

Gaslight

Third Edition



Miller & Thompson

Gaslight

A Victorian Era Fantasy

Third Edition



Stephen J. Miller



Jonathan M. Thompson



Gaslight: A Victorian Era Fantasy Copyright © 2009, 2013, 2017 Jonathan M. Thompson. This is the Third Edition of this work. Some elements Copyright © 2005 Christopher Helton and used here with permission. *Gaslight Victorian Fantasy* is published by Battlefield Press, Inc., 4009 Baronne St, Shreveport, Louisiana 71109. All rights reserved. Errata and other feedback can be sent to thompsonjm@gmail.com. This book requires the Savage Worlds Deluxe Rulebook published by Pinnacle Entertainment Group

Attention: The bearer of this PDF has the permission of the publisher and the copyright owners to have one (1) copy printed for personal use via any commercial printer. If you are a clerk in a copy print center and you are reading this notice, please do not treat our customers or yours as if they were a criminal — print this file. We are allowing it and you should also.

Savage Worlds Licensing: This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product. This book utilizes material from the Savage Worlds Deluxe Role-Playing System. Some material from Weird War II Players Guide Copyright Pinnacle Entertainment Group, Inc. and used with permission.

Authors

Stephen J. Miller

&

Jonathan M. Thompson

Additional Materials

Eric Pavlat, Christopher Halliday, Herbert George Wells, Jules Verne, Arthur C. Doyle, Marc Gacy, Mary Shelley, Bram Stoker, H. Rider, Christopher Helton, Clay Weeks, Carey Weeks, Adam R. Thompson, Terrence David Thompson, Philip Baccus, Corey Lerbs, Jessica Lerbs, Michael Anderson, Arlen Wood, Angelique Montag, Richard A. Shepardson, Jeff Neppl, Don Scurlock, Paul W. Regge, Jodi Napiorkowski, Walter Napiorkowski, Katrina Radcliff, Tad Kelson, Steve Russell, Alan Bahr, William Ward, Luke Green & Timothy Brannan

Cover Art

Robert Hack

Cover Design

Richard Iorio

Interior Art

WikiMedia Commons, Bradley K McDevitt, Jacob Blackmon, Richard Iorio II, Image by Russ Sutler http://www.stutler.cc/other/misc/baker_street.html under the terms of the GNU Free Documentation License

Typography & Digital Pre Press

Richard Iorio II

Playtesters

The Local Group (Jonathan M. Thompson, Adam R. Thompson, Terrence David Thompson, Clay Weeks, Carey Weeks, Philip Baccus, Adrienne Compton, Craig Parent, Chris Moore, Ian Baque, Gene Kendrick), The BPI-Gaslight Group (Christopher Helton, Tad Kelson, Mitch Williams), The Curmudgeons of London (Angelique Montag, Richard A. Shepardson, Jeff Neppl, Don Scurlock, Walter Napiorkowski, Jodi Napiorkowski, Katrina Radcliff, Paul Regge), the Baltimore Misfits (Jessica Lerbs, Corey Lerbs, Mark Duffy, Arlen Wood, Mike Anderson, Ken Zimmerman, Grant Spencer) & all the others in Minnesota.

THIRD EDITION, 2017

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. I must add that between editions of this book going to press, I lost three other people in my life - My best friend Gene Kendrick (1971 to 2014), who was my friend for 30 years, the love of my life Tammy Mansfield (1966 - 2015) and Clint Thomas (1965 - 2015) who was my friend for 15 years, ran the local game store where I ran the first playtest of *Gaslight Victorian Fantasy*. All these people influenced me into who I am today, and without them my life is going to be a little sadder. You are all missed very much.

As another dedication, 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 though this work. Thank you for being such an influence and keeping me playing D&D after I was ready to quit.

Third Edition Dedication: This third edition of this setting would not have been possible without the support of Adrienne Compton and the backing of those that believed in the Kickstarter enough to make it possible.

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)

Table of Contents

Chapter One: Terror by Gaslight	9	Australia	48
The Victorian Era	10	Antarctica	49
Terminology	10	Timeline: 1859-1901	50
Victorian Themes	10	Chapter Three: Character Creation	60
Vicarious Adventures	10	Archetypes	61
Society	11	Acolyte	61
Progress	12	Apprentice	61
Politics	13	Everyman	61
Victorian Religion & Magic	13	Explorer	62
Important Organizations & Secret Societies	14	Gunslinger	62
Baker Street Irregulars	15	Inventor	63
The Citadel	15	Investigator	63
Culto de Ostras Azules	16	Martial Artist	63
Division 4	17	Officer	64
Fraternal Order of Freemasons	18	Personality	64
Grail	18	Rogue	65
Hermetic Order of the Golden Dawn	19	Scholar	65
The Invisible College	20	Sensitive	65
Knights of the Round Table	21	Races	66
MI 7	23	Beast Men	66
Order of Saint Rachal	23	Ghosts	68
Order of the Illuminati	24	Humans	70
Pinkerton Detective Agency	25	Pixies	71
Red Headed League	26	Ratlings	72
Scotland Yard	27	Werewolf	75
Tribunal del Santo Oficio de la Inquisición	28	Wildlings	77
Van Helsing Institute	28	Skills	78
Chapter Two: The Sun Never Sets: A Gas-		Hindrances	80
light Gazetteer	30	Modified and Forbidden Hindrances	80
England & Europe	30	New Hindrances	80
Great Britain	30	Edges	82
France	31	Modified and Forbidden Edges	82
Spain	32	Background Edges	83
Italy	32	Combat Edges	85
Portugal	33	Professional Edges	86
Switzerland	34	Racial Edges	86
Austria	34	Power Edges	89
Germany	35	Social Edges	90
North America	36	Legendary Edges	90
The United States	36	Status	91
Canada	37	Worldly Goods	92
Mexico	38	Purchasing Equipment	92
South and Central America	38	Weapon Types	94
Argentina	38	Silver Weapons	94
Brazil	39	Goods and Services	94
Chile	39	Ammunition	96
Africa	40	Clothing	96
Abyssinia	40	Professional Equipment	96
The Congo	40	Medical Equipment	96
Egypt	42	Survival Gear	96
The Sahara Desert	42	Lifestyle	96
Southern Africa	42	Entertainment	97
Mami Wata	43	Meals	97
Lost Cities	43	Societal Services	97
The Walking Shade	44	Medical Services	97
Asia	44	Chapter Four: Beyond the Veil	98
Afghanistan	44	Spells and Powers	99
Bhutan	44	Available Powers	99
Burma	45	New Powers	100
Rangoon	45	Ley Lines and Nexuses	104
China	45	Doorways to Avalon	104

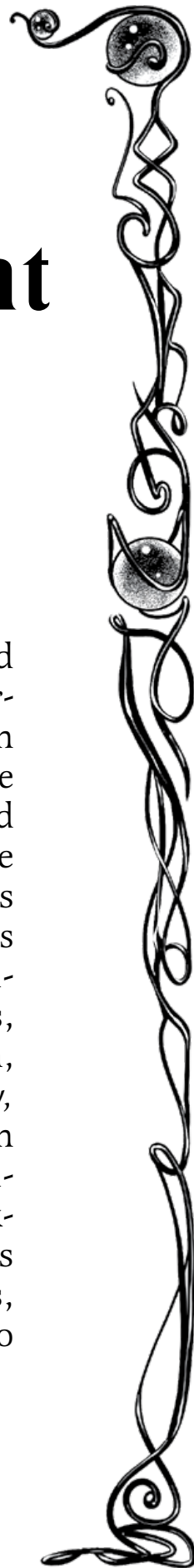


Locations for Fey Doorways	105
Methods of Opening Doorways	105
Fey roads	106
Paths	106
Travel Within Avalon	107
Escaping Avalon	107
Reliquary	108
Magic Items and Ordinary People	108
Armor	108
Weapons	108
Potions	108
Rings	109
Wondrous Items	110
Artifacts	111
Destroying an Artifact	111
Artifact Purchase	111
Artifact Descriptions	112

Appendix One: Maplewhiteland & the Hollow World	123
Maplewhiteland (aka The Plateau, The Lost World)	124
Cultures	127
Campaign Options	130
The Hollow Earth	132

Chapter One: Terror by Gaslight

G*aslight* 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 will not find Elves, Dwarves, Halflings, etc. instead you will find Vampires, Ghosts, Pixies, Humans, Ratlings, Beast Men, and Wildlings. ¶ In *Gaslight Victorian Fantasy*, 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 does not prevail. MI-7 is known to exist only in rumor and legends, even those in the very top of government do not 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.

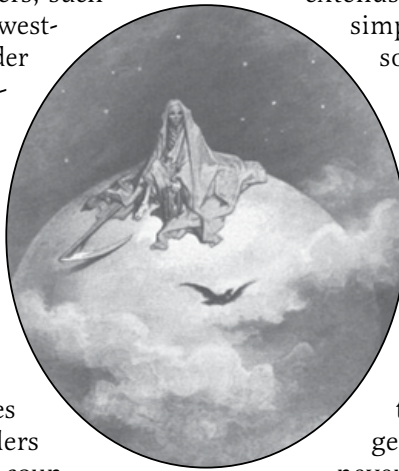
Vicarious Adventures

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 could not 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 exploratory 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 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 is 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 a 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 peas-

antry 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 regard 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 fueled 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.

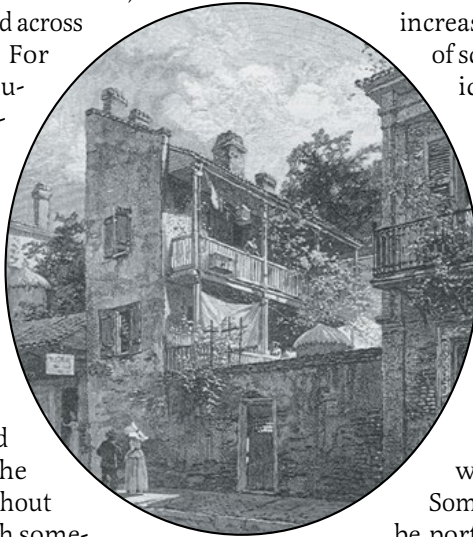
While perhaps not as extreme as the Morlock future, Progress and Industrialization in the Victorian Age did have its downsides. The poor flocked to the cities in the hopes of finding factory work. What they found was low wages, poor working conditions, and crammed slums (also known as rookeries). Smokestacks 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.

This dark side of the industrial revolution and evolutionary thought also fueled 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 & 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 Victorian Fantasy* 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 in the best interest of the organization.

From the dawn of the fantastic there has been a war raging outside the view of humanity. This so-called "Secret War" is a symbol of the way humanity is viewed. Sides determined to release the new-found knowledge into the world, versus those who are determined to hide it, believing that the world is not yet ready and there are things out there that "man was not yet meant to know."

Across the centuries there have been wheels

within wheels, secret deals, and behind closed-door meetings that have resulted in the turmoil and conflict over last few centuries. Intellectual powers in conflict with each other have had their differences moved into the greater world and in so doing caused great strife across the planet.

There is a secret war that rages across the class lines, national borders and even philosophy. There is a secret war that has spilled out into open warfare that has taken the world by storm and destroyed nations as well as families.

The records are unclear, but sometime in the 15th or 16th century a group of learned men got together to form a secret society dedicated to controlling the world with political and economic force to ensure the safety and well-being of the human species. A worthy and noble goal, which led to tragic consequences.

As the years then decades passed this nameless secret society worked to influence kings and princes as well as captains of industry with varied results based on who was doing the manipulation and how well their advice was received. However, this unknown group amassed great wealth for themselves along the way.

As the years passed these secret masters, as they thought of themselves, split off and each had their own nation or region of the world to guide as they saw fit. With this splintering of their core they naturally came into more and more conflict as each sought to guide their part of the known world in a direction which they thought was best. This led to a rise in the struggles between nations as each master worked with a different methodology as well as competing aims came into greater and greater conflict.

This competition ranged from political attacks to discredit opponents, to duels between proxies or actual masters, to outright assassinations and religious denouncements. These led to instabilities in the world and politics as each master would struggle against one and another.

As centuries pass the secret masters would name successors and groom them to take over when their time would come. Naturally drift in ideology and methodology came about, and when a master would have multiple heirs or would die too soon, internal wars would take over, leading to several revolutions in nations, such as the Protestant Reformation and the American as well as French Civil Wars.

As time passed the secret masters of the world worked with or against each other, these efforts gave rise to wars in this century, including the War of 1812, the Gurkha War, and even including the American Civil War.

With the advent of advanced technologies as well as the heroes of the modern age these secret masters would recruit those bravos and adventurers to fuel or fulfill their goals and aims, often through intermediaries or by posing as wealthy philanthropists funding these men of mystery or stalwart adventurers.

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 is 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 one other advantage, unknown to all but a precious few, the Baker Street Irregulars do not 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.

The Citadel

The Citadel, headquartered in the catacombs beneath the Cathedral of Our Lady of Reims in France, is a secretive order of Catholic priests, magicians, occult scholars and savants. Formed in the 14th Century in response to the prevalent belief of many Christians at the time that the year 1500 AD would bring about the Apocalypse, the order was tasked with seeking out and recording events that may herald the coming of the End. When that great ending failed to arrive as predicted, the order shifted its focus, continuing as investigators of the strange and the odd, cataloguing and collecting arcane knowledge and evidence of “dark miracles”.

Unlike many other scholarly organizations, the order practices a very stern – some might even say militaristic – faith. They maintain an active presence in the supernatural community, and are unforgiving in the face of the immoral use of occult knowledge. This has naturally led them into conflict with other arcane organizations and has even on occasion led to literal brawling in the streets.

The magicians of the order do not keep spellbooks in the regular sense. Instead, they tattoo their spells into their very flesh, making each member of the Citadel a walking grimoire. Some members have taken a further step, scribing powerful sigils and wards into their skin, crafting themselves into living magical weapons of great power, often at the cost of their humanity.

Up until the 18th Century, the order was exclusively male, though over the last two hundred years more and more women have been welcomed into the ranks. The order does not

discriminate against gender or race, but still prefers members to follow the Catholic faith, and has some rather old-fashioned ideas about sin. Members are encouraged to keep themselves fit and healthy, and are trained extensively in a variety of forms of martial combat, both armed and unarmed.

The Citadel is regarded by many in the supernatural community as a self-appointed occult police force, and has significantly more enemies than friends. Many are perturbed at the idea that an organization originally intended to record the end of the world having accumulated the amount of arcane knowledge and magical power as it has, and many more wonder – should the Apocalypse actually begin – whose side the order would be on. Would they oppose the End, or strive to hasten it?

The catacombs beneath the cathedral are vast, deep and ancient, and few know their full extent. They are known to contain deep vaults, laboratories, barracks and even prison cells. Some tell stories of secret menageries filled with captured magical beings, while others whisper of arsenals of horrible slumbering creatures and living weapons crafted by religious zealots unrestrained by common human morality. The central library of the Citadel is known to be one of the largest of its kind in the world, second only to the Vatican archives. Texts on every aspect of magic and the supernatural – from artifacts to summoning spells and demon magics – can be found here, and there are rumors that an even deeper library, restricted to the inner circle, exists somewhere in the darkness, though few like to speculate on what secrets and horrors it might contain.

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 is not telling his crew. This was the last known public account of “The Chosen One”, what the organization is up to now is completely unknown.

Division 4

In early October 1901, President William McKinley signed the executive order that created Division 4. Prior to this, the work that was eventually assigned to Division 4 was done by a special unit of the Secret Service, under the direct authority of the President of the United States. This transfer of power, and the creation of this new Federal unit, was done about a month prior to his assassination at the hands of Leon Czolgosz, an anarchist.

The primary mission of Division 4 is to locate, track and gather new technologies – whether alien, arcane or terrestrial – and store them for the United States government to study and duplicate. Division 4 is under the direct command of the President of the United States, and they are quite often mistaken for Secret Service agents, and frequently use that for cover as a notable amount of Secret Service agents were doing the job of Division 4 prior to its inception. The President issues all orders directly, but depending on the President they are often left to their own devices.

What prompted the formation of Division 4 is unknown, though rumors and legends abound of crashed alien spacecraft, an ancient city of forgotten technologies, or even items falling backwards through time from a distant future war. If anyone in the Division knows the truth, no-one is telling. Division 4 guards its secrets even more jealously than it does the items it recovers.

Division 4 uses fair means or foul to acquire new technology, and has built in a substantial network of informants, smugglers, thieves, tomb looters and spies that it uses to locate new and interesting finds. Division 4 agents have been encountered doing everything from stealing – or neutralizing

– new inventions developed by enemy nations to recovering “outsider technology” and ancient artifacts from all over the globe.

Materials acquired by Division 4 agents are stored in vast underground high-security warehouses with attached laboratory spaces, normally located near major Universities, where they can be studied by “top men”. Research staff are clandestinely recruited from the Faculty in order to study and duplicate the technology, if possible. While most of the scientific staff can be sworn to secrecy, a few have had to have their memories altered after proving to be a security risk. An unfortunate side-effect of this process has been the accidental creation of more than a few “mad scientists”, whose lunacy grants them scientific insights denied to saner men. Curiously, these “mad scientists” often display the unique ability to recreate magical effects by super-scientific means, sometimes even melding science and magic into something altogether different and more terrifying.

Division 4 rarely cooperates with other secret organization due to their role in maintaining the security of the United States, but will occasionally approach research groups like the Citadel when dealing with items that prove to have occult, rather than technological, powers. These artifacts are normally stored in dedicated facilities due to their tendency to react unpredictably with advanced technology. Even so, these supernatural storehouses suffer an unnervingly high staff turnover, with personnel developing paranoid delusions, strange diseases or simply vanishing without a trace with remarkable frequency.

Very rarely, Division 4 will call in so-called “Science Heroes” to study those technological artifacts that have defeated their top men, sometimes using less than savoury methods to coerce the reluctant or unwilling. Those who cooperate willingly with Division 4 can find themselves in on the ground floor of cutting edge research for years to come, if they can keep their mouths shut.

Division 4 agents are frequently called upon to test the technologies developed in the research

complexes, gloomily referred to as “suicide duty” due to the often-spectacular (and occasionally fatal) effects of malfunctioning experimental equipment. Division 4 agents themselves are rarely scientists, but are always college educated and intelligent young men and women. They are often equipped with strange devices and super-scientific gadgets, though they usually prefer to use the old-fashioned – but more reliable – “mark 1 eyeball”, fist, and automatic pistol.

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 by 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), and it was not 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.

Grail

In the war to protect the mystical artifacts of the world, the MI-7 are foremost at the fight, retrieving the powerful objects, and storing them safely. But there are more organizations at work than just MI 7, and the game will allow you to run inter-agency operations. What are some of those other agencies and organizations?

What about objects that are too big to remove, or mystical locations? That's where GRAIL comes in. The origins of the name GRAIL are rooted in Grail Banking and Investments, the massive multi-national bank that serves as a redoubt and center of funding for their operations. To the public, GBI is a massive financial behemoth, but outside of the boardrooms and cubicles, GRAIL channels funds and equipment to both DIVISION 4 and other organizations who defend the world. The operatives of GRAIL stand as the last bulwark against corruption of mystical sites and locations throughout the world.

GRAIL is an offshoot of the infamous organization, The Poor Fell-Soldiers of Christ and of the Temple of Solomon or the Knights Templar. After the fall of the Knights Templar in the early 1300s, the escaping members granted their relics to some of the forerunners of various organizations and vanished into the night. After hundreds of years, GRAIL returned, a fully-fledged organization hidden inside once of the world's oldest and largest banks. Over the last centuries, GBI has positioned its fingers and informants in industries around the world. Every port, every shipping center, every financial institution, likely has secret members of GRAIL who watch and wait, protecting the world by tracking criminal activities, black market antiquities, and desecration of ancient sites.

GRAIL works much like the Knights Templar of yore in structure. Their head, the Grand Master Jean-Baptiste Perrin, a citizen of France, who serves as the Director-General of UNESCO, and on the board of Grail Banking and Investments. Perrin uses his position at UNESCO to protect mystical sites and keep abreast of developing situations.

GRAIL has three arms, the Sword, the Shield, and the Heart. Each of the three divisions is headed by a secret leader known as "The Knight-Director" whose identities are only known to the Grand Master. Each division is tasked with certain duties and responsibilities to keep GRAIL functional and effective.

The Heart serves as the information gatherers and power brokers of GRAIL. The most numerous in position, they are bankers, traders, merchants, and scholars, who gather, and direct the constant flow of data that GRAIL receives. Their Knight-Director is a curmudgeonly Spaniard, Lucia Martinez, a world-famous CEO and banker who has a sharp eye for unusual trends and developments. Internally, their operatives are called Chaplains, and considered among the most valuable of members.

The Shield protects the mystical sites and objects that cannot be relocated. Known as Paladins, members of the shield are usually former security, paramilitary or police who live near the places they defend and protect, making sure

that all remains safe. Considered the most dangerous job, their Knight-General is a bitter and grizzled Dane named Adrian Ullrson, who nevertheless has been one of the most lauded Paladins in GRAIL history.

