drink the potion again. Each time the potion is consumed it will last 1-3 fewer hours than the last time, and the urge to use it again will be stronger (a further -1 to the Spirit roll each time). If, after the first use of the drug, the user rolls a raise on their Spirit roll, they have managed to metabolize the potion such that they can assume their alter ego once a day for up to one hour.

Weight: —

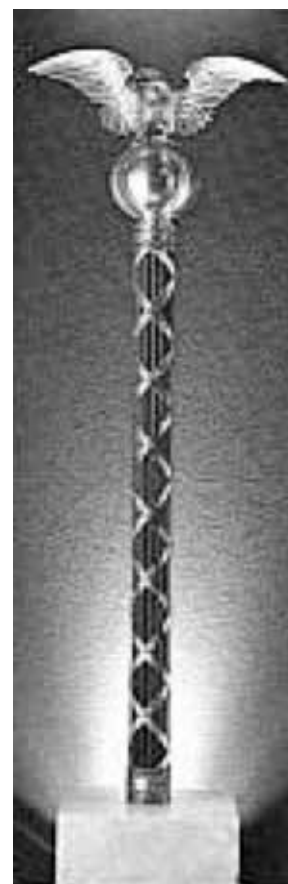
MACE OF THE UNITED STATES OF AMERICA

History/Description: In one of its first resolutions, the U.S. House of Representatives on April 14, 1789, established the Office of the Sergeant at Arms. The first Speaker of the House, Frederick Muhlenberg of Pennsylvania, approved the ceremonial mace as the proper symbol of the Sergeant at Arms in carrying out the duties of this office. The mace went missing and was presumed destroyed when the Capitol Building was burned on August 24, 1814 during the War of 1812. Right now it rests in a storage vault in England, under the control of MI-7, a relic of the war.

The design of the mace is derived from an ancient battle weapon and the Roman fasces. The ceremonial mace is 46 inches high and consists of 13 ebony rods – representing the original 13 states of the Union – bound together by silver strands criss-crossed over the length of the pole. Atop this shaft is a silver globe on which sits an intricately cast solid silver eagle.

Special Properties: The Mace is a carrier of diplomacy; it automatically stops any argument, disagreement or violence within 20 feet of it. Furthermore, anyone within 50 feet is considered to be two dice steps higher in a Persuasion skill check.

Weight: 6 pounds



MESMERIC DISK

History/Description: Originally created by the German physician Franz Anton Mesmer, this disk resembles a 3-inch diameter pocket watch with a spinning disk in place of a normal clock face. Doctor Mesmer used this disk to entrance subjects, bending their will to his. The disk disappeared after Mesmer's death in 1815 and has appeared throughout Europe from time to time since then.

Special Properties: When brandished as a standard action, it can paralyze a single 6 HD or fewer creatures within 15 feet. Subjects may make a Spirit roll at -1 to resist the effects. If unsuccessful, it cannot move or speak as long as the user of the disk targets it each round as a standard action and for 1d3 rounds thereafter. All memory of events during paralysis is forgotten by the subject when the effects wear off.

Weight: 1 pound

MOREAU'S MACHINE

History/Description: Created by Dr. Moreau while he was creating his Beast Men, this magical machine has but one purpose, it is designed to bring the dead back to life (so to speak). It has the ability to create a copy of an individual from a source stored in a special container. The machine was confiscated by agents of MI-7 as they stormed the island. It is rumored that Mycroft will occasionally allow the machines use for those who have perished in the line of duty.

Special Properties: This machine creates a copy of the original character, but at a weaker state than when he went into the machine (this means the copy of the character is at half the number of experience points that he was when the sample as given, possessing only the skills and memories of the character at that Rank). Physically, Copies seem to be near-perfect replicas of the people from whom the sample tissue or hair was taken. There are often small differences, such as a subtle change in eye color or a slightly different scar, or minor deformities. These small quirks are rarely debilitating in any way, sometimes escaping notice altogether.

Weight: 5 tons

REMOTE VIEWING

- Rank: Seasoned
- Power Points: 4
- Range: Unlimited
- Duration: 1 minute (1/minute)
- Trappings: Silver mirror, pool of water

You can see a creature at any distance, unless the target makes a raise on a Spirit roll. A successful Knowledge check about the target reduces their Spirit roll by -2 as you know enough about them to be able to target them effectively.

POOR RICHARD'S ALMANACK

History/Description: This book was published by Benjamin Franklin on December 28, 1732. The author's original manuscript is Benjamin Franklin's personal grimoire and contains information to aid Benjamin Franklin in his spells and incantations.