The Sword is the smallest division, and they stand as the tip of action against aggressors. While Division 4 has a retrieve and secure policy, GRAIL is willing to take the fight to the enemies of the world, and this is the duty of The Sword. Almost soldiers to a member, operatives are often called Templars in honor of their history, and their Knight-General is an Egyptian woman, Amisi bint Ammar bin Khalif al-Salah, daughter of the previously famed Knight-General Ammar ibn Khalif al-Salah.

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.

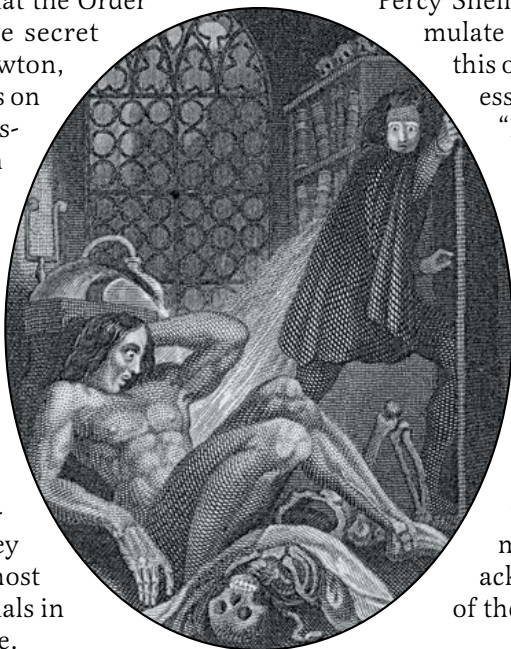
Mary Shelley, wife of Percy Bysshe Shelley and author of the gothic novel *Frankenstein*, found inspiration during her stay in Switzerland. In the summer of 1816, she accompanied Byron and Shelley during their travels. The legend created by Byron and the Shelley's is that one night, when a storm was 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 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 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 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 was 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 recov-

er 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 extraterritorial 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 troubleshooters, 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 Saint Rachal

Throughout its history, the Roman Catholic Church has stood steadfast against the gates of Hell, defying Lucifer and his many children. The Church has always known that monsters lurk in the darkness. Jesus and His disciples cast out demons, and the Roman Empire was filled with stories about sinister cults, shadowy monsters and even stranger things, things beyond the power of the human mind to even begin to comprehend. Over the centuries, many

different branches of the Church have waged a secret war against the cults, the beasts, the demons, the powers and the principalities who collectively threaten the lives and souls of mortal men. Today, the battle goes on, more intense than ever, and the brave warriors who fight it make up the Order of St. Rachel. The Order of Saint Rachal is a secret organization among a secret organization. Technically their members are part of the Tribunal del Santo Oficio de la Inquisicion, but they have a very different roll among the Catholic Church.

The Order's history begins in medieval England. The coastal hamlet of Cobham, near Lytham St. Annes in Lancashire, is gone now, and even in 1187 it was a quiet and marginal settlement. On October 29 of that year, even as Pope Gregory VIII proclaimed the Third Crusade in the *Bull Audita Tremendi*, nineteen-year-old Margaret, the fletcher's daughter, gave birth to her third child, a girl given the name Rachel. According to later accounts, young Rachel nearly died in the womb and barely survived her birth; her 14th century hagiography says her birth was attended by white clouds in the night sky, spectral visitors and other typically elaborate legendary motifs. A sickly child, Rachel was blind for several years, and spent most of her days shut up in her home, secluded from the world. It was on September 2, 1192 (the very day that the Third Crusade came to an end) that Rachel's blindness was miraculously cured by an anonymous traveling monk.

The rise of Spiritualism and other false doctrines brought with it an attendant rise in cults and magicians. Most of them were harmless (to others, at least, if not their immortal souls), but a few were genuinely dangerous. These were, of course, the most discreet and difficult to locate. The Order's English, French and German cells were especially busy during this era, although the infamous and brutal case of Martin Litzinger, a vicious serial killer and Satanist in Vienna, was perhaps the most difficult to resolve. Litzinger had a perverse ability to stay one step ahead of his pursuers, taunting them all the while (much like his contemporary, Jack the Ripper). He was finally captured on June 20, 1888 and slain by the Austrian authorities (and then discreetly stolen

from the Vienna morgue and properly destroyed by the Order, which ironically lead to stories about Litzinger being a vampire). The horrors that Litzinger unleashed weren't limited to his brutal murders, despicable as they were. Each of the nine murders was part of a sinister pattern, and Litzinger was only captured after it had already been completed. Litzinger's ultimate goal remains unknown, even to this day, but a few half-burnt pages from the Necronomicon were discovered in his apartment (which had already been stripped almost bare by an unknown party before Austrian authorities arrived at the scene).

Today the Order does what it always has done, it stays on the trail of the strange and supernatural for the Vatican. While a lot of this stares the modern man in the face, the Order feels that it is its job to put a stop to it all so the true faith can remain strong.

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 deny 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 gains 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 1786, 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 28. 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 'snot 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 cannot reveal a secret if you do not know it. That is 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

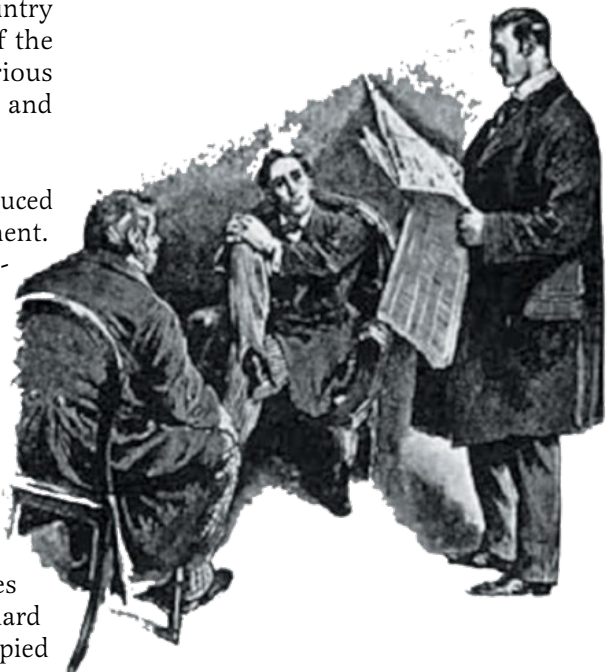
In the eighteenth century came the beginnings of immense social and economic changes with the consequent movement of the population of England to towns. The parish constable and “Watch” systems used throughout the country failed completely and the impotence of the law-enforcement machinery was a serious 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 riff-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 plainclothes 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 Church.

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. This idea was thought

to be heresy, and posed a threat to the power the Church held. From this the Church proceeded to expand its power to encompass all concepts of heresy.

At the end of the middle ages the 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 ineffective for the combating of heresy.

The Tribunal del Santo Oficio de la Inquisicion was officially abolished after the Napoleonic Wars, but still remains hidden within the hierarchy of the Catholic Church operating in secret around the world. They continue to use the same interrogation techniques honed after centuries of use. Both the guilty and the innocent are put to the question, because after all, you are always guilty.

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. A wolf, causing Mrs. Westenra to die of fright; Lucy’s death followed several days later, mysteriously attacked Lucy and her mother. 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 ending his reign of horror. In the final battle with Count Dracula, Gypsies servants who were bringing Dracula back to his castle slew Quincey Morris.

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 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.



Chapter Two: The Sun Never Sets: A Gaslight Gazetteer

England & 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.

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 now, which were highlighted in the Exposition Universelle of 1889. There the

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.



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 Somoliland, 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 Span-

ish 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 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

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 exist 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*.

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 of 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 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 Russian 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 mon-

Forbidden Valley

Mentioned in legend for hundreds of years but first explored by modern man in 1904, Forbidden Valley is an anomalous region located in the deserts of Mexico and bounded by high rocky walls. Despite being located in an arid desert with little water, the valley apparently maintains a Jurassic ecology including a thriving dinosaur population. Like many anomalous regions, there appears to be only one entrance to the valley, and attempts to locate it through other routes have failed repeatedly. Even more curiously, a 1908 follow-up expedition reported penetrating 12 miles into the valley and uncovering a dense jungle before turning back in the face of increasing losses to dinosaur predation.

ey 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, 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* game of gentlemanly espionage and diplomatic maneuvering.

Germany

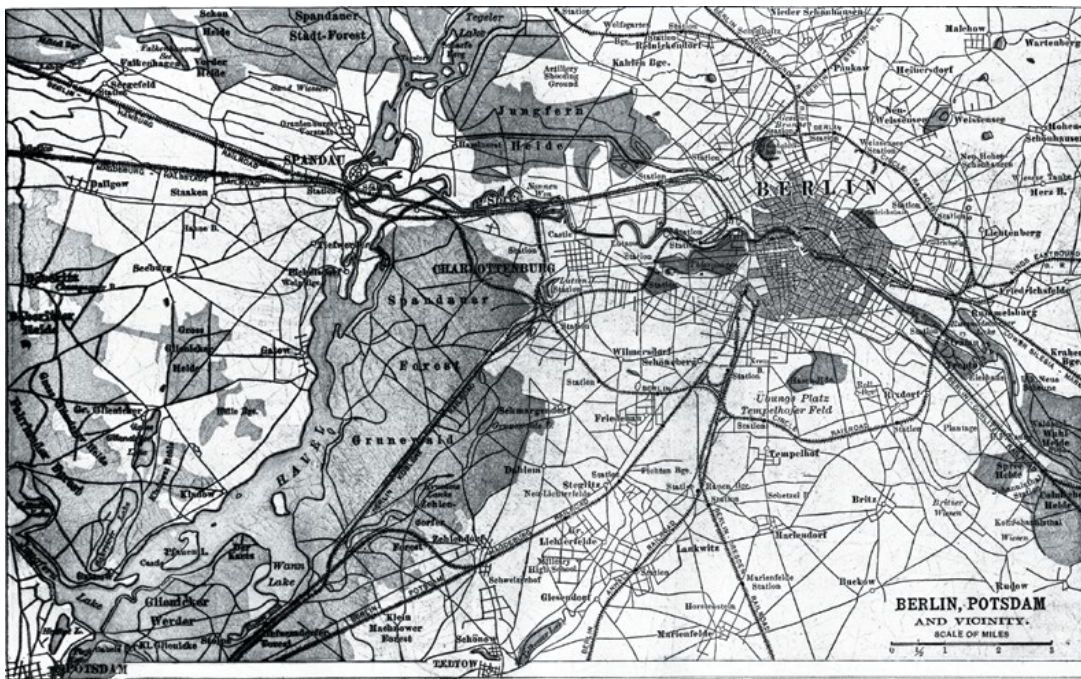
In 1871, following their victory in the Franco-Prussian War, the Kingdom of Prussia allied the many small German states into a single empire, with the king of Prussia, Wilhelm I, as Emperor. The Prime Minister of Prussia, Otto

Anomalous Regions

The term "anomalous region" is one that is applied to geographical areas where the normal laws of nature — and sometimes physics — are suspended or behave in ways contrary to the predictions of science. These regions often appear to be in some way hidden, concealed from the rest of the world as if existing within a fold of space and time. Normally these regions can only be accessed in a very limited and specific way; though a certain cave, by following a concealed valley or by navigating a specific course. Attempting to find the region by any other way will usually fail, as if the region only exists when accessed by the specific path. Exactly what causes anomalous regions to exist is unknown, though it cannot be a coincidence that these areas often contain larger than average deposits of Element X. Anomalous regions are often called "lost worlds" after the most well-known and well-documented example; Maple White Land in Venezuela.

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 successes in the Franco-Prussian War were rumored to have relied heavily 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 ad-

venture 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 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,

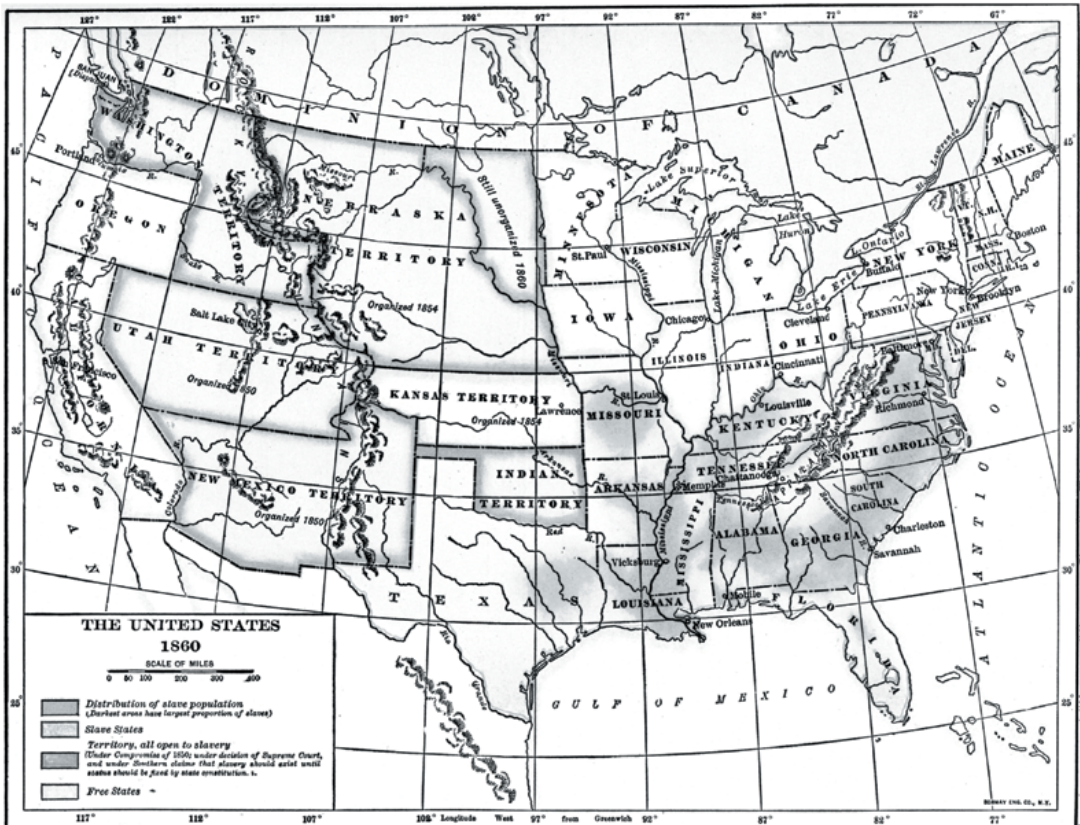
with towns springing up literally overnight. Once small communities became bustling cities full of life with the excitement of gold fever. The western expansion brought many people to the west, not all of them honest citizens. Card sharks, con men, snake oil salesmen, cattle rustlers and bank robbers 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 adventure. 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 incorporated 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 Hildalgo 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 Maximillian too conservative, and the liberals refused to acknowledge the King as their monarch. This lead 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 scholar busy.

Argentina

The United Provinces of the Rio 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.

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 its 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 constantly 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 has 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 lies 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, lead 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.

Abyssinia

Abyssinia may surprise visitors by having a history traceable to the fourth century. Throughout antiquity, it has been a Christian nation with a notable Jewish population. Their religious leaders claim to have the fabled Ark of the Covenant under lock and key, though none may see it except the religious hierarchy and the Emperor — who claims to be descended from King Solomon.

All of Abyssinia’s borders are mountainous, making it naturally defensible. In the late 19th century, Italy tried to take it as a colony, but it was humiliated in defeat, as had been all other nations who tried to conquer it. In 1935, Italy tried again, and with the aid of mustard gas, they succeeded, Emperor Halie Selassie fleeing the country. Abyssinia’s future is unclear, as the League of Nations has turned a deaf ear to the emperor’s cries for aid.

Visitors will find this country modernized in comparison with other African nations, but it still holds its enigmas. For example, questions persist as to whether the title of emperor is equivalent to the medieval “Prester John.” Likewise, the city of Lalibela holds eleven eight-century-old churches, hewn out of solid rock, supposedly with the aid of angelic beings. The nearby caves have never been fully explored.

The Congo

The Congo is foremost a site for human tragedy. The Belgians exploited it first for ivory, then for rubber, and later for copper, gold, and diamonds, with brutal oppression for Congolese who failed to meet their quotas (especially in the first decade of the century, when millions lost their lives). Inhabitants of the eastern Congo faced danger not only from the Belgians, but also from Zanzibar’s slave raiders, from whom they sometimes ransomed their family members. In the North, the Portuguese were slightly better rulers, avoiding the genocidal violence of the Belgians and allowing a Congolese king to serve as a vassal state.

The pygmy survives as a small minority in the Congo, living in small hunter-gatherer communities in various climates or serving as slaves to the Bantu-speaking Congolese. Using traps, spears, and crossbows with poisoned bolts, they are a source of fascination for the public, one having been displayed in a cage at the 1893 World’s Fair.

Safari hunters come to the Congo for its wild game, especially the increasingly hard-to-find elephants, prized for their rich ivory, and an elephant graveyard would make any explorer wealthy beyond imagining, though none has been found yet. A 1909 volume by one hunter

Black Lotus Powder

The Black Lotus is a rare parasitic plant which grows naturally only in the deepest jungles of Central Asia. The pollen of the plant, when ground up and dried, forms a powerful psychoactive hallucinogen that its users believe can grant ecstatic visions of different times and places. The priests of the barbaric Tsang-Chan peoples believe that inhaling the dust of the Black Lotus links them to the spirits of everyone who has ever taken the drug or ever will.

Black Lotus powder is highly addictive, and regular use creates in the user a peculiar veneration for the Black Lotus itself, resulting in the slow spread of the cultivated plant across the planet. Addicts manifest reduced willpower, a curious group mentality, low empathy and a marked disregard for their own personal safety, making them easily dominated by a powerful personality.

The Black Lotus is the subject of a number of dark myths and legends. In some stories, it was carried to Earth as dust on the sandals of the gods, sprouting in their footsteps in the sacred places of the world. In others, it was sent from beyond as a sacrament, to allow the faithful to commune with their brethren across time and space in worship of the Old Gods. Still others claim that the Black Lotus is itself a god, sharing itself among its worshipers that it might live in them. Botanists point out that the Black Lotus is misnamed. Though the bloom itself resembles a lotus flower, it is not aquatic and appears unrelated to any of the lotus family (genus *Nelumbo*). In fact, in many ways it is similar to mistletoe, though the two species are unrelated.

The shamans of the Tsang-Chan and priests of the Black Scorpion Brotherhood believe that chewing the leaves of the Black Lotus will give them strange powers and an extended life-span, though no scientific evidence has been gathered to support this. Burning the dried leaves of the Black Lotus produces a dense soporific vapor, which if inhaled induces rapid loss of consciousness followed by a period of delirium punctuated with horrific dreams. Some native shamans claim to be able to use the roots of the plant to create a potion that induces a state of hypnotic suggestibility in those who drink it, but again there has been little scientific investigation to support this claim.

Regardless of the veracity of the many claims made about the plant, its rarity makes live specimens among the most valuable plants in the world today. While the Black Lotus can be grown elsewhere in the world, it is extremely difficult and requires constant care. Some even whisper that in order to grow outside of its natural environment, the plant must be watered in fresh blood, though this is almost certainly a myth. Pound for pound, Black Lotus powder is more valuable on the black market than diamonds, and even dead plants are highly sought after for their pharmacological properties.

notes Congolese locals' tale of a creature whose description reminded him of a brontosaurus, a tale widely reported in newspapers.

Even great men, faced with the full intensity of mystery and suffering the Congo has to offer, have lost their sanity here.

Egypt

In 1890, a member of the Order of the Hermetic Dawn member, claimed after visiting the Cairo Museum of Antiquities to have an encounter with a being said to be possessed by three of the Egyptian gods.

Many visitors came to this museum, for the discovery of the Valley of the Kings in the Victorian Era kicked off a mania for Egypt. Diplomacy, entanglements, and spies are of far more importance than supposed sightings of walking mummies, as Egypt — Cairo in particular — served as the meeting place of Africa, the Middle East, and Europe. Of particular importance, there is the recent rise in anti-Semitism, exacerbated by the recent publication of the Protocols of the Elders of Zion.

The Nile River, economically priceless, became one of the most explored in the world during this period, as adventurers tried to find its source, leading them south through the Sudan and beyond. The river, though many view it as the source of life, is home to Nile crocodile, hippopotami, and over ten varieties of venomous snakes, so it pays to be careful while navigating. Malaria-carrying mosquitos are ubiquitous, and if one goes far enough south, the rapids become ... problematic.

The Sahara Desert

Travel through the Sahara is likely to be fatal. It's simply hot, arid, and impassably large. Even if you're prepared with a camel, proper dress, and several days of water, violent Tuareg nomads could attack, as could Arab slavers. Finally, there are natural dangers, such as poisonous snakes and scorpions, sandstorms, and even the uneven ground, prone to injuries from sprains to broken bones. Even near the oases, one may find hyenas. So why would anyone go through the Sahara?

Wealth. There are lost cities to be found: Zerzura, the white city, an oasis of precious gems and sleeping rulers, for example. It's possible that this is a false lead, like Timbuktu, but that didn't stop groups of explorers in the early 1890s from trying to find Zerzura. (Of course, impoverished Timbuktu's real treasure subsists not in gold, but in its tomes of forgotten wisdom, its volumes of forbidden lore.) Other explorers may wish for bragging rights, surviving a trip to the top of Kaf Ajnoun, "the Devil's Hill," where the Djinn supposedly hold council. Alternatively, clandestine scientific expeditions could search for the secrets behind what would later be named the "Eye of the Sahara," a 25-mile-wide crystalline depression, looking from a zeppelin rather like a bulls-eye mark. The French Foreign Legion patrols the Sahara, albeit irregularly, making it nominally safer than it was some years earlier. Still, you're more likely to see bones in the desert than you are a fellow traveler ... if you can discern anything besides heat based hallucinations and mirages.

Southern Africa

Circumnavigating the southern tip of Africa is still dangerous, given the storms around the Cape of Good Hope, and sailors still report seeing the ghostly Flying Dutchman there on occasion. On land, the once-formidable Zulus have become, while not exactly docile, somewhat tractable in the face of the overwhelming technological superiority of the English and the Boers, and now face crushing poverty.

The English defeated the Boers (descended from the Dutch) during the early part of the pulp era, and soon after the start of the Great Depression, the nation of South Africa declared its independence. At the end of the era, there is still great tension between not only the black Africans and the whites, but also among the whites themselves, divided by heritage and language into winners and losers. Additionally, during the entire period, the indigenous people had virtually no economic or civil rights, despite their actually comprising more than 80% of the population. Complicating the matter was South Africa's third set of rights for "colored" people: those of mixed race and those who came from India, looking for jobs.

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 lead 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 Kukuanaaland. 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 like 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.

The southern Zulu would rather keep a discreet silence about some mysteries, such as the Rain Queen of the Karanga, or the carnivorous river god Inkanyamba. The northern, central regions of southern Africa are less explored, giving rise to legends of lost cities — including one confirmed discovery, the abandoned Great Zimbabwe — and of a completely different ethnic group of hunter-gatherers, as yet unknown, using poisoned spears in the bush to catch their prey.

Mami Wata

The Igbo people of West Africa sometimes report having encountered a half-human, mermaid-like creature, a witch and a snake-charmer, who steals their children at night or drowns their men in the river during the day. Oddly, she is often seen with modern trinkets, such as watches or lighters. She has been known to possess her followers during ritual dances.

Eyewitness reports of her appearances have been surprisingly consistent, but no expedition has turned up reliable evidence of any such being yet.

Lost Cities

Following the publicity surrounding the research about Great Zimbabwe, Europe became very interested in the idea that lost cities could still exist somewhere in unexplored corners of the world. Zerzura, Opar, Loo, and Kôr are all examples of this trope. Often part and parcel with it, unfortunately, is the racist idea that Africans, unaided, could not build a city themselves — yet it was the Shona, a Bantu people, who built Great Zimbabwe!

One never knows what one is going to find in a lost city. Riches? New technologies? Natural wonders as yet unseen? All that's certain is that adventure and science mandate a complete

Shambhala and Agharta

The twin kingdoms of Shambhala and Agharta exist on the borders of Tibet, nestled within an anomalous region in the Himalayas.

Shambhala is a holy land in the Buddhist faith, and was long thought to be purely mythological. However, in recent years a number of Western explorers and mountaineers have returned home with tales of the beautiful warm valley hidden amidst the snowy peaks, and of the curiously ageless and gentle people that live there. Many seem to have returned home oddly rejuvenated, as if they have somehow become younger, while others appear to have undergone some form of spiritual transformation. Like other anomalous regions, Shambhala is extremely difficult to locate, though in this case whether or not the land can be found at all seems to depend on the favor of the people within it. Legends say that those who are destined to find Shambhala will do so, while those with evil in their hearts never will.

Agharta is an underground realm that exists somewhere beneath the mountains of Tibet, and can be reached through tunnels in Shambhala. Reputedly the home of the mystical Meh-Teh, the realm is also said to be the site of the dread Forbidden Lamasery of the Mara Brotherhood. Rumors persist that Agharta was once an Atlantean outpost, and that still functioning examples of their transcendent technology can be found there, if one only knows where to look.

mapping of the African continent, so that all may benefit from their discoveries.

The Walking Shade

The coast of East Africa is rife with tales of a man who never dies. For five centuries, observers have noted a strange, small sign on certain buildings and individuals, a sign locals call a “seal of protection.” In hushed breath, the indigenous people tell stories of a cave shaped like a skull, a wolf and horse who respond only to the speech of the undying, and a stretch of coastland free from the piracy that plagues so much of the Indian Ocean. But, like an apparition, the origin of these legends ... and the origin of the skull-shaped wounds on some pirates’ faces ... remains impossible to find.

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 with whom both Britain and Russia could live. During the 1880s, Emir Abdur Rahman Khan would consolidate his power in Afghanistan, strengthening military control and modernizing the nation.

It has become a center point of the intrigues going on between two great World Powers, Russia and The British Empire. Situated at a crossroads in a geographical context, it is riddled with spies as well as those that follow such activities.

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.

It is a part of the British Empire, allowing for a presence in this distant part of the world for the English.

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 Chinese, 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.

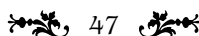
Most of India is subject to the rainy season between June and September. This is the period of monsoons, a seasonal wind that brings heavy rains and flooding. While the Indian people welcome the rains after a hot season, the resultant flooding can cause loss of life and crop damage.

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, if they cooperated with British rule.

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.

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 Hokkaido. 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.

For centuries sailors in the South Seas have told each other blood-curdling tales of the "cursed isle" and the "cradle of monsters", also known as the Island of the Skull. Supposedly an uncharted island located far from the shipping lanes and wreathed in a permanent bank of curiously still fog, the Island of the Skull is named for the numerous carvings of human skulls found among the ruins that sprawl across the isle's southern coast. Few have landed there, and of those few even fewer have lived to tell of it. Legend tells of an island of lush jungle, swamp-land, deep crevasses and high mountains, bearing flora and fauna both wild and monstrous.



Shambhala and Agharta

The twin kingdoms of Shambhala and Agharta exist on the borders of Tibet, nestled within an anomalous region in the Himalayas.

Shambhala is a holy land in the Buddhist faith, and was long thought to be purely mythological. However, in recent years a number of Western explorers and mountaineers have returned home with tales of the beautiful warm valley hidden amidst the snowy peaks, and of the curiously ageless and gentle people that live there. Many seem to have returned home oddly rejuvenated, as if they have somehow become younger, while others appear to have undergone some form of spiritual transformation. Like other anomalous regions, Shambhala is extremely difficult to locate, though in this case whether or not the land can be found at all seems to depend on the favor of the people within it. Legends say that those who are destined to find Shambhala will do so, while those with evil in their hearts never will.

Agharta is an underground realm that exists somewhere beneath the mountains of Tibet, and can be reached through tunnels in Shambhala. Reputedly the home of the mystical Meh-Teh, the realm is also said to be the site of the dread Forbidden Lamasery of the Mara Brotherhood. Rumors persist that Agharta was once an Atlantean outpost, and that still functioning examples of their transcendent technology can be found there, if one only knows where to look.

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 aborigine’s 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.



1860

Alister Crowley born to unknown parents and left for adoption. He grew up in a Catholic orphanage, with strict caregivers.



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 provi-

sional 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.

At the age of 15, Alister Crowley is adopted by Edward Crowley, an engineer and his wife Emily Bertha Bishop. Records of his adoption were wiped clean by the family.

(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 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 Ruth-
erford 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

Shipping raids and mysteriously sunken ships that have plagued the Atlantic and Indian oceans for years suddenly cease. No reason is discovered for why they stopped, let alone why they started.

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. Unknown to anyone, this act boosts the ambient magic levels in and around the city of London. It will be responsible for any weird acts that take place in London from here on.



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 (this includes both sexes). 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 worldwide 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 truth will turn out to be much stranger.

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 expertise 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

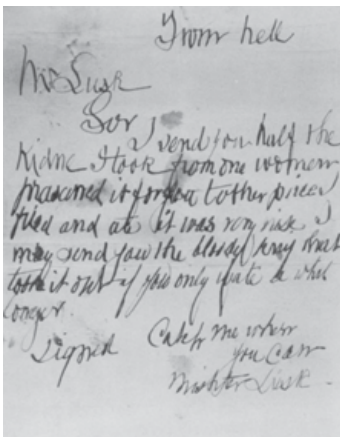
Sir Danvers Carew, MP, is savagely beaten to death. Dr. John Seward of

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 tell 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-arcanist 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 is 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 Weird 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 Lhassa

(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).

(December) Tesla, because of a near death experience at the Worlds Fair in Chicago, minituraizes his Tesla coil and turns it into a weapon.



1894

(April) Sherlock Holmes revels 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-arcacist, 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.



Chapter Three: Character Creation

Gaslight Victorian Fantasy is the home to many different types of creatures, doing amazing and extraordinary jobs. Sometimes you just want to jump into the action without the hassle of character design, so we have done the job for you. While we could not have thought of everything you might be interested in playing, we do give you a broad range of character archetypes to pick from. Some customization is needed to make it your own, but most of the work has already been done for you. Archetypes are used to make quick characters, all you need is the archetype, the rule book, dice and a piece of paper to play. By using the archetypes, you can begin play within a few minutes. Let's say you have a few friends over and you want to play *Gaslight Victorian Fantasy* that night, this is where the archetype comes in. You can read the descriptive text below and determine which character type (or archetype) you would like to play. They are built as any other

character would be, with the exception that they have some places that are customizable. Add a name, Hindrances, and gear, spend any remaining skill points, and you're ready to play! This makes these archetypes more uniquely your own, and less like carbon cut outs of character types.

Archetypes

Acolyte

The Acolyte is one of the faithful. Her beliefs and ideals burn pure and hot within her heart. She has a cause to believe in, be it a faith, religion, or simple system of beliefs to which she is divinely committed. Faith can move mountains and work other miracles, and the Acolyte is the instrument through which these wonders manifest.



Faith powers the Acolyte, providing a conduit through which she gains the ability to cast divine spells. This ability comes through calm reflection, meditation, or fervent prayer. The Acolyte might believe that the spells she wields come to her from a higher power, or she might believe that they come from deep within her own being, unlocked through her consideration of the ultimate forces of the universe.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Faith (Arcane) d8, Intimidation d6, Knowledge: Culture d6, Persuasion d8 (plus 5 additional skill points)

Pace: 6, **Parry:** 2, **Toughness:** 5, **Charisma:** 0

Race: Human

Hindrances: Poverty (can add one minor, one major)

Edges: Arcane Background (Miracles)

Arcane Powers:

- Smite
- Catalog

Apprentice

The apprentice strives for knowledge of the physical and metaphysical worlds. Working to tap into the power of the occult and magic the Apprentice while weak in the physical worldly sense, makes up for this with their knowledge of spells, rituals, and the ability to manipulate the world using this knowledge.



Within their knowledge comes the ability to summon otherworldly information or assistance in the form of familiars and by contacting spirits. This comes in handy when danger or threats lurk around every corner. From city streets to the darkest jungles, The Apprentice is there looking behind the mysteries of the Gaslight world to find out the source.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Investigation d6, Knowledge (Arcana) d8, Notice d6, Persuasion d4, Spellcasting d10, Stealth d6

Charisma: -; **Pace:** 6(12); **Parry:** 5; **Toughness:** 3(5)

Race: Pixie

Hindrances: One Major, two Minor

Edges: Arcane Background (Magic)

Arcane Powers:

- Analyze Device
- Bolt
- Summon Ally

Everyman

Everymen are the men and women that make up the general populace. They are regular people with jobs and families, whose biggest

concern is making ends meet. They may be general laborers or tradesmen such as bookkeepers, cooks, or mechanics. Their lives may not be exciting, but they keep the wheels of industry turning.



Whether sensible and dependable or dreaming of a life of adventure, these working-class heroes never actually expect to save the world—and yet they often seem to end up in that position. When the chips are down and the situation looks grim, they can save the day in the most unlikely and unexpected ways.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (any) d6, Notice d8, Repair d6, Shooting d6, Stealth d4, Survival d4 (plus 1 skill point)

Charisma: –; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Race: Human

Hindrances: One Major, two Minor

Edges: McGyver

Explorer

The explorer is the penultimate wanderer. Never content with what is in front of them, the Explorer must also see what lies beyond the next ridge, the next town, what lays beyond the ocean in some distant land, and all are the places that call to the heart of the explorer, leading them on to strange and distant shores.

Blessed or perhaps cursed with curiosity, the thrill of filling in the blank spots on a map fuels the drive of those that explore. From distant islands to hidden lands, across the Seven Seas these stalwarts are there in support of others with agendas. Always ready to lead

an expedition into uncharted territory, the Explorer is the first person to contact when any expedition is being considered.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d6, Notice d4, Shooting d6, Stealth d4, Survival d8, Tracking d8 (plus 1 additional skill point)

Charisma: –; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Race: Human

Hindrances: One Major, two Minor

Edges: Woodsman

Gunslinger

The Gunslinger knows everything there is to know about handguns of all types. Whereas the Martial Artist develops her body into a perfect weapon, the Gunslinger trains his mind and body to work in concert with his handguns. His pistols become an extension of him.



The Gunslinger can be a mercenary or a modern-day knight, defending the weak and the innocent with a pair of blazing pistols instead of a sword and shield. Select this archetype if you want your character to excel with handguns or other ranged weapons.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Gambling d6, Healing d4, Notice d6, Shooting d8, Streetwise d4, Taunt d4 (plus 4 additional skill points)

Charisma: –; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Race: Human

Hindrances: One Major, two Minor

Edges: Card Sharp

Inventor

Inventors use intelligence and cunning to build devices, these devices can range from one shot weapons to the classic “get out of jail free” device. The inventor is usually found in a basement lab somewhere working on the next thing, he rarely goes adventuring, but when he does



its mostly to show off his skills to those he considers to be less than himself.

Inventors are those that are sometimes looked at as crazies who are always tinkering with the natural world. You can find inventors as members of the Order of the Free Masons, or any other organization that supports builders and thinkers. They are typically employed by anyone that needs something interesting, amazing and one of a kind.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Knowledge (Chemistry) d6, Knowledge (Physics) d6, Notice d4, Repair d8, Riding d4, Shooting d6, Weird Science d8 (plus 2 additional skill points)

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Race: Human

Hindrances: One Major, two Minor

Edges: Arcane Background (Weird Science), Gadgeteer

Powers:

- Burst

Investigator

The Investigator uses wisdom and deduction, as well as a lot of hard work, to get to the solu-

tion of whatever mystery comes before her. One Investigator might prefer to expend brain power and intuition instead of muscle on the case at hand, while another will not mind wading into trouble or engaging in a firefight while solving a crime.

An Investigator with her own business will need to find suitable office space and advertise. On the other hand, he can also set her own fees. The Investigator’s relationship with the local police may be one of mutual respect or complete antipathy. An Investigator must usually have a license. It gives the Investigator the right to advertise and to charge for Investigate; otherwise he has the same powers as any private citizen.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Investigation d8, Notice d8+2, Persuasion d6, Shooting d6, Streetwise d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Race: Bear Beast Men

Hindrances: One Major, two Minor

Edges: Investigator

Martial Artist

The Martial Artist is a student of one or more martial arts disciplines. To the Martial Artist, these disciplines represent more than self-defense and combat expertise. The training includes a profound philosophy that teaches restraint and humility. The Martial Artist works to master her mind as well as her body, attuning both to work in harmony through the techniques she has learned. A Martial Artist might develop her combat skills and philosophy to aid her career as an agent or a law enforcer, or she might become an independent operative whose entire person is a weapon. No matter what career she chooses to pursue, she possesses confidence, commitment, and the means to get the



"Not to go on all-fours; that is the Law. Are we not Men?
 "Not to suck up drink; that is the Law. Are we not Men?
 "Not to eat fish or flesh; that is the Law. Are we not Men?
 "Not to claw the bark of trees; that is the Law. Are we not Men?
 "Not to chase other Men; that is the Law. Are we not Men?"
 — Unknown Ape Beast Man found on an unnamed island in the Pacific

job done. Select this archetype if you want your character to become a master of unarmed combat or melee fighting with exotic weapons.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d10, Healing d6, Knowledge (Religion) d6, Notice d6+2, Stealth d6 (plus 2 additional skill points)

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 3

Race: Cat Beast Men

Hindrances: One Major, two Minor

Edges: Martial Artist

Officer

The officer is a leader of men and forms the core leadership for every military force across the Earth. The navies and armies of the various governments form the basis of units with thousands of soldiers below looking up to them for guidance and confidence while under enemy fire. Officers tend to be highly educated and motivated individuals.



Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, **Vigor** d6

Skills: Fighting d6, Intimidation d6, Knowledge (Culture) d6, Notice d6+2, Persuasion d6, Shooting d6, +3 additional skill points

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (6)

Race: Werewolf

Hindrances: One Major, two Minor

Edges: Rank (Lieutenant)

Personality

The Personality is in the public's eye by day. A sports player, a vaudeville star, a high-profile community leader or politician, or maybe even a world-famous novelist—all these and more fit into the Personality class. The Personality is recognizable, has some amount of fame and a following, and often has the reputation and wealth (or illusion thereof) to go along with the spotlight. A Personality might simply be famous because of who she is, or she may have earned her status by what she's done. She could be an entertainer, a celebrity, a dilettante, a politician, or the bored offspring of one of these public personalities.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d6, Notice d6+2, Persuasion d10, Shooting d4, Streetwise d6, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Race: Bat Beast Men

Hindrances: One Major, two Minor

Edges: Attractive



Rogue

Rogues are often thieves, pirates, covert operatives, smugglers, scouts, gangsters, and freelancers. Of all the core classes, rogues are perhaps the most versatile and adaptable, and as always, they thrive. Rogues have also taken advantage of developments in weapons technology. Few rogues can match the might and fortitude of the fighter, but when armed with a pistol or rifle the rogue's steady hands and careful aim are the equal of most any warrior's.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d4, Repair d4, Stealth d8, Streetwise d4 (plus 1 additional skill point)

Charisma: –; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Race: Wildling

Hindrances: Loyal (to friends and family), (One Major, one Minor)

Edges: Thief

Scholar

The Scholar overseas scientific research, surveying and analysis. He is typically an expert in one or more specific fields, but broadly familiar in all branches of science.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d8

Skills: Investigation d6, Knowledge (any) d10, Knowledge (any) d10, Notice d8, Repair d6

Charisma: –; **Pace:** 6; **Parry:** 5; **Toughness:** 6/5

Race: Vampire

Hindrances: One Major, two Minor

Edges: Scholar

Sensitive

Through the known world these exist, sometimes found as performers in circuses, caravans or on the boardwalks of many cities. This unique group of people seems to be able to sense the spirit world and seemingly communicate with the very air that surrounds them.



Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d6, Notice d6, Persuasion d10, Shooting d4, Streetwise d6, Taunt d6

Charisma: –; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Race: Ghost

Hindrances: One Major, two Minor

Edges: Arcane Background (Psionics)

Powers

- Confusion
- Fear
- Mind Reading

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, Ghosts, Humans, Pixies, Ratlings, Wildlings, Werewolves and Vampires. Your first step in creation of a character for *Gaslight* is to choose a race from those listed below.

Beast Men

Personality: To remind them how to act, every Beast Men is taught an extensive list of rules known 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' 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.

Starting Racial Package

All Beast Men have the following racial abilities, except where noted.

- **Improved Sense of Smell:** +2 bonus to notice when using scent
- **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 Starting Racial Package, Beast Men have additional Edges based on their original animal type.

Bat Beast Men

Bat beast men are a blend of human and brown bat. They tend to be small, quiet people with high-pitched voices. Bat beast men have large, triangular ears set high on their heads. Many have pronounced webbing between their elongated fingers, and a few have vestigial flaps of skin reaching from their ankles to their wrists. Their noses lack the cartilage and prominent arch of human noses.

Flap, Flap, Flap: Bat Beast men are agile. By using their wings to steady themselves, Bat Beast men start out with a D8 Agility.

A little Batty: While Bat beast me may be agile, they are not really that smart or tough. Bat Beast men start out with a D6 Vigor and D6 Smarts. These require two points to raise one die type during character generation and two advances to increase after that.

Nocturnal: Bat beast men are blinded by sunlight, flashlights, and other sources of bright illumination. In normal daylight, they take a -4 to all rolls; reduce this to -2 on heavily over-cast days

Blindsight: Bat beast men can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet. When using this ability, they ignore all lighting penalties. However, when attacking opponents standing still (i.e., those who take no action, such as movement or attacking, or who are on Hold), they’re at a -4 to attack rolls.

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 the United States, 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

Thickskin: 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.

Ghosts

In the wake of the number of wars, and deaths that have occurred, the world is now filled with a lot more ghosts than use to exist. Ghosts are



shades of once-living people. They are disembodied spirits who return from death to finish the things they left undone... provided they can remember what these important obligations were. Ghosts are driven by their sheer force of personality to seek out the truth about their former lives, which they forget when they become ghosts. They surrender their physical bodies and emerge from their graves with a

will unlike those of other ghosts, who are slaves to the manner of their death.