Special Properties: Benjamin Franklin was not only an inventor, but the world's only known mechamancer. To normal everyday folk, this book has a series of normal everyday occurrences and aphorisms, but to those gifted with the Arcane background (Weird Science) Edge, it has several different abilities.

Anyone possessing Franklin's personal copy for at least a week, reading it for at least four hours a day, will become attuned to the book. This attuning grants the reader the Repair skill at d8 and the Mr Fix It Edge. The Repair skill does not add to a character's skill if she already possesses it.

Hidden within the text is a spell that allowed Franklin to cause inanimate objects to come to life. Anyone reading the book can make a Notice test at -2 to discover that there is hidden text within the book. Careful examination will allow the reader to make a Smarts test at -3. A successful deciphering will mean the discovery of a new Power: Franklin's Animated Objects.

Franklin's Animated Objects

This functions as the 'Summon Ally' Power, but said allies will be made of the spare parts of machinery and gadgets lying around.

Weight: 1 pound (0.45kg)

SHERMAN'S TORCH

History/Description: The Atlanta Campaign of American General William Tecumseh Sherman during the US Civil War is the stuff of legends. Starting in August of 1864 and concluding in September of that year, General Sherman successfully managed to not only drive back the Confederate Army, but also managed to capture and ransack the great city of the South at a time that ensured that President Lincoln would win reelection that fall. After the capture of Atlanta, Sherman ordered civilians to be evacuated from the entire city and then ordered the government and military buildings burned. It is said that Sherman himself lit the torch which set the capital building ablaze. His aide took the torch from the General once he was done, and doused the flames. After examining it he noticed that the torch looked new, as is only the tip was barely scorched.

Special Properties: The torch, while looking ordinary, has some extraordinary capabilities. When lit, Sherman's Torch needs no fuel to keep burning and thus will burn forever, and it is easy to extinguish and light. Three times per day, renewing each dawn, the torch can be commanded to set fire to anything, including stone. The magical fire will burn for 1d3 rounds, causing 1d6 points of fire damage per round. If the

item set afire will normally burn, it will continue to do so after the effects of Sherman's Torch expire.

Weight: 2 pounds

SITTING BULL'S CABIN

History/Description: Situated originally on the Standing Rock Indian Reservation, Sitting Bull's cabin is a simple three room cabin where the great Chieftan lived out his final days. The door opens into his meeting room, which takes up the entire front half of the cabin. This is where Sitting Bull would meet with his followers, dispensing wisdom, tribal medical cures, and judgements of disputes. The back half of the cabin contains a kitchen and a bedroom. Sitting Bull spent many hours in the meeting room, smoking and experiencing visions that helped him guide himself and his people. After his death in 1890, the cabin was carefully transported to Chicago, where it was displayed during the 1893 World's Columbian Exposition. It later toured the country for a year, before disappearing off a train bound for a show in Joplin, Missouri.

Special Properties: Anyone sitting in the meeting room who mediated and smokes for 3 hours will experience prophetic visions. Their spiritual guide through the vision will appear appropriate to them, regardless of their background. If a Spirit roll at -2 is made and a raise scored, the visions will not only be cryptic, but they will also contain useful information. If you do not score a raise the vision will only be cryptic with no useful information. Failure on the Spirit roll usually brings visions of the person's death or their downfall.

Weight: 2 tons

SITTING BULL'S RIFLE

History/Description: Tribal Chief, holy man, and member of the Hunkpapa Lakota Sioux tribe, Sitting Bull was the most powerful of all the Indian chiefs of the era. He was one of the leaders fighting against General Custer at the Battle of Little Bighorn, and respected by many tribes for his wisdom and his visions. His Henry Rifle was of great pride to him, and he was extremely accurate with this gun. With his gun raised above his head, Sitting Bull was able to rally huge number of men to his cause, leading them into battle.

Special Properties: The wielder of Sitting Bull's Rifle must attune himself to the weapon, spending 2 hours in prayer and

meditation to do so. Once attuned to the weapon, the wielder may use the rifle with a +2 to Shooting skill. Once per week, the gun may be used to rally troops into battle. Raising the gun above his head, and invoking Sitting Bull's name, the user will grant all his allies who see him a +2 Attack and Damage Bonus until the end of the encounter.

Weight: 5 pounds

SPEAR OF DESTINY

History/Description: Considered by many to be one of the three holiest relics of Christendom, the Spear of Longinus is also one of the most deadly. This simple Roman long spear is the spear. The first wielder of the spear was the Roman soldier Longinus, who attended the execution of Jesus of Nazareth. He was the guard who pierced the side of Jesus, causing blood and water to flow from the wound. It is said that Longinus is cursed to wander the Earth until the Second Coming, though nobody has seen him since the late 1st Century. The spear is seven feet long with a long head and a steel butt cap. With the exception of the engraving upon the spearhead ("Lancea Longin"), the spear is otherwise quite ordinary in appearance.

Special Properties: The Spear is a holy relic of great power. Striking with the spear gives the user a +3 bonus to the Fighting roll. A successful attack inflicts Str+d6+3 damage and causes a long lasting wound. Any wound caused by the spear will weep blood for a fortnight, causing an additional d6+3 damage each day. If the wound is washed with water blessed by a priest and bound in clean linen the wound will stop bleeding after a day. It can also be brandished as a holy symbol, making it a bane to creatures such as vampires and other undead creatures.

Weight: 6 pounds



STAFF OF MOSES

History/Description: One of the oldest, and most treasured relics of the biblical era, the Crozier of Moses is also one of the most curious. Leading the Israelites on the Exodus across the Egyptian desert, Moses used his crozier as a walking stick, as a symbol of office, and to perform the great miracle of the age. When the Israelites were near the Red Sea, the pharaoh's army was in pursuit, trapping them between the sea and the army. Beseeching God, Moses was commanded to hold his crozier above the water. The waters parted, leaving dry land upon which the Israelites walked across in safety. When the Egyptian army tries to follow, the water comes crashing in, killing the soldiers. It is also said that the Crozier of Moses can transform into a large snake and can cause water to appear out of stone. The Crozier is a 6 foot tall hooked staff of olive wood, with a bronze heel and grip of lambskin.

Special Properties: The Crozier is a highly magical item which must be attuned to a user before it can activate. The user must spend 24 hours praying over the Crozier, spending £200 (\$400) on incense and oils to attune themselves. Once attuned, the wielder is imbued with the wisdom of Moses, giving them a one dice step increase to the Spirit attribute. The Crozier is imbued with 3 Invocation Points which renew at dawn each day. The Invocation Points can be used as follows:

1. Striking the staff upon the ground and Invoking the crozier will cause 25 gallons of water to bubble up from the ground. The water created will be crystal clean and refreshing. [1 Invocation Point]
2. If the Crozier is thrown to the ground as a command is spoken, it will transform into a Venomous Snake (Egyptian Adder). This snake is highly poisonous and will follow the commands of the owner of the Crozier. After 10 rounds, the Crozier will return to its original state. [2 Invocation Points]
3. If the Crozier is held above his head and invoked, the body of water before the wielder will part in two, leaving a perfectly clear path for him and his allies to use. If any opponents enter the path it will collapse in on them, causing them to drown. [3 Invocation Points]

Weight: 4 pounds

STAFF OF OSIRIS

History/Description: Since the dawn of time, man has sought the power over life and death itself. During the Third Dynasty of Egypt, in the reign of Pharaoh Djoser, the great ruler was presented with the Staff of Osiris. His Vizir and First Royal Physician Imhotep presented the pharaoh with the staff, which fell from the sky in a shower of smoke and sparks. Djoser treasured the gift of the gods, taking it with him everywhere. When his favorite concubine died Djoser showed his devotion to her by placing the Staff of Osiris upon her lifeless form, mourning over her all night as the priests prepared her for burial. As dawn lit the room the concubine

stirred and sat up, alive again. The pharaoh rejoiced at the sight, praising the power of Osiris. Several years later, when Pharaoh Djoser died, the staff was placed upon him, in hope that he would rise again as the ever living god-king. Just before sunrise, the holy chamber of the pharaoh was attacked, and the Staff of Osiris was taken, vanishing into the mists of myth and legend. The staff has been rumored to have been found from time to time throughout the millennia, but today its true location is unknown.

Special Properties: The Staff of Osiris is a powerful relic. If the staff is laid upon the corpse of a recently deceased person from sundown to sunrise, that person will be raised from the dead with no wounds and in perfect health. If the staff is used to raise someone who has been dead more than two weeks, there is a 5 in 10 chance that nothing will happen, but there is also a 5 in 10 chance that the person will come back as a ghoul, attacking those who brought them back.

Weight: 3 pounds

THOMAS JEFFERSON'S QUILL

History/Description: Considered one of the greatest of the Founding Fathers of the United States, Thomas Jefferson was the principal author of the Declaration of Independence, the document which launched the rise of the independent United States of America. Jefferson worked many long hours writing the Declaration, making many changes and corrections until presenting the Continental Congress with the famed document that they signed. Jefferson kept the goose quill used to write the Declaration, and found he returned to using the quill again and again when he needed to write important documents. Surprisingly, the quill never grew dull, never needed sharpening, and seemed to make Jefferson's words flow effortlessly onto the page. Upon his death in 1825, the quill and the fine silver case that protected it, was found among Jefferson's effects by his grandson Thomas Jefferson Randolph. Not knowing the significance of the quill, he presented it to his friend Jefferson Davis, who used it during his Presidency of the Confederate States of America. After the end of the Civil War, the location of the quill is unknown.