Personality

Ghosts are driven by desires and easily become reckless; since they have died once already, another death is nothing to be feared. Passionate to the extreme, ghosts rely on their feelings to give them an identity, focusing on one emotion at a time and carrying it to the utmost extremes, from offering literally undying love to vowing brutal revenge.

Physical Descriptions

Only humans start the game as ghosts. In doing so, they become an idealized version of their former selves. Old men emerge looking as they did in their prime, wearing their favorite clothes and equipment; young women mangled horribly on train tracks appear as flawless and daintily dressed as they did before their grisly demise. Ghosts are semi-solid, their entire bodies made from ectoplasm, which they later may learn to vibrate into the full in corporeality that is the staple of their truly undead counterparts. Their flesh, hair and clothing are drained of color, causing them to appear as dulled versions of themselves; otherwise, they appear to be in perfect physical condition. Ghosts with low self-esteem may appear dressed in rags, while those with a very high opinion of themselves have the ideal clothes for their personality. Ghosts do not sleep, but enter a state of inactivity in which they disappear inside a nearby object. They recover strength while dormant.

Relations

Owing to their passionate nature and their origin in humanity, ghosts have all kinds of relationships with other beings. Some seek gnome companions, who prefer them to stand far away, while others seek the company of humans, who still treat them with suspicion. Ironically, the race they prefer to have as little to do with as possible are the vampires, for they remind the ghosts too much of the price they paid for their second chance at life.

Ghost Lands

Legends speak of a vast necropolis built in deep underground, but those who are in a position to know, have not found anything. In truth, ghosts have no lands. They were once human and thus they stray towards the places they used to live in, forming no organization amongst themselves.

Religion

Ghosts revere the same deities they did in life, unless that deity promised eternal rest or denied the existence of the afterlife, both subjects with which ghosts are all too familiar. Most of them opt to become agnostics; they are quite sure that there is something out there that allowed them to return, though they cannot say for certain what it was, since they do not remember it.

Language

Ghosts speak the same language they used to speak in life, though they may pick up new ones as they interact with more creatures both in the cities and in the wild.

Names

Ghosts have the same name they did in life, this being the only thing they remember about their former selves. Some ghosts cut all ties to their previous existence and choose a new name altogether. In such cases, this is always another human name. They rather prefer not to use last or family names.

Adventurers

Ghost characters are always on the lookout for new experiences, which may hint at a dull previous life or may simply be their desire to feel alive again. They vary in their attitude to discoveries that give them clues to who they used to be. Some crave identity, while others dread becoming trapped in a certainty of self from which death may have been a blessed release. Almost all ghosts have a secret fear that their former life held some horrible secrets, which are now the reason why they have been

spat back out of the oblivion of death and into the world again. Ghosts suffer appalling pangs of déjà vu, since they often have been in a place before, back in their breathing days.

Starting Racial Package

- **Physically Weak:** Ghosts start with a d4 in Strength. This requires two points to raise one die type during character generation and two advances to increase after that.
- **Strong in Spirit:** Ghosts start with a d6 in Spirit
- **Ethereal:** Ghosts have a 50% chance to be harmed by weapons.
- **Fear Me:** Ghosts emit a radius that scares, causing a Fear check at a -2, to those not familiar with the ghost, if they allow themselves to be seen.

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 therefore, 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.

Starting Racial Package

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.

Pixies

Personality

Pixies are more frivolous and less attentive than their pureblooded cousins. Their emotional range is like that of childish verging on infantile in their display of happiness or sorrow. When happy, excited, or amused, they are known to joyously frolic about, dancing with each other or the nearest person, animal, or mobile object. They are just as passionate about fey causes, though when angered, they frequently rely on practical jokes or humorous transformations to bring about their vengeance.

Physical Descriptions

Perhaps the best-known and most elusive of all fey creatures, pixies live in the deepest, most pristine forests, but their insatiable curiosity often leads them far from home. Most pixies stand just over 2 feet tall—though they typically fly about the eye level of creatures they are conversing with in order to maintain eye contact—and weigh about 30 pounds. Pixies talk quickly and easily become overexcited.



Relations

The lighthearted pixies enjoy the company of all living species at one point or another. This art of their personality, coupled with their

childish mannerisms and short attention spans, has earned them a poor reputation among more serious mortals. Pixies are fond of humans, ghosts and wildlings. They have so-so relationships with werewolves, but are totally afraid of vampires and beastmen.

Pixie Lands

Pixies hail from the Isle of Avalon, and are typically the watchers for the great King Oberon. They were often sent across the veil for a particular mission, that mission is to keep any eye on the Dullen that have crossed over to this world and are wreaking havoc on those that are native to this place. They have no lands to call their own, but will have a sense of nationality about the place where they ended up and are currently calling home.

Religion

Pixies do not have a specific religion other than that of Nature. They revere and care for all of Mother Nature's works, wonders, and creatures. Adventuring pixies sometimes worship a nature divinity or a benevolent power associated with one of the more chaotic facets of pixies (i.e. trickery, luck, beasts, etc.).

Language

Pixies speak their native tongue of Sylvan. Pixies find all races they encounter interesting and worthy of conversation. As a result, they have taken it upon themselves to learn the universal languages of those creatures they might meet.

Names

Pixie names change often depending on the mood of the pixie, the place they are in, or the people with whom they find themselves. Their names are just as numerous and varied as the pixie form, and tend to change as often as the focus of their limited attention. Some people even believe that pixies cannot remember their names for more than a few days, and instead find another one more attractive to them. Favorite names are usually taken from the things around them that the pixies find pleasing at

the moment (Ivy, Cherryblossom, Fern, etc.). Whatever the reason, the names that stay with pixies are usually ones given and used by their daily companions.

Adventurers

Pixies adventure for the promise and wonder of something, someone, and someplace new. They are also easily tricked into joining an adventuring group, finding the promise of treasure intriguing (and sparkly) and the danger of combat exhilarating to partake in and sometimes watch.

Starting Racial Package

- **Physically Weak:** Pixies start with a d4 in Strength. This requires two points to raise one die type during character generation and two advances to increase after that. A Pixie's maximum Strength score is limited to a d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Flight:** Pixies have a Flying Pace of 12".
- **Resistance to Damage:** Pixies are tough, and able to resist 2 points of damage in all attacks, unless the weapon is made from lead or cold iron.
- **Agile Creatures:** Pixies begin play with a free d6 in Agility.
- **Skill Bonuses:** Pixies start out with a free d6 in Stealth
- **Size -1:** Two feet tall; Toughness -1.

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 cannot. 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.

Starting Racial Package

- **Evasive:** Ratlings are quick and wily, gaining the Dodge Edge.
- **Living in the City:** Ratlings cannot 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 cannot 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 over-

powering 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

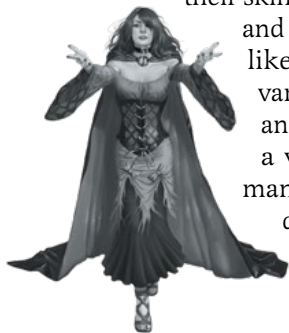
Vampires have the same name they did in life, although they commonly drop their family name or adopt a new and invented one as they cut ties with their former lives.

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.

Starting Racial Package

- **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. Vampires may eat meals normally, but it does not have any effect on their vitality.
- **Vigorous:** Due to their unique status vampires are stronger and healthier than humans.



Vampires start with a D6 in Strength and a D6 in Vigor. In sunlight, these attributes are reduced by one die step.

- **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 were-

wolf 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 worshiping.

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.

Starting Racial Package

- **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. He must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his or her hit point total to three-quarters of its full normal value and again after each additional one-quarter lost (TN same as for full moon). On a failed check to return to humanoid form, the character must remain in werewolf form until the next dawn, when he or she automatically returns to humanoid form. An attempt is a standard action and can be made each round. A character can also try to return to humanoid form after assuming werewolf form, using the appropriate DC. Only one attempt is allowed, however, as described above.

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

Task	TN
Resist Involuntary Change	25
Return to humanoid form (full moon ¹)	25
Return to humanoid form (all others)	20
Voluntary change (full moon)	10
Voluntary change (not full moon)	15

¹ For game purposes, the full moon lasts three days every month.

- **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.

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 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 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 cannot. 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.

Starting Racial Package

- **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

Skills

Your character's skills are determined normally per the *Savage Worlds* rulebook with the exceptions noted below. Each character has 15 points to distribute among the skills.

Boating

This skill has been replaced by the skill Operate Vehicles, described later on in this section.

Driving

This skill has been replaced by the skill Operate Vehicles, described later in this section.

Knowledge (Smarts)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

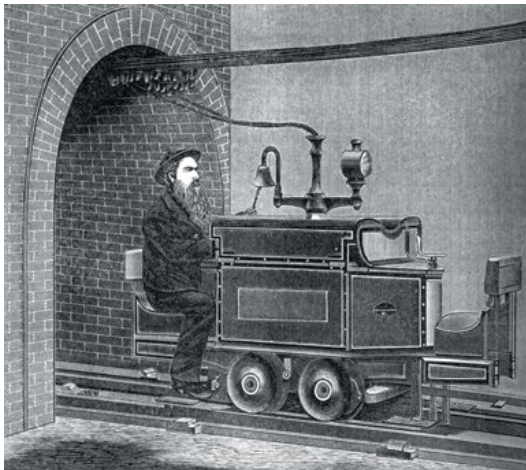
- **Arcana:** ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, forbidden lore, magical beasts, spellcraft, Identify spells and super natural creatures conjured by magic, Recite the history of magic and name various important grimoires and spellbooks, Analyze alchemical compounds and ritual paraphernalia, Translate magical runes, glyphs and other arcane scribbles, Guess what spell was cast based on the physical evidence left behind, Speculate about the possible interaction of magical effects
- **Behavioral Sciences:** Psychology, sociology, and criminology.

- **Business:** Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.
- **Culture:** Law, legislation, litigation and legal rights and obligations. Political and government institutions and processes. Recent happenings in the news, sports, politics, entertainment, and foreign affairs. royalty, wars, colonies, migrations, founding of cities, legends, personalities, inhabitants, laws, customs, traditions, humanoids, character has military-style tactical, staff, or leadership training. This skill includes the ability to use tactics and strategy. Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities). Fine arts and graphic arts, including art history and artistic techniques.
- **Earth and Life Sciences:** Biology, botany, genetics, geology, and paleontology. Medicine and forensics. lands, terrain, climate, people, navigation, animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin
- **Engineering:** You can identify, build, repair, or disable technological devices; assess the stability of structures and machinery; and properly arm and disarm explosives. Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
- **Physical Sciences:** astronomy, chemistry, mathematics, physics. aberrations, caverns, oozes, spelunking
- **Religion:** ancient religions, mythic history, ecclesiastic tradition, holy symbols, undead, The Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes.

Operate Vehicle (Agility)

This skill allows a character to operate wind, motor, and human-powered vehicles. It encompasses three different categories: aircraft, ground vehicles, and watercraft. Each category is treated as a separate skill. The character must purchase skill ranks separately for each category. This skill will allow you to use a vehicle type that you are not familiar at a -4 penalty.





- **Aircraft:** The character understands the principles underlying airborne vehicles, and can operate hot air balloons, dirigibles, and aerostats.
- **Ground Vehicles:** The character knows how to operate all mechanical ground transports including locomotives and horseless carriages.
- **Watercraft:** The character can operate watercraft of all varieties.

Hindrances

Modified and Forbidden Hindrances

All Thumbs

The All Thumbs Hindrance applies only to complex technology, not simple technology as might be found in more primitive areas of the world.

Doubting Thomas

This hindrance doesn't really fit into the society of *Gaslight Victorian Fantasy* where the strange and the supernatural are woven into the fabric of society.

Enemy

The GM can opt to allow any of the societies presented to be an Enemy of the character

New Hindrances

Bloodlust (Minor/Major: 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. The major version of this Hindrance is as above, except the Spirit roll to either maintain or to regain control is at -2.

Chain of Command (Minor/Major)

You have superiors that issue your orders, and they usually speak for the organization while they brief you on what to do. You are required to obey the chain of command because your character is legally or ethically bound to obey them. As a Major Hindrance, your superior views you as expendable, or perhaps they even hold a personal grudge against you: they always choose you for the most degrading and dangerous missions.

Dependent (Minor)

The character has someone they care deeply for such as a family member, close friend, or lover and will do all they can to protect that person so long as they are able to. If this dependent dies, the Hindrance must be replaced with a new Minor Hindrance, such as Depression, Death Wish, Vengeful, etc.

Depression (Minor/Major)

Your character's emotional problems make the very act of living a chore. Symptoms include sleep problems (either oversleeping or insomnia), severe procrastination (to the point that the sufferer may lose his job), and a lack of interest in anything. With anti-depressant drugs there is no penalty and this is a Minor Hindrance, without drugs this is a Major Hindrance and characters suffer a -2 to most tasks, and tend to avoid getting involved. A life-threatening crisis or shock may snap the character out of it for a while, but when the crisis is over, the character sinks back into inactivity afterwards.

Love (Minor)

The character is in love. As this is a Hindrance, it will be either a wild tempestuous destructive car crash type of a relationship, one that is not reciprocated by the other partner or similar tragic and harmful situation such as being in love with the spouse of a powerful political figure.

Modifications to 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. In addition, the character gets to add their Charisma modifier to the dice roll when determining Wealth Roll results.

Whenever you have to choose between your head or your heart in situations involving the one you love, you must make a Spirit roll and score a raise in order to act as common sense or your head would dictate.

Naturally the Game Master will use this love in adventures in order to make your life difficult – for example, your love may become a villain and you'll need those Spirit rolls to try and bring them to justice, or they may keep getting into situations that require you to abandon other activities and help them out, unless you make those Spirit rolls.

Secret (Minor/Major)

There exists a dangerous and hidden fact about your character. This could be a secret identity or a shady past. The more damaging the secret if it became known, the higher the level of the hindrance. For example, damage to your character's reputation and livelihood or a threat to his well-being (he might be arrested or deported if the truth were known) is Minor; if the secret could end up in the death of the character then it's Major.

Shellshock (Major)

The character has had horrific experiences on the battlefield that have left them with psychological scars. They often wake up screaming in the middle of the night and must make a Fear check whenever an unexpected loud noise goes off.

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.



Xenophobic (Minor/Major)

Whether because of simple racial intolerance or past dealings, the character has a dislike of all races other than his own and finds dealing with them unpleasant at best. He suffers a -2 penalty to Charisma when dealing with aliens with the Minor version and -4 with the Major Hindrance. Openly voicing his xenophobic beliefs, something he finds hard to control, may lead to confrontation or ostracism.

Zealot (Major)

He is willing to sacrifice anything, including his life (or the lives of others) in service to the ideals and beliefs (political, religious or personal) he holds dear. This character is dangerous to himself and others, and shows a total disregard for the law whenever it conflicts with his beliefs. Wild-eyed crusader types and other mixed wackos qualify for this. The character is clearly deranged, with no regard for such considerations as the law, the safety of others, or the integrity of his immortal soul (you know, little things like that). That does not mean the character is completely berserk. He may control herself out of fear of being stopped or discovered by the law or other major threat, but when no such fear exists, watch out.

Edges

This section contains new and modified Edges for the *Gaslight Victorian Fantasy* setting.

Modified and Forbidden Edges

The following Edges from *Savage Worlds Deluxe* have been modified for their use in *Gaslight Victorian Fantasy*.

Ace

This edge is not available in the world of *Gaslight Victorian Fantasy*.

Champion

This edge is not available in the *Gaslight Victorian Fantasy* setting.

Holy/Unholy Warrior

This edge is only available as a Legendary Edge in the *Gaslight Victorian Fantasy* setting.

Linguist

Requirements: Novice, Smarts d6+

The character knows a number of languages equal to his Smarts die. He can also make a Smarts roll at -2 to make himself understood in any language or dialect that fall within a language group of a language he already knows.

Algic: Algonquin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabascan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek*, Greek.

Baltic: Latvian, Lithuanian.

Braille: Any.

Caddoan: Caddo, Pawnee, Wichita.

Celestial: Celestial*, Abysmal*, Infernal*

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Cryllic: Russian, Kazakh, Siberian, Mongol

Draconic: Draconic*, Ignan*

Druidic: Auran*, Aquan*, Druidic*, Sylvan*, Xorn*

Finn-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, Sahaptian (Yakima), Sahaptian (Umatilla).

Signaling: Morse Code, Semaphore, Sign Language, Smoke Signals.

Siouxan: 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.

** This is an ancient language. In the Gaslight Victorian RPG it is spoken only by scholars, magicians, or in some cases by small populations in isolated corners of the world.*

Marksman

Requirements: Novice, Shooting d10

This Edge has different requirements, but otherwise functions as described in the *Savage Worlds Rulebook*.

Mr. Fix-It

Requirements: Novice, Smarts d10+, Repair d10+, Knowledge (technology) at d8+

This Edge has different requirements, but otherwise functions as described in the *Savage Worlds Rulebook*.

Tactician

Requirements: Seasoned, Wild Card, Smarts d8+, Knowledge (military science) d6+, Informed Commander

The tactician has a natural grasp of tactics and can frequently take advantage of a rapidly changing situation. At the beginning of a battle and before any initiative cards are dealt, the hero makes a Knowledge (military science) rolls. For each success and raise he receives one initiative card. These are kept separate from his regular initiative cards and are not placed back into the deck until used or the combat ends (including

Promotion

To advance in rank, a soldier must be promoted. Promotions are awarded for good performance, and generally mean higher pay and status. Along with these perks, however, comes responsibility. A private doesn't have to worry much about anyone else but himself and his teammates. A captain gets nicer quarters and access to the officer's club when in garrison, but is responsible for a company of men, equipment, and their performance in action.

At the completion of a mission in which the squad leader recommends the soldier's performance, each player rolls a d20 and adds or subtracts the modifiers below. Modifiers are cumulative. A total of 20 or better means the character has been promoted one rank by the powers that be.

Promotion Modifiers	
Modifier	Situation
-2	Easy Mission
-	Routine Mission
+2	Difficult Mission
-2	Character is a Officer Grade 4 or higher
+1	Character is Enlisted Grade 1
+2	Character displays great heroism or good judgment during the mission



Jokers!). At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their initiative card for the round in place of the one dealt them. This allows Extras to operate independently of Wild Card characters for one round if they receive their own card.

Only one character per encounter may use this Edge.

Background Edges

Academy Trained

Requirements: Novice, Smarts d8+

You attended one of the prestigious universities in the world. You like to read, and you absorb

the information like a sponge. These books can be found in classrooms, in libraries or even in the local coffee shop. Book Learning confers 5 additional skill points on the Character, but these points must be spent on the following: Healing, Investigation, or Knowledge skills. Because of your interest in books, a character with this Edge gains one additional language.

Blood of the Fey

Requirements: Novice

You are descended from a fey who visited the mortal world many years ago. The magical power inherent in fey blood pulses stronger throughout your body. You gain an arcane resistance to enchantment powers, such as Slumber. This edge may only be taken during

character creation and is incompatible with the Insight of the Fey edge.

Crossing Over

Requirements: Novice, Wildling or Pixie or Blood of the Fey edge, Spirit d6+

Crossing over allows someone, through force of will, to shorten his or her travel time while in Avalon. A character using the Crossing Over edge can make a Spirit test versus the TN of the region of Avalon to change the length of their journey between here and there. The governor of a region of Avalon can set or modify the set TN by using this feat.

Gentry

Requirements: Novice

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 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 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. All such items are subject to GM’s approval.

Insight of the Fey

Requirements: Novice, Spirit d6+

You are the distant relative of a fey, and have tapped into the mental insight that allows fey creatures to resist illusion and make their own illusion spells more believable. You are resistant to illusion spells, benefiting as if you had the Arcane Resistance edge, but only applied to illusions. This edge cannot be

taken in combination with Blood of the Fey and is not allowed to Pixie or Wildling characters.

Peerage

Requirements: Novice, Any race except Beast Men

You are very rich indeed. So rich, in fact, that thinking about money is something you almost never do – you have minions to think about such things for you. Your family can almost certainly trace its ancestry back hundreds of years, and you have moved in circles of high influence all your life. You always count as Upper Class during an encounter.

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.

Status

Requirements: Seasoned, Smarts d8+

The Status Edge is intended to represent those specialized degrees, licenses, and privileges that characters may possess. Several are requirements for professions, while most are status changes that effect how others perceive and react to the character.

The following changes to a character’s status are meant as examples only. Gamemasters are encouraged to alter them, or even create new ones, to better reflect their individual campaigns. Also, Gamemasters may wish to give some as bonuses at no cost as part of a professional package or upon obtaining a set level in a specific skill.

- *Advanced degrees:* Requires one slot per degree. These include such degrees as M.D., Ph.D., an MBA, or scientific doctorates. Characters must pay for each degree separately. So, if Eric wants his character, Vin,

to hold doctorates in both physics and biology, he would end up taking the Edge for each one.

- *Award Winner*: Requires one slot per award. This category includes such prestigious awards as the Nobel Prize. The edge must be purchased for each time a character has been awarded a particular prize. Therefore, a two-time winner of the Nobel Peace Prize would have the edge twice.

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

Assessment

Requirements: Notice d8+

Make a notice check as you take your opponent’s measure. Gain a +1 on your next action against the target for a success and each raise on the roll.

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.

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.

One Shot Left

Requirements: Novice, Shooting d6+

The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat.

This might be a final bullet in a gun, arrow in a quiver, or stone in a sling.

This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment.

Portable Armory

Requirements: Novice

The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired, but remarkably, the character can access them whenever he needs them instead of being forced to return to where they are normally stored. Characters with Portable Armory may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round. For every piece of gear beyond your starting list, you may make a charisma check (Bennies apply to this roll). You roll this against a Target Number that is equal to the cost of the items. If the check succeeds you are able to own that piece of equipment.

Leadership Edges

Art of War

Requirements: Novice, Smarts d8+, Knowledge (military science) d8+

Some commanders have an intuitive grasp of strategy and tactics. They also have a keen insight into the minds of their enemies and can easily outmaneuver and outfight more mediocre opponents. Characters with the Art of War Edge are the ones whose quotations end up in the history books. Characters with this edge gain a +2 in all combats that include Mass Battles.

Rank (NCO)

Requirements: Novice, Smarts d6+,

Regardless of which service you belong, or nation you serve, you have a rank. This rank allows you to command those of lower rank than you, and be commanded by those of higher rank than yourself. With this edge you begin as a non commissioned officer in your service and nation of choice. This is listed as a Grade 4 Non officer on the chart corresponding to the correct military service.

Rank (Officer)

Requirements: Novice, Smarts d6+,

Regardless of which service you belong, or nation you serve, you have a rank. This rank allows you to command those of lower rank than you, and be commanded by those of higher rank than yourself. With this edge you begin as an officer in your service and nation of choice. This rank corresponds to the lowest available rank on your nations officer chart.

Professional Edges

Pugilist

Requirements: Novice, 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, 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).

Relic Hunter

Requirements: Novice, Smart d6+

Relic Hunters are those people that travel the globe looking for treasure. They can be found in ancient burial grounds to ruined cities. Relic Hunters pick up extra Treasure Points when they discover ancient treasure.

Tradesman

Requirements: Novice, Streetwise d6+, Smarts d6+

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

Weapons Encyclopedia

Requirements: Smarts d8+

A character can recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, caliber, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they own or use regularly and will need to successfully roll a Common Knowledge Skill Check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a +2 bonus on any Skill checks needed to locate or buy weapons.

Racial Edges

Blend In

Requirements: Novice, Pixie, Ratling or Wildling, Stealth d6+

The Pixie, Ratling or Wildling seems to disappear into most surroundings, giving him a +2 to all Stealth checks. You can also make Stealth checks “in plain sight.”



Camouflage

Requirements: Pixie, Novice, Blend-In

You change the coloring of your skin and clothing to match the environment around you. Throughout the duration of the Edge, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +5 bonus on Stealth checks. This effect lasts for 10 minutes.

Captivate

Requirements: Novice, Vampire, Spirit d8+

The character can 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.

Forest Friend

Requirements: Pixie, Camouflage, Seasoned

While this Edge is active the character finds that forested areas become helpful instead of hindering. The targets suffer no hindrances to movement and suffer no penalties on checks from undergrowth in forested terrain. Furthermore, forested overgrowth imposes a miss chance 10% lower than normal. When moving in and among trees the character gains a +5 circumstance bonus on Climbing, Swimming and Agility checks. This effect lasts for 1 minute.

Greater Lycanthrope

Requirements: Werewolf

The Werewolf form is stronger and faster than others of his race. He now gets a +2 bonus to Strength in addition to the regular racial modifiers, a +2 natural armor bonus to Toughness, and grows fangs that can be used as a natural weapon in addition to his claws. The fangs deal +1d6 points of damage on a successful bite attack.

Greensight

Requirements: Pixie, Forest Friend, Veteran

When using this Edge, the pixie is empowered to see up to 60 feet through thick plant matter as though it were transparent. Leaves, vines, and greenery—even moss, lichen, and slime—offer no concealment to the recipient's sight, though her vision still can be blocked by solid wood, as if from trees or wooden structures. Undergrowth does not grant concealment to a creature against a recipient of the effects of greensight. This effect lasts for 10 minutes.

Guiding Star

Requirements: Pixie, Greensight, Forest Friend, Heroic

You form a bond with your surroundings. For the active duration of this Edge you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You can only attune yourself to one location at a time. This effect lasts for 1 day.

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.

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.

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.

Large Werewolf

Requirements: Greater Lycanthrope, Regenerative Transformation, Veteran

The Werewolf form looms at nearly eight feet in height. This werewolf gains all the advantages of a werewolf one size category larger. The werewolf is now treated as large when it is advantageous to do so, but still as a Medium creature in all other respects.

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.

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.

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.

Mist Form

Requirements: Vampire, Spirit d8+, Seasoned

A vampire can choose to turn into a mist. Once per day, he can assume the shape of the mist form as a standard action by succeeding at a Spirit Test. The vampire can maintain this other form for a total of one hour, plus an additional hour per half his Spirit die, to a minimum of 1 hour. If sunlight touches the character, he remains in that

form until nightfall. The character can return to his normal form at will.

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.

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.

Powerful Claws

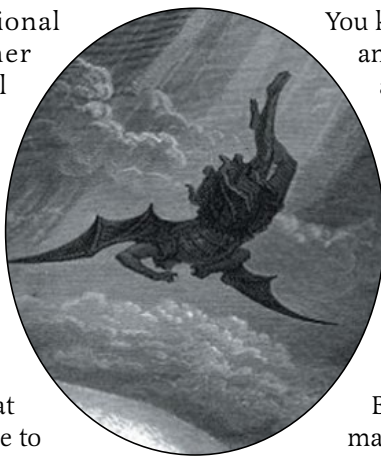
Requirements: Novice, Beast Men or Werewolf, Agility d6+, Fighting d6+.

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

Regenerative Transformation

Requirements: Greater Lycanthrope, Seasoned.

When you finish a lycanthropic transformation, and return to your human form, you immediately heal two wounds. This benefit does not occur if you die.



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.

Spell-Like Abilities

Prerequisite: Pixie, Seasoned, Arcane Resistance

After spending time in and around magic, some of the magic they are resistance too activates a special spell casting ability within them. They now gain 3 PP and able to cast one of the following powers. The PP for these powers regain at the rate of 1 PP / hour. Each power cost 3 PP to use and these PP are not modified by any ability that grants bonuses to Power Points.

- *Confusion*
- *Dispel*

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.

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.



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.

Tunnel Runners

Requirements: Novice, Wildling or Ratling, Smarts d6+

You are accustomed to the winding and criss-crossing 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.

Wild Shape

Requirements: Vampire, Spirit d8+, Seasoned

A vampire permanently chooses one of the following animal shapes: bat, dire bat, rat, dire rat, wolf, or dire wolf. (The Vampire may choose this edge a second time for a different animal shape.) Once per day, he can assume the shape of that animal as a standard action by succeeding at a Spirit Test. The Vampire gains all the natural weapons of the form he chooses. The vampire can maintain this other form for a total of one hour, plus an additional hour per half his Spirit die. If sunlight touches the character, he remains in that form until nightfall. The character can return to his normal form at will.

Power Edges

Familiar

Requirements: Novice, Arcane Background (Magic), Knowledge (arcane lore) d10+

The apprentice has an animal companion. This animal companion is determined by the level of the character when he first gains it.

- The apprentice can transfer wounds and Fatigue levels to or from his familiar as a free action.
- The apprentice may increase one attribute of his choice which is lower than that of the familiar by one die, to a maximum of d12.
- The apprentice can use the familiar's senses as if they were his own. This requires concentration. The maximum range for this ability is the apprentice's Smarts × 100 yards.



- The familiar can use the apprentice's Combat Edges as its own.
- Any spells the apprentice casts on himself also affect the familiar. If he casts *armor* with a raise, both he and his familiar gain +4 Armor for the duration, for example.
- The familiar has 5 Power Points, which the apprentice may use as if they were his own. They recharge at the same rate as the apprentice's (usually 1 per hour).

Ley Line Magic

You can see ley lines and draw on their power.

Requirements: Arcane Background (magic), Knowledge (arcane lore) d6+, Smarts

You can sense the presence of any ley line within one mile of your current location. You can tap ley lines for their inherent powers. Once per day, by making a successful Spellcasting check within one mile of a ley line, you regain 1d6 Power Points.

Locate Power Nexus

You can use a ley line to locate a power nexus.

Requirements: Ley Line Magic, Knowledge

(arcane lore) d10, Smarts d10+

As a standard action and with a successful skill check, a spellcaster who is anchored to a power nexus can attempt to locate a path along the shifting ley lines to any other power nexus to which he has previously anchored. (It is easier to locate a powerful nexus than a weak one.) A path to any given power nexus lasts for only one day; the shifting, flowing nature of ley lines requires a new check each day. If the check is failed, the spellcaster cannot locate the remote power nexus. He may try again the next day.

Social Edges

Legal Protection

Prerequisites: Seasoned

Somehow, your police file has a little red line across it that makes beat cops think twice before they haul you in on minor crimes. The character gains a +2 Charisma bonus when dealing with the Police

Low Profile

Requirements: Novice

Even though you have had your name in the spotlight, you have managed to downplay your involvement in events. When a roll is made to recognize you, the roll is at -4. This modifier can be doubled by spending a bennie.

Legendary Edges

Old Friend of the Family

Requirements: Legendary, Connections, Wild Card

Once per game year you may request the aid of an old family friend. (ex. the Count Vlad Tepes, Order of the Dragon). You must make a Persuasion check. They will come to you upon your request, they will bail you out of only the most problematic events. The GM should feel free to modify both the Persuasion roll and any results based on the circumstances. A failure indicates that Dracula could not be reached or perhaps just weren't persuaded that his help was really necessary. Two or more raises will

Stealth, Streetwise and Notice ¹ Rolls			
Social Class Environment	Working Class	Middle Class	Upper Class
Working Class	0	-2	-4
Middle Class	-2	0	-2
Upper Class	-4	-2	0
“Savage”	-4	-4	-4

¹ The penalty to Notice should only be used when noticing something “out of place” in the normal environment.

Intimidation and Persuasion Rolls			
Social Class of Target	Working Class	Middle Class	Upper Class
Working Class	0	+1	+2
Middle Class	-1	0	+1
Upper Class	-2	-1	0
“Savage”	-2	-2	-2

secure his help until the problem is solved. He will only aid you when you happen to be in the direst of circumstances.

Status

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*.

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.

Worldly Goods

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 Die, 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 cannot 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.

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
Leather Gloves	Str+1	1/2	1	Wearer is not considered armed

Melee Weapons				
Type	Damage	Weight	Cost	Notes
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.

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

General Equipment			
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
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
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	

General Equipment

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. Caltraps are described in detail here.

Caltraps 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 caltraps 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 following table.

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



Lifestyle Service	Cost
Entertainment	
Express (per 50 miles)	2
Continental (per day of travel)	4
Ship (Trans-Atlantic)	9
Lodging	
Average hotel	2
Upscale hotel	3

Entertainment

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

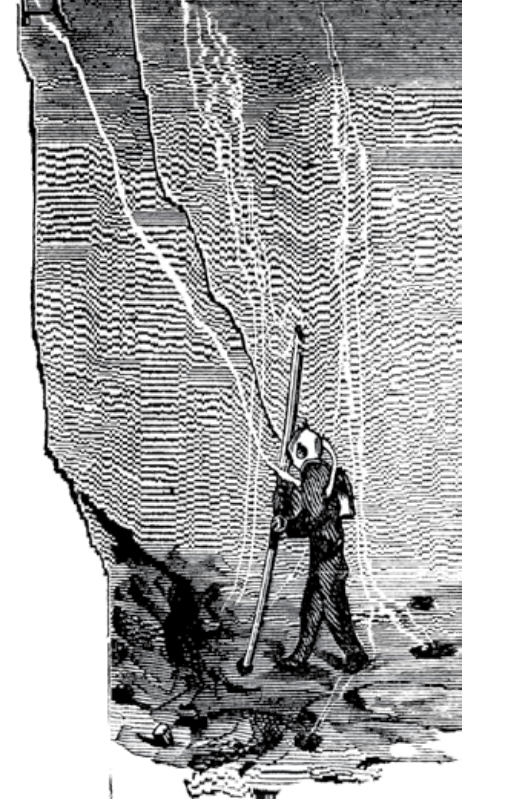
Meals

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.

Societal Service	Cost
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



Societal Service	Cost
Continuing until finished	6
Medical services	
Medical Attention (every 5 days)	3
Medical attention to treat fire/poison/disease (every 5 days)	4

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.



Chapter Four: Beyond the Veil

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. ¶ In addition, all spellcasters must make a test versus Spirit every time they cast a spell. On a failed test the caster drops one condition level due to spell fatigue.

Spells and Powers

Most spells found in the *Savage Worlds Deluxe* book can be used here without modification. In this section, we have detailed a few new powers and their perks for characters with the appropriate Arcane Background. The most notable is the prohibition against the learning and using any spells that allow healing, as healing magic was lost in days of old. Finding healing magic could be an entire campaign, all to itself.

Available Powers

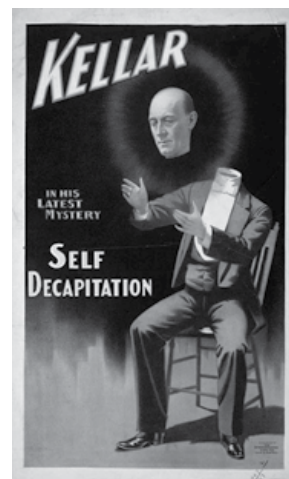
The following is a list of the available powers in the *Gaslight Victorian Fantasy* setting, and the locations of their descriptive text.

Power	Location
Analyze Device	GVF
Armor	SWD
Banish	SWD
Barrier	SWD
Beast Friend	SWD
Blast	SWD
Blind	SWD
Blood Spilled Anew	GVF
Bolt	SWD
Boost / Lower Trait	SWD
Brawl	GVF
Burrow	SWD
Burst	SWD
Bypass Bystanders	GVF
Catalog	GVF
Confusion	SWD
Damage Field	SWD
Darksight	SWD
Deflection	SWD
Detect / Conceal Arcana	SWD
Disguise	SWD
Dispel	SWD
Divination	SWD
Drain Power Points	SWD
Dud	GVF
Eastman's Metacarpal Camera	GVF
Elemental Manipulation	SWD

SWD = *Savage Worlds Deluxe Core Rule Book*
GVF = *Gaslight Victorian Fantasy 3e*

Power	Location
Entangle	SWD
Environmental Protection	SWD
Fabricate Bullets	GVF
Farsight	SWD
Fear	SWD
Fly	SWD
Hand Gun	GVF
Havoc	SWD
Itchy Trigger Finger	GVF
Jargon	GVF
Jury Rig	GVF
Light / Obscure	SWD
Magic Identity Papers	GVF
Pummel	SWD
Puppet	SWD
Quickness	SWD
Slow	SWD
Slumber	SWD
Speak Language	SWD
Speed	SWD
Static Arc	GVF
Stun	SWD
Succor	SWD
Trace Purge	GVF
Vertigo	GVF
Whorlooparch	GVF
Wilde's Pangenderal Transformation	GVF
Summon Ally	SWD
Zombie	SWD

SWD = *Savage Worlds Deluxe Core Rule Book*
GVF = *Gaslight Victorian Fantasy 3e*



New Powers

The new powers herein are presented in alphabetical order. The spells listed here are those not appearing in the *Savage Worlds Deluxe* book. Obviously not all spells will be appropriate for a *Gaslight* Campaign; if it is not listed it wasn't intended for use in the campaign. If you believe your character needs a spell from another *Savage Worlds* source, please consult your GM prior to placing it on your character

Analyze Device

Rank: Novice

Power Points: 3

Range: Touch

Duration: 1 hour

Trappings: Whispered Word, Gestures

You discover all mechanical properties, mechanisms, and functions of a single construct or clockwork device, including how to activate or deactivate those functions, if appropriate.

Blood Spilled Anew

Rank: Novice

Power Points: 3

Range: Smarts × 2

Duration: 24 hours

Trappings: Gestures, magic words

This spell enchants an object that has been stained with blood in an act of murder — a weapon used in the attack, a piece of clothing, or the corpse of the victim himself. For the next twenty-four hours, if the object comes within six feet of the person who struck the killing blow, fresh blood will flow from the original stain. The flow of blood will stop as soon as the killer moves away from the object. This spell is often used in cases where there are many suspects or no leads, when testimony of the broken window has failed to provide a useful image and speak with dead or final vision are not available. It also has the advantage of displaying clear evidence to onlookers, as opposed to the rituals



that only provide information to the acolyte. In certain primitive societies, blood spilled anew is the closest thing a murderer gets to a trial; if the blood of the victim flows again, his family can immediately spill that of the killer.

Brawl

Rank: Veteran

Power Points: 5

Range: Smarts × 2

Duration: 3 (2/round)

Trappings: Prayers and holy symbol or Arcane words, gestures

Individuals affected by this spell are compelled to attack the nearest creature each round, attempting to inflict nonlethal damage as a melee attack. A creature affected by this spell automatically attacks its most recently successful attacker (that is, the attacker who last inflicted damage on it) on its next turn. A



combatant using ranged weapons before being affected by brawl drops his or her ranged weapons to instead make melee attacks. Material Component: A broken bottle.

Bypass Bystanders

Rank: Novice

Power Points: 1

Range: Touch

Duration: Smarts

Trappings: Arcane Gestures, Pinch of lead

Bullets from the target firearm pass harmlessly through all living creatures other than the specified target(s) at which the wielder is firing. Note that while bypass bystanders effectively nullifies all cover bonuses granted by intervening creatures, it does not negate any concealment provided by them, nor does it ignore ordinary cover.

Catalog

Rank: Novice

Power Points: 3

Range: Touch

Duration: Instant

Trappings: Gestures, Arcane Words, Pen & Paper

By touching a single object of size Huge or smaller you cause an inventory of all objects contained within the target object to magically appear on a sheet of blank paper. The inventory appears to be in your handwriting, and lists all the contents alphabetically (even those in hidden compartments). It does not, however, identify where in the target object each item may be found. Each item is referred to according to its most common generic identification (with its proper title listed afterward in *italics*). No detail is given regarding contents within other items.

Dud

Rank: Novice

Power Points: 5

Range: Smarts × 3

Duration: Smarts × 2

Trappings: Gestures, Arcane words

This spell renders the target explosive device inactive. Grenades or mines will not detonate, and bullets will not go off. The caster must be able to see the explosive device or the firearm (the gun, not the bullet itself) he intends to target. If this spell is cast on a firearm, the bullet in the chamber of the weapon is affected first, then the bullet that would normally move next into the chamber and so on.

Eastman's Metacarpal Camera

Rank: Novice

Power Points: 5

Range: Smarts

Duration: Until all pictures are taken or Smarts × 3

Trappings: The mage concentrates, and gestures wildly while storing a roll of film on his person.

The caster uses the forefinger and thumb of each of his hands to create a rectangular view-

finder, thus pantomiming a camera. The caster can then use this imaginary camera to capture images on a roll of film, which is carried somewhere on his person. To take a picture, you must frame the desired image in the viewfinder and press an imaginary button—each image is magically transferred to the roll of film used as the spell's material component (which is not actually consumed in the spell-casting). Point-n shoot allows you to take one photograph/caster level, with the limitation that the roll of film cannot hold more images than it normally could (about 100 pictures). The images stored, and the roll of film itself, are non-magical, and must be developed just as you would any normal photographic film. Note that film exposed by the Eastman's Metacarpal Camera spell cannot capture images that would not otherwise be captured by a normal camera (i.e., taking pictures in a dark room with normal film results in pictures of inky blackness).

Fabricate Bullets

Rank: Novice

Power Points: 5

Range: Touch

Duration: Instant

Trappings: Gestures, 1 point of lead

You convert 1 pound of lead into bullets. The spell creates 30 firearm bullets.

Hand Gun

Rank: Novice

Power Points: 5-10

Range: See Text

Duration: Smarts or until all shots are fired

Trappings: Gestures, arcane words

You close your hand and extend your forefinger and thumb to pantomime the barrel and hammer of a pistol. This pantomimed pistol fires magically conjured bullets. The hand gun is "loaded" with one bullet/power point spent (5 = 1, 6 = 2, 7 = 3, etc.), and can fire one bullet at a time as an attack action.

Firing a hand gun in combat is treated just as if you were firing any other pistol, except that

the hand gun cannot be disarmed. The hand gun can only fire bullets when your hand is forming a pantomimed pistol, but your hand is otherwise unaffected by the spell and able to function normally. Only you may operate the hand gun. The Hand Gun works as a standard revolver.