Special Properties: When used to write a diplomatic document, Jefferson's Quill will inspire the reader with the thoughts and writings of Jefferson. Anyone reading the document will have to make a Spirit roll at -1 versus the writers Persuasion skill.

Weight: —



THE TRAVELER'S MACHINE

History/Description: The very existence of the Traveler's Machine has been disputed for decades. No evidence has been shown of it, and to date nobody has been able to produce plans or a working model. Yet, rumors still exist, and sightings have occurred periodically, though none have been confirmed. The machine is about the size of a carriage, with a padded bench seat which sits two comfortably. Brass, glass, and chrome fittings, along with the wood and brass control panel make the device eye catching indeed. The control panel has rotating cylinders which are numbered and allow the user to set a travel date as well as see the current relative date during the journey.

Special Properties: The Traveler's Machine, is a singular device with a singularly unique property. Anyone seated at the controls is transported through time to the date they program on the machine. The machine can, in theory, travel to any time during which the planet Earth exists. The Machine does not change its location when it travels, so if it is located in London in 1887 and travels to 1865, it will still be in London at the same place, just in a different time. Anyone attempting to leave the machine while it is still travelling will be caught in between time and will be trapped there for eternity.

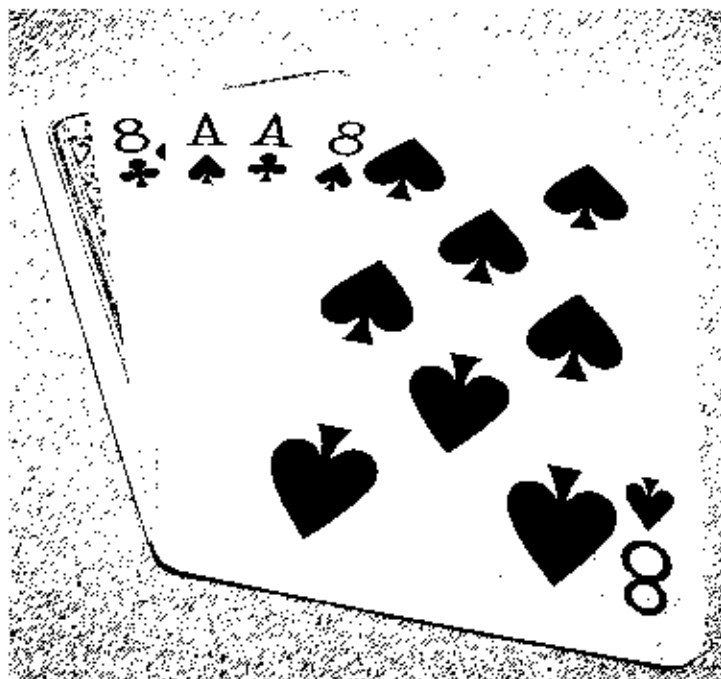
Weight: 800 pounds

WILD BILLS HICKOK'S PLAYING CARDS

History/Description: James Butler "Wild Bill" Hickok is a bit of a legend in the American West. A gun"ghter, a scout, a lawman, and a gambler, Hickok developed a reputation that bordered on legend. On August 2, 1876, Wild Bill was playing cards at Nuttal & Mann's Saloon in Deadwood, Dakota Territory. Hickok, who normally sat with his back to the wall, this time had to take the only open chair at the afternoon poker game. That chair left his back to the door. Sneaking up behind him, "Broken Nose Jack" McCall drew his pistol, shouted, "Damn you! Take That!" and proceeded to shoot Wild Bill in the back of the head. Dropping dead to the floor, Hickok still clutched his cards. His hand, both black aces, both black eights, and the queen of hearts, became known as the Dead Man's Hand. His hand of cards, along with the rest of the deck, were picked up by Nick Christy, who put them into a museum. In 1889 the museum was broken into, and the cards vanished from history and entered into legend.

Special Properties: Wild Bill Hickok's cards are said to have the ability to detect any cheating in a game in which they are used. If someone attempts to mark the cards, or add new cards to the game, Hickok's deck will begin to glow a bright blue, the offending card will not. Also, no marks, nicks, or writing appear to be able to be made to the deck. Finally, anyone who is dealt the Dead Man's Hand from this deck is marked for death, and will meet a violent encounter within 24 hours of being dealt the hand.