Itchy Trigger Finger

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Instant

Trappings: Magic words, gestures, A pinch of powdered poison ivy leaf.

A person who has an itchy trigger finger and a loaded firearm in-hand may make a single attack with that weapon at the beginning of a single surprise round, before any others have had a chance to act. Itchy trigger finger allows the subject to make this attack even if he would normally be considered to be surprised at the time, though the subject is still considered surprised for all other purposes. If two or more characters with itchy trigger fingers are involved in the same surprise round altercation, the character with the initiative goes first.

Jargon

Rank: Novice

Power Points: 1

Range: Touch

Duration: Instant

Trappings: Magic Words, Arcane Gestures

The subject of this spell develops a short-term understanding of the technical lingo used by professionals in a particular field of study or interest, gaining a better grasp of how to communicate and comprehend ideas related to that field. Choose a single Knowledge category (If the target does not have the particular Knowledge skill, assume he has a d4 for purposes of the power). The subject gains a +2 bonus to any of the following skill checks related to that field: Persuasion Diplomacy, or Knowledge.

Jury Rig

Rank: Novice

Power Points: 5

Range: Touch

Duration: Smarts

Trappings: Magic Words, Arcane Gestures

When you cast this spell, a spectral force binds a broken weapon together, making the weapon unbroken for the duration. While under the effects of this spell, an item suffers no adverse effects from that condition, and is treated as if it is not broken. The object is not repaired and further damage can still destroy the object.

Magic Identity Papers

Rank: Novice

Power Points: 3

Range: Touch

Duration: Smarts

Trappings: A calling card or slip of paper

With this glamour, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of smarts.

Static Arc

Rank: Veteran

Power Points: 5

Range: 12/24/48

Duration: Instant

Trappings: Prayer, Arcane Gestures, a piece of flint and steel rubbing together, Two small iron rods.

Both creatures must be in range, and you must be able to target them both. Draw a line from the corner of one creature's space, to a corner of a second creature within the range of the spell. This bolt affects all squares in the line.

Trace Purge

Rank: Novice

Power Points: 4

Range: Smarts × 2

Duration: Instant

Trappings: Prayers, Gestures, holy symbol, A pair of tweezers or tongs

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

Vertigo

Rank: Seasoned

Power Points: 1

Range: Smarts

Duration: 3 (2/round)

Trappings: Gestures, A top decorated with a spiraling pattern

The target of this spell is overwhelmed by a sense of whirling and tilting that causes a loss of balance and impairs fine motor skills. The target must make a successful Spirit save or be stunned. Each subsequent round the target is stunned by the vertigo, she is entitled to make another Spirit save. Once a target succeeds at the Spirit save, she is only considered nauseated for the remainder of the spell's duration.

Whorlooparch

Rank: Novice

Power Points: 3

Range: Touch

Duration: Smarts × 2

Trappings: Gestures, A drop of diluted acid

This spell causes the fingerprints of the subject

to slowly and constantly shift, writhe, and otherwise change shape and pattern. The effect creates a confusing array of mismatched prints left behind on any touched surfaces.

Each time the subject touches an object, the prints left behind will have changed from the previous set, usually resulting in dozens, if not hundreds of different sets of prints.

On a successful Notice check, anyone investigating the prints will notice the bizarre coincidence of the striking similarity between the whorlooparch prints.

When actually touching or grasping a surface, the movement of the fingerprints is momentarily suspended, so any prints left behind are not smudged or smeared by the effect of the spell (though they may be smudged or smeared just as any other fingerprints can be).

Even though the patterns created by whorlooparch are entirely random, it is possible for individual prints formed and left behind to match the prints of an actual person. To determine whether the prints match those of a real individual, the GM should roll percentile dice, with a result of "00" indicating that the prints match up with someone with a record in a police database—it may be a GM character or even someone in the heroes' party (GM's discretion).

Wilde's Pangenderal Transformation

Rank: Seasoned

Power Points: 5

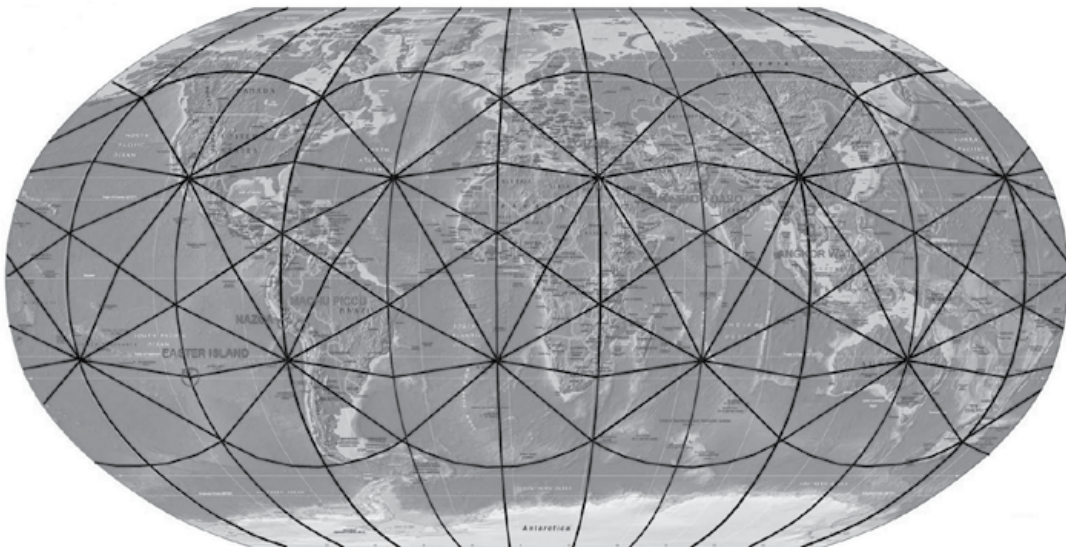
Range: Touch

Duration: Smarts (in hours)

Trappings: Gestures, Perfume or cologne normally worn by the opposite gender.

Similar to the Disguise power, this spell temporarily alters the subject's secondary sexual characteristics to those of the opposite gender. All ability scores, hit points, saving throws, hair length, eye color, height weight, internal reproductive organs, and every other aspect of the subject's being remain the same—only the person's apparent gender is changed. Because the spell does not affect the subject's

Ley Lines Map of the world



clothing or other accessories, the subject might initially appear to be a man or woman dressed in the opposite gender's clothing, wearing the opposite gender's hairstyle, and wearing (or not wearing) makeup. Otherwise, the change is flawless and provides a +5 bonus in matters of disguise.

Ley Lines and Nexuses

Ley lines are invisible, intangible currents of magical energy that connect all power nexuses and criss-cross through all points on the Earth. Each power nexus is connected by a ley line to every other power nexus, forming a vast network of ley lines like an invisible web. A spellcaster can sense the presence of a ley line by making a check against his Knowledge (arcane lore) skill.

All characters with Arcane Background (magic) can access additional Power Points from a nearby ley line. A spellcaster can roll against his Knowledge (arcane lore) to access a ley line that is within a distance of Spirit $\times 2$ from the caster. To determine if a ley line is accessible to a caster, the GM should roll a d10. If the roll comes up as a 1-2 on the roll, then there is a nearby ley line. Additionally, the GM could just consult the ley line map and see if their party is near enough to a ley line. Also, some adventures will detail if there are nearby ley lines. If

the roll is successful, with a raise, the caster gains $\times 2$ power points for a number of rounds equal to the caster's Spirit die.

Doorways to Avalon

Like gates and portals, *doorways* are magical openings in the fabric of space that allow instant passage between two or more locations. *Doorways* are not always obviously marked, yet they can be easily discovered through a number of magical and mundane means. *Doorways* to *sideroads* from the mortal world are seen as greenish-blue outlined rectangular *doorways* normally positioned within some sort of vertical boundaries. Those *doorways* without a physical boundary are often of immense size. *Doorways* to *fey roads* within Avalon appear (when visible) as bluish outlined archways, whereas those leading to Between seem slightly distorted and out of square, their bluish outline tinged with a hint of purple. When creating *doorways*, fey prefer locations that already have some sort of physical opening so that they are not easily detected.

Even though *doorways* cannot normally be constructed separate from a *fey road*, detached *doorways* can result from interrupted or improper spellcasting; these must either be dispelled or attached to a *fey road* through the second casting of the appropriate creation spell.

If the *doorway* is not attached to a *fey road*, there is a 5% chance that it will be noticed by an outsider and used for other more sinister purposes of invading either Avalon or a mortal world. When fey creatures create *doorways*, they often charge fey guardians (and sometimes other fey creatures) with keeping people away from them. Whether it is through magical manipulation or some form of haunting or persuasion, mortals are sent away from fey *doorways* by these charges. Over time, this activity influences where dwellings and structures are built, and eventually where towns and cities grow. Thus, it is exceedingly rare that a *doorway* exists within any settlement larger than the tiniest of hamlets.

The process of creating a *fey road* with adjoining *doorways* also enlists the service of a *doorway* guardian to protect the route from accidental, unwanted, or unauthorized travelers. As a secondary layer of protection, many creators also add a method of activation. (See Methods of Opening *Doorways*. below.)

Crossroads: Crossroads is a misnomer applied to *doorways* that open onto roads with both endpoints on the same mortal world. These *doorways* get their name from the x-shaped bluish-glowing shadows seen on the ground by eyes gifted with the Second Sight edge.

Locations for Fey Doorways

Before a *fey road* is created, the spellcaster must first find a location to place the *doorways* that open onto it. *Doorways* should never be seen or located easily, so normally the spellcaster chooses a location for the *doorway* that already has some kind of physical opening so the occasional passage of people and creatures does not arouse suspicion. Some innocuous fey *doorway* locations include:

- Stone rings, whether naturally or artificially arranged
- Trees with intertwining and overarching branches
- Gates in abandoned fences
- Cave openings
- Ponds and lakes, with the surface serving as the *doorway*

For just as many reasons as there are *doorways*,

sometimes the opening selected is even more subtle or fantastic such as:

- A ring of mushrooms
- An ivy ring growing in a tree
- An outline of a door carved or drawn on a stone, tree, wall, or some other surface
- The woven interior branches of a hedge or bush

Methods of Opening Doorways

Once the locations of the *doorways* are established, the means of activation must be determined. Numerous conditions and procedures have been used over the eons to supplement the protection of *doorway* guardians, and are only limited by the caster's skill and imagination. What follows is a list of sample methods for opening fey *doorways*.

- Circling around the *doorway* several times
- Turning around three times in place
- Lighting and dancing around a bonfire
- Stepping backwards through the *doorway*
- Certain stepping stones in a garden or stream
- Playing a particular tune or singing a certain song
- Saying a password or pass-phrase
- Allowing the door to open only on certain days or at certain times (like only for the hour when the morning dawn fills the area of the *doorway*)
- Carrying a key (mundane or magical)

Doorway Shape Color Endpoints

- Arched Blue Both in Avalon Rectangular Greenish-blue One in Avalon, one in mortal world
- Skewed rectangle Purplish-blue One in Between, one in mortal world
- X-shaped Blue Both in mortal world
- Sleeping in or near the *doorway*
- Solve the puzzle, riddle, or situation

Another way to get through a *fey doorway* is to be taken through by someone who knows the secret to activating it. Fey frequently bring mortals through invitation or abduction into Avalon for celebrations and companionship (however fleeting). Events known to have attracted fey include:

- Drunken revels

- Fertility rites such as running naked in a meadow on Midsummer's Night
- Performing outstanding music
- Consuming faerie food, or drink

Once a door is activated and opened, it remains open for the duration set by the creator. This time is usually one or two rounds after a person has stepped through, though reports of *doorways* staying open all night have been reported. Ingenious mortals discovered that cold iron laid across the open *doorway* will delay its closing by five rounds for each inch of the object's thickness (though the magic of the *doorway* eventually cuts the object in two when it closes).

Fires set upon the threshold of a *doorway* will hold it open for as long as the fire burns. Once the fire that has burned for an extended period goes out, there is often so much damage done to the *doorway* (or at least the physical objects to which it was set) that it is rendered useless.

Fey roads

Doorways connect to *fey roads*, the permanent magical thoroughfares built by the fey and their allies to enable easy travel between frequently visited destinations. There are a few kinds of *fey roads*: *Fey Roads*, *Sideroads*, and *Backroads*.

- **Backroads:** *Backroads* are *fey roads* that connect two points within a mortal world. They end in *doorways* that are often called *crossroads* for their "X" shape.
- **Fey Roads:** *Fey roads*, by definition are the roads that connect points within Avalon. Normally, this also means that *fey roads* only connect points within Between or the Twilight Land, but not from one to the other. *Fey roads* are entered through *doorways* that resemble blueglowing archways. The inhabitants of Between do not want to be easily found by the rest of the fey, so *fey roads* built by them do not always connect with the rest of the roads in Avalon
- **Ley Lines:** Since the dawn of time, the fey have traveled across the surface of mortal worlds and to Avalon via *fey roads*. In mortal lands, the use of these roads by all creatures has created a residual magical effect some mortals have researched and

tried to use. Some fey-aware mortals suggest *ley lines* could be deteriorated *backroads* or even destroyed remnants of *fey roads*. The most anyone has been able to do is trace the routes of these lines to locate their endpoints at fey *doorways*. This is best achieved by casting *detect magic* and searching for a dim aura.

- **Sideroads:** Fey use the term *sideroads* to refer to the roads that link Avalon and a mortal world. Greenishblue glowing rectangular *doorways* mark the entrance to these roads to the Twilight Lands, while those to Between are Purplish-blue glowing distorted rectangles.

Paths

When a creature enters Avalon, the inherent magic of the land interprets their desires and lays before them a path to follow. This interpretation, just like everything else in Avalon, is subjective and may not be readily obvious to the visitor. If more than one creature visits, the path is a consensus derived from their most common desires. It is expected, that if a person follows their path, he will be granted his desire. The form and shape of that desire, as expected, comes in a manner that often requires further interpretation on the visitor's part. If a person craves knowledge of trade, their path may lead to Market. If they yearn for adventure, their path may be never ending, leading them forever onward to experience the greatest adventure of their life.

The options are too numerous to explore here, but some paths lead directly to the fey courts, where their desires will be granted in exchange for a boon the visitor might give to or do for Avalon. This result is exhilarating for native fey, who are excluded from the fey path magical effect. When a mortal arrives at court, this opens an opportunity for the fey to experience the granting of another's desire. At times, the fey even request something else of the visitor, but typically, these are merely impulsive yearnings rather than true desires.

Avalon is endlessly fascinating to mortal visitors, and it all seems wonderful, but enough learn the true dangers of distraction by the fey. If a visitor strays from the path for any

reason, Avalon's magic interprets this as the person abandoning what they most need or desire. Whether in spite or whimsy, Avalon reflexively gives them what they think they want or what they immediately seek for a time (usually by illusions or by moving someone toward them), and then obliterates the path behind them.

Once a person is off her path, only the intervention of powerful mortals or fey can guide them back to their true destination. Most often, folk become lost in major ways and physically separated from any fellow travelers by moving them to another Distant physical location.

Game effect: A *fey path* is laid before the visitor in such a way as to coax that visitor to follow it. Sometimes the path will manifest as a well-worn trail through the wilderness, or a path paved with gold bricks. Other times, it may be a faint trace of someone's passing requiring tracking skills to decipher the broken twigs and disturbed plant growth before revealing the destination. The form of the path is up to the GM, but it should never be so subtle as to interfere with game-play when the player characters can't find their path or paths.

If characters stray from the path, make a Spirit save for each person. If their rolls fail, their path disappears and they forcibly moved across Avalon to a Distant location in a randomly determined direction. If their roll succeeds, they remain in the region unmoved, but their path still disappears.

Travel Within Avalon

Moving from one point to another within Avalon can be done magically on the *fey roads* that spread across the land or physically by means such as horseback, wagon, or foot. While many choose the latter, emissaries of the fey courts and anyone in a hurry prefers the *fey roads* when they can.

Travel between locales by land is not entirely controlled

by the traveler, as they may find themselves consistently no closer than a few miles away from the forest, or a bend or two of the stream away from the lake. This distortion of the land exhibits the inherent magic of Avalon then further augmented by the whim of the region's inhabitants using the Crossing Over edge.

Crossing over a boundary separating one region from the next is done by using the Crossing Over edge in conjunction with a successful opposed Wisdom check versus the TN of the region being entered. If the check fails, the person attempting the check cannot try to cross over that boundary until the next day. A person can guide up to 1d8 people per level across a boundary at any given time.

If a person does not have the Crossing Over edge, they are allowed to attempt Spirit test versus the destination TN + 15 due to their lack of ability.

Escaping Avalon

Contrary to popular belief (*and what you may derive from information previously given.*) Avalon never tries to trap people in its boundaries. The land responds to the desires of its inhabitants and manipulates travel to achieve its masters wishes.

Stories of people being forever trapped in Avalon are more warnings than truths. The message is simple, learn the ways of Avalon or forever be a slave to it and its inhabitants. When people step off of their paths, they take their fate into their own hands and risk greater perils than those they would normally have faced. Upon a visitor's arrival, the land itself builds and opens a path appropriate for the visitor. be it filled with flowers for a group of children or wrought with magic and monsters for a group of adventurers. Avalon itself does not desire to capture anyone. it merely manifests the desires brought to it.

Escaping a region whose boundaries are too strong for



you overcome can be dealt with in a couple of ways. First, you can become more skilled or gain some magical advantage (temporary or otherwise) that allows you to overcome the boundary. Second, you can seek out the person who controls the region and request that they let you leave their borders.

There are records of people being chastised by the fey so that once they leave Avalon, they suffer one or more different curses. One care-less soul spent many days in the court of King Finvarra drinking, eating, and abusing his welcome. Rather than merely exercising his right to demand equal payment from the man, he chooses to inflict on him what is now known as the Curse of the Hourglass. When the man returned to his home world, the erratic time of Avalon caught up with him in an instant, aging him for the entire time he was away. The man hardly saw the sky of his home before he rapidly aged, died, and crumbled to dust.

Thus, it is vastly important that one learns and lives by the laws of Avalon. If you do not, there is a good chance you will find yourself as an indentured servant working off the value of some gift or another.

Reliquary

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. Magic items are not very common in the *Gaslight Victorian Fantasy* campaign setting, there are no +1 swords or +2 armor as a general rule. There are a few of these things that exist through some enterprising inventor. Most magic items in the setting are artifacts or named items.

Magic Items and Ordinary People

For the most part, magic items will not function for a mundane. Sure, the mundane might feel joy and attachment to such an item, or perhaps fear and loathing, depending on the person

and the function of the item, but rarely does a mundane recognize and understand as such an item for what it truly is. Most of the world does not believe in magic or the supernatural. So, for these people, a magic item that operates while in their possession is either seen as a trick or a special effect, or the person convinces himself that he did not really see what he thinks he just saw. In some cases, such an event might disturb a mundane to such an extent that psychological harm occurs.

Armor

Bulletproof Shirt

This light shirt provides the same protection as a +1 *leather jacket*. In addition, the wearer gains the benefits of a continuous *protection from arrows/bullets* spell (so negates up to 4 points of AP from bullets, and provides +2 toughness bonus against arrows, bullets, and crossbow bolts).

Weight: 1 lb.

Illusory Concealable Vest

The wearer of this concealable vest gains a +2 enchantment bonus to Armor. Upon command, the protective garment changes shape and form to assume the appearance of a sweater or other normal piece of clothing. The vest retains all its properties (including weight) when its illusion ability is in effect.

Weight: 4 lb.

Weapons

Wounding Handgun

Any bullet fired from this magic Colt Army deals such a terrible wound that, in addition to taking normal damage, the victim bleeds for 1 point of damage each round thereafter. Multiple wounds from the handgun result in cumulative bleeding loss. The bleeding can only be stopped with a successful Healing skill roll.

Weight: 2 lb.

Potions

A potion is a single-use elixir that bestows some other temporary, spell-like effect upon the

imbiber. Despite the name, potions can take many forms—oils, pills, perfumes, and colognes represent a few variations.

Potion of L'eau de Tigre

This perfume or cologne grants a +2 bonus on Persuasion and Intimidation checks for 1 hour.

Weight: —.

Potion of Mechanical Aptitude

This potion makes the imbiber more proficient in understanding how technological devices work. He gains a +2 circumstance bonus on Knowledge (engineering) for 1 hour.

Weight: —.

Potion of Vehicle Handling

This bubbly potion temporarily sharpens the drinker's Operate Vehicles skill, granting a +3 bonus for 1 hour.

Weight: —.

Rings

A ring is a circular metal band worn on the finger that contains a spell-like effect (often an effect that persists as long as the ring is worn).

Assassin's Engagement Ring

This is a beautiful engagement ring shaped from threaded platinum and gold, set with a small diamond. When activated, it silently shape-shifts into a +1 dagger that cannot be knocked or removed from the wielder's hand against the wielder's wishes (this power does not carry over to ring form). If the wielder releases the ring in knife form, it will revert to ring form before it hits the ground.

Body Double Ring, Lesser

This is a band of gold set with a fairly crude steel or iron simulacrum of a human form. Once per day, it may be activated to produce (at any point within 10 feet desired by the wearer) a perfect visual replica of the wearer as he appears at that moment, down to the clothing and equipment he is carrying. This

replica is a quasi-physical illusion. While it will appear to be solid if touched gently or casually, it will instantly vanish if dealt 1 or more points of physical damage, and it has no strength to exert for any reason (thus, it cannot open doors or pick things up). The replica can be attacked as if it was unarmored and cannot move faster than the original.

The replica's clothing and equipment may be removed by the ring wearer, but will vanish instantly if this is done. No physical item may be added to or placed upon the replica. The replica may be controlled by the wearer of the ring (as a free action each round) so long as it is within sight and within 300 feet. If it passes out of sight or out of control range, it will simply stop and stand still until brought under control again. The replica will last up to 10 minutes, and may be instantly banished any time the creator has it under control.

Decoder Ring

This cheap-looking tin ring has a small dial adorned with letters of the alphabet. It grants its wearer a +2 bonus on Linguist checks. Note that understanding does not necessarily imply spell use.

Weight: —.

Ring of Beguiling Behavior

This ring is crafted of dozens of tiny interlaced threads of silver and copper. It must be attuned to a wearer (via at least 24 hours of continual contact) before it will grant any benefit. Once attuned to the wearer, it enhances his ability to baffle and mislead others, granting a +3 bonus to all Persuasion checks.

Ring of Lockpicking

On command, this ring releases several lockpicks, tongs, and tiny mechanical arms designed to fit into any Fine or Diminutive lock. The ring grants a +3 equipment bonus on Lockpicking checks when picking or disabling locks.

Weight: —.



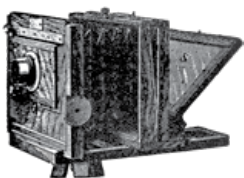
Wondrous Items

Wondrous items include anything that doesn't fall into the other groups, including jewelry, tools, books, apparel, and gadgets.

Sample wondrous items include the following:

Camera of Soul Stealing

This bulky camera steals the life force of anyone caught in its field of view. Once per day, the user of the *camera of soul stealing* can take a picture (the camera does not need to be loaded with film). Anyone within a 30-foot cone must succeed at a Will save (TN 20) or gain 1d4 negative levels. If a creature successfully makes the Will save, it is permanently immune to the effects of that *camera of soul stealing*.



The pictures taken by the *camera of soul stealing* are black and white, and they possess a horrific, mind-bending quality such that people look gaunt and haunted, objects are twisted in a sinister way, and shadows seem darker and menacing.

Weight: 5 lb.

Fabric of Style

This bolt of fine, silky fabric is wrapped around a person's body. On command, *fabric of style* turns into a any sort of outfit of excellent quality, but does not include accessories like jewelry, watches, and so forth. *Fabric of style* also grants a +2 equipment bonus on Charisma checks while worn. The style of outfit can be changed, but the *fabric of style* must be removed and donned again, requiring a full-round action. If any part of the outfit is removed, the *fabric of style* turns back into the bolt of cloth.

Weight: 3 lb.

Hidden Holster

This concealed carry holster can hold any handgun and grants a +3 bonus on Stealth checks to conceal the weapon. The bonus applies to physical searches as well as casual inspection.

Weight: 0.5 lb.

Lucky Deck

This ordinary looking deck of playing cards usually features a stylized genie or similar image on the backs of its cards, the *lucky deck* grants its owner a +3 luck bonus on Gamble checks involving card games (such as poker or single-deck blackjack). To become the owner, a person must keep the deck on his or her person for 24 continuous hours.

Weight: —.

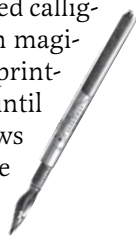
Lucky Dice

These ordinary looking, casino-grade dice grant a +3 luck bonus on Gamble checks when used for any dice games (such as craps). Because they work for anyone who uses them, the user typically palms them between throws to avoid suspicion (requiring a separate Stealth check).

Weight: —.

Pen of Invisible Ink

This pen looks like an old-fashioned calligraphy stylus, but contains its own magical supply of black ink. Any letter printed with this pen appears normal until the user speaks a name and blows upon the paper. Once spoken, the ink fades and can only be viewed by the person who was stated at the time of writing. If the name is not specific, then anyone with the same name will be able to read the message as normal.



A *detect arcana* spell will indicate that invisible ink has been used, but will not reveal the message. It is possible to create a nonmagical chemical compound that, when spread over the surface of the paper, reveals the message written in *invisible ink*.

A *pen of invisible ink* holds enough ink for 50 messages.

Weight: —.

Quick-Draw Holster

Any handgun placed in this hip holster fits perfectly. The *quick-draw holster* allows its wearer to draw or holster the weapon as a free action.

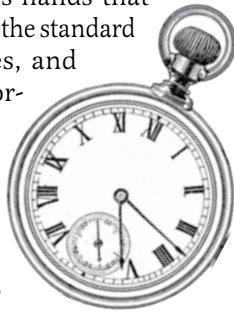
Weight: 1 lb.

Spectacles of Speed Reading

These octagonal-framed spectacles resemble ordinary reading glasses, but they have been enchanted with a version of the *bibliolalia* incantation. While wearing these glasses, a character increases her reading speed to 10 pages per minute (or reduces required reading time to 20% of the listed time) and, for the 30 minutes following the completion of a book, has perfect recall of everything she read. After that, she must make a Knowledge check of the appropriate type to remember more than general information.

Tempus Fugit Watch

The *tempus fugit watch* is an antique gold pocket watch with numerous hands that do not seem to conform to the standard array of hours, minutes, and seconds. It uses long-forgotten and extremely powerful magic to stop time for a short while enabling its wearer to move about freely. These watches are only found, as the secret of their manufacture has been lost.



Once per day, the *tempus fugit watch* can make time cease to flow for everyone but the wearer. In reality, the wearer speeds up so greatly that all other creatures seem frozen, though they are moving at their regular speed. The wearer is free to act for 1d4+1 rounds of apparent time. While the time stop is in effect, other creatures are invulnerable to the wearer's attacks and spells. The wearer cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the wearer can affect any item that is not in another creature's possession. The wearer is not detectable while the effect lasts.

There is a 1% chance per use that the watch ceases to function after its last use. Once it ceases to function, the watch cannot be repaired.

Artifacts

All places have legends, and in these legends, are often items of power. The world of *Gaslight Victorian Fantasy* is no exception. These leg-

endary 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.

Destroying an Artifact

Artifacts are unnaturally resilient and can only be destroyed by extraordinary means. The secret to destroying an artifact is often as well-guarded and mysterious as the artifact itself, requiring a successful Research check to uncover.

Destroying the artifact is even more arduous—and frequently the basis for an entire adventure.

To illustrate the difficulty of destroying an artifact, several means of destruction are presented below (and the GM is encouraged to devise other means).

- Locate and retrieve an ancient Babylonian scroll with a *transform* seed incantation, which will turn the artifact into something that can be destroyed by conventional means.
- Use a *subjugate outsider* incantation to summon a powerful demon, then command it to take the artifact and plunge it into a pit of Hell.
- Find the living descendant of an ancient Mongol dynasty whose blood, when spilled on the artifact, will cause it to dissolve.
- Place the artifact on an altar in a Paris cathedral, then splash it with holy water from the Aspergillum of Saint Xavier, which was stolen from the cathedral in the 15th century and was last seen in a private art collection in Singapore.
- Locate an Egyptian brazier with the power to summon an efreeti noble, then use a wish to command the efreeti to smash the artifact with its great iron falchion.

Artifact Purchase

Artifacts cannot generally be purchased on the open market, although a careless vendor might sell one inadvertently (by failing to realize its true nature or power). They are also the subject of some type of quest, allowing the player

characters to have temporary possession of such an item. Since artifacts are often unique items, one must strike a deal with the current owner (who usually demands an exorbitant price). Players may not equip their characters with artifacts without their GM's permission.

Artifact Descriptions

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 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: —

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.

Caesar's Shield

History/Description: This is the shield that Julius Caesar carried with him from Britain to Egypt and back to Rome. The shield is said to have disappeared at roughly the same time Caesar was slain by ambitious senators. It has reportedly surfaced from time to time, appearing on auction blocks and being alternately decried as a forgery and contested in bidding wars more savage than any of Caesar's campaigns.

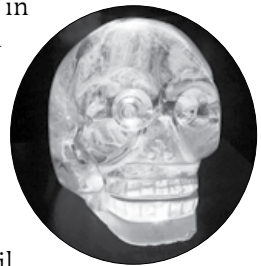
Special Properties: This +3 *large shield*, emblazoned with the image of a roaring lion's head, allows the bearer to wield any weapon as though he was proficient in its use. It also grants whatever weapon its bearer uses a +3 enhancement bonus. The bearer has damage reduction 10/+1 while grasping *Caesar's shield* as well.

Weight: 22 pounds.

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

Donner's Skull

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 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 duce 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 Fairies, 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 possess 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 (1-2 on a d10) 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.

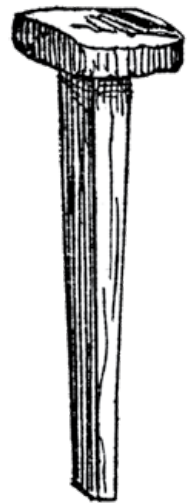
Special Properties: The water from this mystic spring can reverse and even hold off the aging process. The first dose returns you to an age where you were at your best; this could be 18, 25 or 50 depending on your own thoughts. This will remove the Elderly Hindrance and its associated attribute reductions. 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 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 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 are 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, 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

Houdini's Watch Fob

This short length of gold chain with a belt clip on one end and a wooden fetish at the other once belonged to the famed stage magician Harry Houdini. The fetish is a crude, tiny carving of a human figure with strange glyphs gouged into its chest and back. Houdini, it is said, was never seen without this fob hooked

to his belt—never, that is, except for the night that he died.

In the intervening years, the fob has passed through the hands of several collectors, all of whom swear that they will give the artifact a permanent home. Each owner, though, has fallen on hard times, passed away, or come to a particularly valid reason to sell the item less than a year after taking possession. The fob, it seems, does not want to stay in one place.

Anyone wearing the fob gains a +3 luck bonus on Reflex saves, as well as a +3 luck bonus on Climb, Streetwise, Survival, Stealth, and Taunt checks. Furthermore, the fob grants the wearer initiative as if he drew a Joker.

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, requiring at least two raises 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 edge, 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: —

Index of Alexandria

History/Description: There are four copies of this large, leather-bound, illuminated tome believed to exist (although rumors perpetually circulate about more). They represent the life's work of a monk identified only as Ranald de St. Augustine (exactly which site named for St. Augustine remains unclear). They are Latin translations of a series of Greek scrolls attributed to Aristarchus of Samothrace —the last known librarian of the Great Library of Alexandria —that purport to be a complete index to the 40,000 volumes housed in that legendary temple to knowledge.

Special Properties: Reading the *Index* takes 40 days (which do not have to occur in a row). At the end of each day, the reader must make a Knowledge check or that day's effort is lost.

Upon completing the book, the reader gains one step in Spirit and Smarts die, and a +2 insight bonus on all Knowledge (arcane lore, art, civics, earth and life sciences, history, physical sciences, military science, or theology and philosophy) checks.

After completely reading the book, a person may return to the volume to try to glean specific information or insight on matters of ancient history, languages and translation, various sciences, theology, and philosophy. (It is up to

the GM to decide whether or not a specific subject falls into one or more of these categories.) This requires 2d6 hours and a successful Research check (DC 25).

Weight: 15 pounds per volume

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 crisscrossed 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 two dice steps higher in a Persuasion skill check.

Weight: 6 lbs.

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 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 lb.

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 can 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.

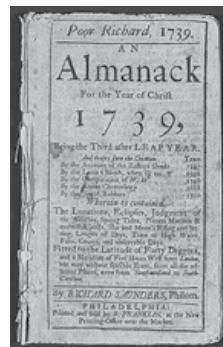
Special Properties: This machine creates a copy of the original character, but at a weaker state than when he went into the machine (this means the copy of the character is at half the number of experience points that he was when the sample as given, possessing only the skills and memories of the character 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

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 will grant 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**.

Weight: 1 pound (0.45kg)

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.

Round Table

History/Description: Merlin creates the Round Table at Uther's request to aid him in unifying Britain. It is an enduring symbol of equality and justice. The table seats 150 knights, and its seats are called sieges. Twelve of the sieges may only be occupied by the most virtuous of knights. These sieges represent the apostles, and each chair of the twelve requires more nobility than the next. Only Segurant, Pellinore, and later

Lancelot, could sit in the twelfth siege, on the right hand of the Siege Perilous. The twelve knights who occupy these sieges are referred to as the Grail Knights, as they are destined to search for this mysterious object. A thirteenth siege, named the Siege Perilous by Merlin represented Christ, and would kill any knight who sat in it. Only Galahad ever occupies the Siege Perilous.

During Uther's reign, only fifty knights occupied the table. These knights were known as the Knights of the Old Table, which implies that the table was ancient even then. Segurant, Ulfius, and Brastias are the only three knights of the Old Table mentioned in the tales. Upon Uther's death, King Leodegrance inherited the table. King Leodegrance hosted a grand fellowship of knights, the Century Legion (see knightly orders for more information) heroes of the dark age between Uther and Arthur at this table. When Arthur marries Leodegrance's daughter, Guinevere, Leodegrance gives him as a dowry not only the table, but the 100 knights of the Century Legion as well. Arthur fills the remaining fifty seats. Legend says this table still resides within the borders of England. It could reside anywhere that England expanded and settled, its location is entirely dependent on the Gamemaster. It is unknown where the table now resides, but it is one of the items that are being hunted by the Knights of the Round Table.

Special Properties: Sitting at the Round Table grants a bless spell with a duration of 1 day per character rank. All diseases are also cured when a worthy character sits at the table. If a character shares stories of his adventures, he may learn from his mistakes, under the tutelage of his fellow knights, and the King and Queen. This has the effect of absolving the character of any one transgression he made during that adventure. If there is doubt as to whether the character has learned his lesson, Arthur or Guinevere will usually impose a quest or pilgrimage on the character, or require him to take a vow related to that transgression. For example, when Gawain related his tale of accidentally killing a maiden, Guinevere required him to take a vow championing women and their causes. Gawain upheld this vow for the remainder of his life.

Weight: 15 pounds

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 Chieftain 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 judgments 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 Colombian 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 that 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 check is made, the visions will not only be cryptic, but they will also contain useful information. Failure 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 could 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.

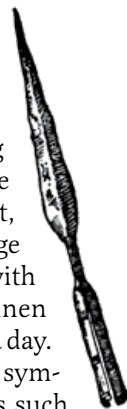
Weight: 5 pounds

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 deadliest. This simple Roman longspear 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. Except for 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 holy water 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 lb.

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

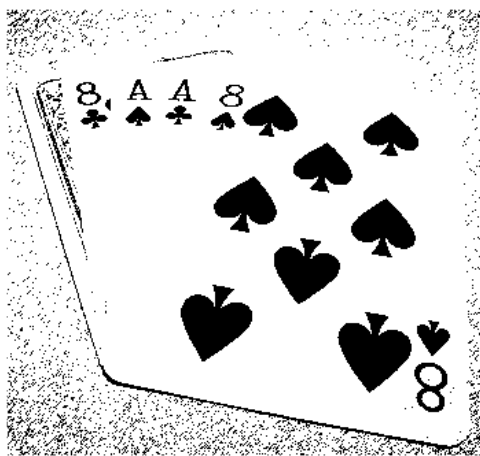
History/Description: The very existence of the Traveler's Machine has been disputed for decades. No evidence has been shown of it, and to date nobody has been able to produce plans or a working model. Yet, rumors still exist, and sightings have occurred periodically, though none have been confirmed. 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 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 gunfighter, 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 became 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: —



Appendix One: Maplewhiteland & the Hollow World

There are heroisms all around us! The era of romantic adventure and daring-do is not yet ended my friends. There are still black places on the map to fill in and the Zoological Institute of London seeks worthy candidates to do just that!

Maplewhiteland (aka The Plateau, The Lost World)

You may have heard tale of the strange claims of the impossible Professor George Edward Challenger that there is a realm of fanciful creatures isolated for eons against the encroachment of the rightful mastery of mankind. A committee is being formed to put these outlandish stories to the test and prove them either outlandish hoax or glorious truth.

Regardless of the veracity of the infamous Challenger's claims, the committee can expect to face dangers, disease and discovery in that vastly unexplored land. As such, any who bare amongst themselves the character of the stalwart within their hearts must feel at the very least a trickle of the urge to set against these unknowns the powers granted them by God and the British Empire, that great pinnacle of Western civilization.

Seek out the dignified Professor Summerlee or the redoubtable Lord John Roxton to set your place amongst these brave souls striking out into the Devil's heart of black ignorance.

To reach Maplewhite Land, you must first travel up a tributary of the Amazon River leading out from the city of Manaos. It is advisable to do this during the dry season, as the raining season makes much of the region "too marshy for foot travel and too shallow for boating." One might be able to hire a steamer to take you most of the way, but, upon reaching an Indian village deep in the jungle, it is suggested to acquire light weight canoes as there will be rapids and shallows that you will have to carry the boats around.

Some days travel out of the Indian village, another river reputedly splits off. This river is difficult to note as "there is no break in the trees" and the key point of finding the concealed river is to look for where there are "light green rushes instead of dark green undergrowth" between "two great cotton woods." In the process of finding this hidden waterway, the explorer will hear the near constant thumping of war drums in the region all around them.

After roughly three or four days of travel on this hidden waterway, the water shallows and eventually disappears. The explorer will have to set aside their canoes and begin a march upwards deeper into the Amazon. The animals in this region are not used to man and are thus not afraid of his scent or approach. This can be dangerous with some of the more predatory creatures.

This last stage of the trip to the outskirts progresses ever upwards. About two days after reaching the end of the river, the tropical plants start to fade. On the third day is the beginning of a "rock-studded slope" which will take just about two days to travel up. Nine days travel from the end of the river, is a tremendous growth of bamboo making almost a wall "as definite as if it marked the course of a river" that will take the better part of day to slice ones way through.

The stalwart explorers will now have reached a valley showing a wide plain studded with the occasional tree. At this point, it is possible for a party to encounter pterodactyls that have flown far afield of their normal haunts to seek food. Such sightings will usually still be rare and far off and more common dangers should be more considered.

The base of the plateau is at about three thousand feet above sea level and trees from temperate zones, such as beeches, start being found. The cliffs themselves rise in some places as high as one thousand feet and is sheer and just about unsaleable in almost all places. Those of scientific bent will be amongst the first to note that the entire structure appears to be volcanic in nature.

The longer one remains in this region, the more definite an encounter with a pterodactyl is likely to occur, but these will still be far flying individuals instead of whole flocks. Most likely these will be the outcasts of the flocks, or the smaller, possibly younger males. Those that need to fly farther off in order to gather enough food.

The place nearest the approach is one of the lower regions features a pinnacle of rock that

reaches up about six hundred feet and lies across from a similarly low point in the cliff wall surrounding the plateau. This rock feature is comparatively easier to ascend, though any amateur rock climbers will need a fair amount of help getting to the top.

A single beech tree growing to a height of around sixty feet, grows out of the top of the pinnacle. The pinnacle top itself is easily wide enough for six men to maneuver about in comfort. However, the top of the pinnacle and the top of cliff in that place are separated by a distance of about forty feet, so some clever thinking will be necessary to finding a way to the plateau from there.

To the west of the place the Approach meets the Basalt Cliffs, there is a wide swamp that is infested with the Jaracaca snake. The Jaracaca is a highly venomous and highly aggressive snake which will not fail to attack any man it sees. They attack with speed and surprise, so that keeping a weapon such as a shotgun on hand is the preferred advice. In addition, these reptiles lair in depressions of the earth in nests of dozens or even hundreds of individual creatures. A single Jaracaca is dangerous, but a swarm of them is something to be escaped at all speed.

Further past this is a grove of sharp topped bamboo, which is so thick that it is possible

for the explorer to get entirely through it without ever stumbling on the traces of human remains within the growth. Most of these will be old skeletons, but it is quite possible that one will find the recent remains of small, red-skinned Indians impaled upon the rocks after a fall from the heights of the plateau.

There is a cave further west past the bamboo impalers which appears to have been worn by water and exits out onto the plateau above, but an earthquake in the last four years has collapsed the ceiling closing that avenue of ascent. Maple White has left a number of signs drawn in chalk to lead future explorers to this cave, unaware that it would be closed soon after he used it the last time.

Another similar cave on the opposite side of the plateau has a tunnel that lets out one hundred feet above the ground. The area, however, suffers from earthquakes and such a tunnel bears the risk of caving in.

Maplewhite Land proper is a plateau roughly thirty miles long and twenty miles wide. It was formed by volcanic action at some point in the distant and prehistoric past and now stands separate from the rest of the world.