Weight: —



1888

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The logo for Gaslight, featuring a large, stylized 'G' in a dark grey color, followed by the word 'aslight' in a black, serif font.

| Name: _____ | | Concept: _____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Rank: _____ | XP: _____ | Race: _____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attributes <i>d</i> _____ Agility <i>Agility Tricks</i> <i>d</i> _____ Smarts <i>Common Kn, Smarts Tricks</i> <i>d</i> _____ Spirit <i>Shaken Recovery</i> <i>d</i> _____ Strength <i>Melee Damage</i> <i>d</i> _____ Vigor <i>Soak Rolls</i> | | Derived Stats Base Mod <i>Pace:</i> _____ <i>Parry:</i> _____ <i>Toughness:</i> _____ <i>Charisma:</i> _____ <i>Wealth:</i> _____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Skills <i>d</i> _____ <i>Arcane (Sm) or (Sp)</i> <i>d</i> _____ <i>Boating (Ag)</i> <i>d</i> _____ <i>Climbing (St)</i> <i>d</i> _____ <i>Driving (Ag)</i> <i>d</i> _____ <i>Fighting (Ag)</i> <i>d</i> _____ <i>Gambling (Sm)</i> <i>d</i> _____ <i>Guts (Sp)</i> <i>d</i> _____ <i>Healing (Sm)</i> <i>d</i> _____ <i>Intimidation (Sp)</i> <i>d</i> _____ <i>Investigation (Sm)</i> <i>d</i> _____ <i>Knowledge (Sm)</i> _____ <i>d</i> _____ <i>Knowledge (Sm)</i> _____ <i>d</i> _____ <i>Lockpicking (Ag)</i> <i>d</i> _____ <i>Notice (Sm)</i> <i>d</i> _____ <i>Persuasion (Sp)</i> <i>d</i> _____ <i>Piloting (Ag)</i> <i>d</i> _____ <i>Repair (Sm)</i> <i>d</i> _____ <i>Riding (Ag)</i> <i>d</i> _____ <i>Shooting (Ag)</i> <i>d</i> _____ <i>Stealth (Ag)</i> <i>d</i> _____ <i>Streetwise (Sm)</i> <i>d</i> _____ <i>Survival (Sm)</i> <i>d</i> _____ <i>Swimming (Ag)</i> <i>d</i> _____ <i>Taunt (Sm)</i> <i>d</i> _____ <i>Throwing (Ag)</i> <i>d</i> _____ <i>Tracking (Sm)</i> | | Social Class _____ <i>WC</i> <i>MC</i> <i>WC</i> "S" <i>S/S/N</i> _____ <i>I/P</i> _____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Gear & Goods <i>Item</i> <i>Wt</i> _____ _____ _____ _____ _____ _____ _____ _____ _____ _____ <i>Total Wt</i> _____ <i>Enc. Penalty</i> _____ <i>Wt Limit</i> _____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Protection <i>Arcane Background:</i> _____ <i>Area:</i> _____ <i>Bonus:</i> _____ <i>Wt:</i> _____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attacks <table><thead><tr><th>Weapon</th><th>Dmg</th><th>Range</th><th>RoF</th><th>AP</th><th>Par</th><th>Rch</th></tr></thead><tbody><tr><td>_____</td><td>_____</td><td>____/____/____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>____/____/____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>____/____/____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>____/____/____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>____/____/____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr></tbody></table> | | Weapon | Dmg | Range | RoF | AP | Par | Rch | _____ | _____ | ____/____/____ | _____ | _____ | _____ | _____ | _____ | _____ | ____/____/____ | _____ | _____ | _____ | _____ | _____ | _____ | ____/____/____ | _____ | _____ | _____ | _____ | _____ | _____ | ____/____/____ | _____ | _____ | _____ | _____ | _____ | _____ | ____/____/____ | _____ | _____ | _____ | _____ | Languages _____ _____ _____ | |
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| Wounds _____ | | Fatigue _____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Organization/Notes: _____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



The *City of Clocks* is a shining beacon of civilization in a world long left to the wild, once home to the ancient races known as the Luminaries and still studded with their bizarre and unknowable technology. It is home to a teeming throng of two million souls; most are human but the City is also home to Constructs, ancient servants of the long-dead Luminaries; Geks, insectoid savants; and Sentenni, desert dwellers who claim a common heritage with humanity. Each of these races bring their own stories and history to the City. Home to all walks of life, from the obscenely rich to the horrifyingly poor, the city is a bastion of culture, art, science, knowledge, and freedom — or so the propaganda of the Parliament would have you believe. The truth is very different.

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