Once on the plateau, the ground in general begins to slope more or less gently downward as one gets closer to the center. Five or six miles



in from the edge, there is a large lake called Lake Gladys Central Lake where the rains have moved downward to pool in the center of what is basically a massive crater formed by the forces that had raised the plateau. The lake has a circumference of roughly ten miles and is used as a watering hole and also dwelling for a large number of creatures. It is shallow in many places, with a great many sandbars, but deep enough for large creatures like freshwater plesiosaur and ichthyosaurs to dwell. There are also mentions of giant, purple snakes stretching to a length of more than fifty feet.

For the most part, the terrain is thickly forested with occasional glades and clearings as well as small brooks and pools. There are a large variety of fruit bearing trees as well as European bees in heavy population. It is possible to tell the difference between the safe and poisonous fruits by seeing which kinds regularly are fed on by the local birds. There are a number of animals both large and small in the Plateau's woods, including dinosaurs such as the rarely seen stegosaurs and monstrously large iguanodonts.

There are also large mammals including deer and elk which are larger than any other such animal in the world. Large enough that a moose or elk of the outside world barely reach their shoulders. There are also large armadillo like creatures with long, red tongues like ribbons. These creatures so far mentioned are largely not dangerous and eat plants despite their great bulk.

Besides the pterodactyl presence and the great herbivores, there are roving carnivorous dinosaurs called by the natives "Stoa" which appear to be a nocturnal relation to the allosaurus. These are also joined by a carnivorous, running bird far larger than an ostrich, and called a phororachus. These are the primary dangers, aside from those presented by the ape-men and native Indians, which face explorers on the plateau. Unlike the pterodactyls, these animals seem to have no set lair or gathering area and seem to spend their waking time roving the Plateau in constant search of food as if they were some great, land-bound sharks.



Thick bushes in Maplewhite Land will need to be checked for a large variety of blood tick which attaches painlessly and can swell to the size of a purplish grape. These ticks are not an immediate danger and do not swarm, but camping in their vicinity will leave one open to being drained of blood by an unknown number of pests on a regular occurrence. Besides the fatigue this is likely to cause over time, there is the threat of disease to consider.

If you can assume the pinnacle of rock mentioned in the previous section is at the center of the southern side of the plateau, then there is a large swamp north and east of the pinnacle. This swamp has soil of a sort of bluish clay and is populated by hundreds of pterodactyls, not less

than a thousand of the creatures. The males of these flying reptiles keep a near constant watch and have very keen senses. On sensing an invader, all the males will fly up to ascertain the location of the threat and then attack it en masse.

On the edge of the Plateau, situated directly above the impaling bamboo grove at the base of the basalt cliffs is a clearing where a number of "huts built of foliage piled one above the other among the branches" in a semi-circle of trees. These sort of nest huts represent the houses of a race of ape-men that are decidedly hostile to human beings.

North of the Ape-Town is a swampy region where a white phosphorescent creature "larger than a cow and [with] the strangest musky odor" can often be seen. However, the vile and marshy nature of the region makes getting even a good look at this creature a dangerous task and local humans and ape-men are fearful of the place.

Further north from that is a wide rocky region largely unexplored. It is uninhabited by both ape-men and humans of the plateau. Moving into this area brings to mind talk of Curupuri, a sort of Indian bogey-man or threat that is supposed to dwell somewhere in these unexplored regions of the Amazon.

On the northwest corner of the plateau, another high cliff-face, like those that isolate the entire Plateau, can be seen. There are a large number of caves in these cliffs and they are thus used as shelter and storage by the humans who base their settlement around this place. There are a number of caves and at least eighteen of the higher ones are used as storage barns by the natives. One of these caves extends to a deeper tunnel that eventually lets out a hundred feet over the surrounding plain from the second of the caves mentioned in the previous section.

The Indians make a practice of digging large pit traps for the purposes of catching or killing wild animals such as the dangerous stoa. These pit traps can be found, though are uncommon, the forest and clearings in places where the humans hold sway. They are designed for larg-

er prey, so a human is likely to see one before they stumble into it unless traveling without light, distracted by other concerns or both. These pits often contain the rotting remains of previous catches after the best parts of the meat was cut away. As such, while the impaling stakes are set widely apart enough that a person is unlikely to be speared upon one in a fall, the clutter can still cause damage. In addition, smaller scavengers can likely be found in congregating around some of these pits, presenting their own danger.

Just south some miles is Challenger's Geyser, which is an example of still current volcanic activity as it bursts in spectacular manner fairly regularly. The area is filled with sulfurous gasses, however, so few if any animals or people venture there. This is where the asphalt the humans use to mark ownership of the dinosaurs is harvested.

The Plateau is riddled with tunnels in the form of ancient lava tubes and those worn away by the continual action of water over the course of hundreds of thousands of years. There is little to no telling what is in these tunnels.

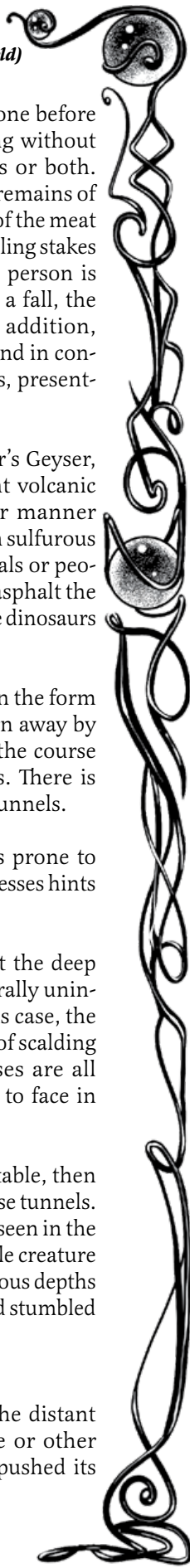
However, as said before the area is prone to occasional earthquakes and still possesses hints of volcanic activity.

It is highly possible, therefore, that the deep caves, caverns and tunnels are generally uninhabitable by most animal life. In this case, the threat of cave ins, sudden eruptions of scalding steam or bursts of poisonous gases are all dangers that explorers would have to face in spelunking these depths.

If, on the other hand, they are habitable, then fresh horrors might dwell within these tunnels. Perhaps that strange white creature seen in the swamps on the east-side is not a single creature but the occasional beast of the cavernous depths that has lost its way in the tunnels and stumbled onto the outside world.

Cultures

Accala Indians: At some point in the distant past, driven by warfare or famine or other powers, a breed of human beings pushed its



way up on to the plateau and they have ever since made it their home and struggled against the various dangers of the place.

They are a small red-skinned people, but of considerable bravery and character. Their language seems to be more than half hand and body signs which seem easy for an outsider to lay a handle on. Their culture is patriarchal and seems to be centered around a lineage-based leadership: a chieftain whose position is inherited. These nobles seem to shave the front half of their head.

The Accala dwell along the north of the Plateau in caves cut into the sides of another basalt cliff-face there. The lowest of their caves are eighty feet above the ground and too small for the Stoa to get into. These caves are hollowed out of a soft rock that lies between the hard granite of the base of the cliffs and the volcanic basalt that lies above them. The walls of these caves are decorated with numerous pictures and cave drawings which are quite accurate representations of the animals and plants of the area.

These Indians have mastered the domestication of the great iguanodons, using them as a source of meat. Ownership of individual animals is marked by the placement of an asphalt mark on the animal that is particular to each individual. The animals themselves quite docilely allow themselves to be led to slaughter which is counter to the awful struggle such beasts put up when they are attacked by the stoa.

They arm themselves with spears for the most part, or else poisoned arrows, and have reached a point of development where they can produce glass beads as jewelry. They build canoes similar to those used by the Amazonian Indians everywhere and use those to traverse the Central Lake and fish for food, or to travel quickly from one end of the lake to the other without having to go around.

They will be friendly and very helpful to outsiders who help them, to a point. If the Accala see the exploring party as a benefit, then they will not help the party in finding a way to leave the Plateau if the party does not already have

one. They will do everything they can to make the stalwart adventurers happy up until questions regarding getting off the Plateau are brought up. At which point, the Accala will give an impression of stupidity and pretend that they do not understand the meaning of the question, no matter how clear communication is in other regards. They will go so far as to offer wives to men in order to convince them to stay. If there are women in the exploring party, then it is likely they will be seen as property somehow of the men folk.

Doda Ape-Men: The Doda, as they are called by the Accala, are descendants of some otherwise extinct Amazonian ape and seem to represent a sort of missing link between human and ape. They have reddish fur and short bandy legs which appear to have prehensile feet. Their faces are long and whitish with flattened noses, projecting lower jaws and coarse bristly beards. They have curved, sharp canine teeth and at least some individuals suffer from extreme acne, indicating a greasy sort of skin. Their eyes are “bestial and ferocious” and lie underneath thick and heavy brows.

The Doda are extremely strong and use heavy clubs as weapons which are noted to do monstrous damage. They have the advantage in areas of heavy tree-cover as their prehensile feet give them the edge in climbing and moving from branch to branch. However, over open spaces, they are slow and clumsy and the advantage falls to humans. They are incredibly subtle and stealthy, capable of keeping a continuous eye on individuals or attacking from ambush with little sign of their presence.

The ape-men live in a clearing on the southeast side of the plateau and make strange little huts by taking heavy amounts of foliage and piling them over the thicker and heavier branches of the trees. These make sort of upside down birds' nests scattered throughout the semi-circle of tall trees that form their town.

These primitive savages possess a vocal language and are extremely skilled with knots and rope work, but don't seem to have many other advances of technology or culture. They have, however, made a cruel sport of execution. They

prefer to take their targets alive when possible in order to indulge in this sport. Their method of execution is to either force a captive to jump or else to hurl them bodily over the edge of the Plateau and watch them fall to the sharp, deadly bamboo grove below. The Doda watch to see whether the victim is merely dashed on the rocks or else speared on the bamboo, making “a proper ceremony” about it releasing a “mad yell of delight...howling in exultation” when an execution is particularly entertaining.

The ape-men have had a long-standing war with the Accala and it is unknown whether or not their hateful and murderous nature already existed or came about because of their conflict with the Accala. However, the matter is moot at the current moment as they have a hateful and murderous dislike of all humans now.

Curupuri: The Curupuri are a myth of the Indians of the Amazon Jungle for many hundreds of miles around the Plateau. The entire region is avoided for fear of this forest spirit and monstrous demon. What isn't known is that the Curupuri are species that has evolved over eons and existed in the jungle for thousands of years.

They stand tall and erect and have slender builds with long, dexterous limbs. Their faces are flat and expressive equal to that of a human, but are very clearly reptilian. Their noses are not highly prominent, seeming almost to consist of a pair of nostrils and a very slight rising of

the face. They possess a viper's heat pits just under the inside of their round eyes. Females can be told apart from the males by the colorful crests of the males as compared to the subdued appearance of the females.

They are nocturnal, which adds to the ease with which they have so far avoided extensive human contact. Since they are rarely active at the same time as humans or Doda, they are able to maintain their secrecy and existence much easier than would have been the case if they were day-time creatures.

If any creature of the plateau knows all the ways to and from the plateau, it is the Curupuri, whose legend is spread far and wide in bedtime whispers across the Amazon. However, they are a very private and isolationist people who prefer to have their presence mostly unmarked, rumors and myths notwithstanding.

The Curupuri predominately dwell in the rocky northwestern region of Maplewhite Land which is also the least explored of the regions. Both the Doda and the Accala prefer to avoid those areas and have an intense dread of them. The Curupuri encourage this with quiet reprisals of any perceived invasion. The lizard people have remained more or less neutral to the Doda-Accala war, preferring neither side in the conflict, and visiting retribution on either side should their own territory be invaded.

The lizard people dwell in caves in the rocky, unexplored regions of the Plateau and have carved out vast vaults and individual cells in that region for their settlements. They are more developed and technologically advanced than most of the other natives, making intricate tools, jewelry and even armor by carving and shaping bone. They also domesticate animals, keeping small dog-sized dinosaurs similar to a raptor in build. These are used as guard or hunting animals.

Most of the Curupuri use spears as the Accala do, but their spears are of higher quality. Given their preference for being unseen and secretive in order to enhance the myths surrounding them, they use blowguns with highly toxic poisons. Bone or obsidian knives are



common, subtle weapons, but they also have axes and heavy war clubs for when they want to leave a more disturbing message not to invade their territory.

It is apparent that the Curupuri are aware of the languages of most humans in their area and also understand the superstitions surrounding them. They make deliberate, psychological use of these beliefs as part of a weapon against those who are curious and push close to their home. In addition, it is probably the Curupuri who arrange accidents to discourage those that would investigate the area. Failing to discourage individuals, they likely try to eliminate them.

Drumming Indians: In the first stretch of the approach, after leaving the friendly Indian village up tributary from Manaos, the sounds of war drums can be frequently heard telegraphing messages back and forth between each other. Some learned men have guessed that these are Miranha or Amajuaca cannibals, but no encounter has confirmed this.

Half-Breed Slavers: A number of individuals of half European and half native blood have taken up the occupation of pressing their fellows into slavery and profiting off of such misery they inflict. These are, in general, a cruel people who are prone to holding long grudges and willing to go to devious lengths in order to avenge a blood-debt.

Indian Village: The Indian village that serves as the stepping off point into the unknown of the Approach to Maplewhite Land is typical of such villages that maintain friendly contact with Europeans. They are mostly hunter gatherers following a chief. These chiefs have patriarchal powers and when they make a decision regarding the worth of a bargain, that decision is upheld regardless of the thoughts of the individual tribesman.

Campaign Options

Overall Themes: There are several overall themes to a campaign in Maplewhite Land. Isolation, survival, discovery and conflict of varying evolutionary branches.

Isolation comes in the remote nature of the Plateau. The characters are far from civilization and the conveniences of modern life. They are separate from other humans save the occasional native villager. The isolation can push a party to depend more upon each other and trust each other, or it can cause people to descend into paranoia.

Survival is connected to the isolation. There are a lot of dangerous animals and situations in Maplewhite Land and many of the conflicts a party will have will involve a dangerous environment rather than deliberate enemies, though those are hardly in short supply either.

Discovery comes from the fact that almost all of the campaigns assume a motivation of someone deciding to learn what there is to learn. Scientists and explorers are going to form the core of the group. These are people possessed of curiosity and intellect and characters who would not be drawn to the unknown are going to have a hard time fitting in here.

There are multiple branches of the evolutionary tree presented and mixed together into one place. On the one hand you have the Accala Indians, who are quite a bit like what the explorers are used to, though even they are likely to be considered a separate evolution from the Europeans. On the other hand, you have the Doda ape men who present a savage and murderous possibility. The war between these two races is characterized as a war of evolutionary need: one or the other species will not be happy until such time as the other is subjugated or eliminated. Throw in the Curupuri and you have a third (or fourth if, again, you consider the Europeans or other outsiders as a separate group) side to the conflict.

The Zoological Committee: This is the campaign as it appears in the book. The characters would be equipped for climbing and have plenty of food and weaponry. They will find things pretty much as they are in the description above.

The first task will be to actually get onto the plateau since Maple White's passage has already collapsed due to earthquake. One option is to climb to the top of the pinnacle of rock at the

south of the plateau and then jury rig a bridge of some sort to get across the forty feet to the cliff on the other side. Otherwise, the players might end going all the way around the base of the cliffs and somehow finding the cave that leads up to the Accala's store-rooms and finding a way to climb the hundred feet to where it comes out.

Arriving on the Plateau by the pinnacle of rock and a jury rigged bridge puts the explorers closest to the Doda Ape-Town, and thus means that they will almost immediately come under those creatures' murderous attention. Though it will be a day or two before the apes decide to attack.

The second option, finding the cave that leads to the Accala brings them up in the middle of the Accala settlement. While not as dangerous as the ape men, and more likely to accept a human face, coming up in the middle of the Accala is not likely to make them well disposed to the players.

Eventually, something should occur which causes the party to be stuck on the Plateau and unable to escape it immediately. This will force them to explore the plateau at least partially, with an eye toward eventual escape. In this case, the scientific minds brought along on the party will likely push to continue studying the Plateau rather than merely escape and seek home.

Challenger's First Expedition: In this case, the party is in the area and stumbles on to the existence of Maplewhite Land when they arrive too late to help the dying man but are left with his sketchbook and other such clues to indicate that there is something there.

If you use this option, then the players are in a time constraint as the rainy season is coming close and that will make travel in the regions nearly impossible. They will also lack climbing gear and other resources necessary to an extended expedition. Should they get onto the Plateau and find themselves stuck there, then they would likely face a much more dire circumstances than with the normal trip.

Assuming the explorers find the plateau but fail to make a way up on to its top, then the quest becomes how to get back to civilization with proof of the discovery. The opponents here are nature and possibly the Curupuri acting quietly to make things seem accidental.

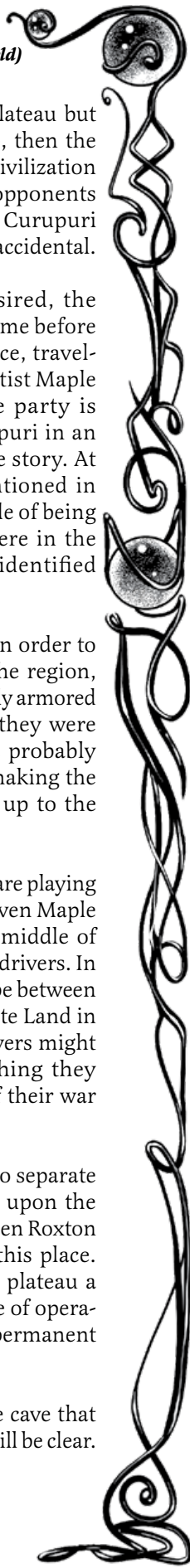
Maple White's Expedition: If desired, the party can explore this land in the time before Challenger hears tell of its existence, traveling with the American poet and artist Maple White himself. In this case, the party is likely following hints of the Curupuri in an effort to see what hides behind the story. At this time, the collapsed cave mentioned in the Geography section is still capable of being used. It should come up somewhere in the swampy area haunted by the unidentified phosphorescent thing.

The explorers will likely be armed in order to deal with the natural dangers of the region, but they will probably not be as heavily armored as they would be if they thought they were going to face large animals. There probably won't be extensive climbing gear, making the cave the only real way of getting up to the plateau.

Lord Roxton's War: In this case, you are playing in the region of the Plateau before even Maple White stumbled upon it. It is the middle of John Roxton's war against the slave drivers. In this case, many of the conflicts will be between the slavers and the party. Maplewhite Land in this case will be something the players might not even be aware of and something they merely stumble on in the course of their war with the half-breed slavers.

In such a case, it is probable that two separate groups of outsiders might intrude upon the privacy of the plateau, the war between Roxton and the slavers spilling over into this place. Someone might even consider the plateau a great place to serve as a hidden base of operations and start trying to establish a permanent presence in the area.

This is prior to Maple White, so the cave that gives easy access to the Plateau will still be clear.



The White Beast: What is that phosphorescent creature in the swamp north of Ape Town? Maybe it is time for your characters to find out.

The Hollow Earth

The Earth is not a solid mass as so many learned, but fallible, scientists assume, but rather is a hollow sphere, with an entire ecosystem inside. No less than such an austere many of science than Edmond Halley, of the eponymous comet, has stated in a publication from 1692 his own belief that the Earth is indeed hollow and is one of the reasons we have varying magnetic poles and the cause for the Aurora Borealis. To date no other scientist has been able to proffer any other suggestions for these two phenomena.

This should not be a surprise to even the most basic student of philosophy or religion. Long have the great philosophers speculated this. The Greeks spoke of Hades, the Jews of Sheol, the Christians and Muslims of Hell, even pagan religions speak of Svartalfheim or Tír na nóg and of Shambala. Would we assume this is all just simple fancy, or could it be these accounts are based on observation and even evidence. We are inclined to view the terra firma we stand on and not being so firm after all.

More recently we have heard of the lectures by that of the late Captain John C. Symmes, Jr. on the nature of the Hollow Earth. Such is Captain Symmes creditability that no less than the then sitting U.S. President John Quincy Adams stated that there would be funding for such an expedition. After Captain Symmes death, another proponent, Jeremiah Reynolds also took to the lecture circuit. It was on account of his insistence that the Great U.S. Exploring Expedition was launched in 1838 and lasted till 1842. Though that expedition went south, rather than the north as hoped for by Reynolds. Closer to home Sir John Leslie published Elements of Natural Philosophy in 1829, wherein he proposes a Hollow Earth.

While the theories have differed over the years, Edmond Halley and Captain Symmes favoring the Concentric Spheres hypothesis, or worlds within worlds. Others have adopted the most simplistic and more likely Convex Earth theo-

Weaker Gravity

While in the Hollow Earth characters will gain an advantage to rolls involving strength-related skill checks, these effects are only temporary (while inside the hollow earth, characters roll 2d20 on all Strength based skill checks and take the highest roll). They are usually limited to the first few days of the party's adventures. Upon their return the characters will experience a -2 to Strength and Constitution for twice the time it took them to acclimate to the gravity of the Hollow Earth.

ries like that of Sir John Leslie. That the inside shell of the Earth is habitable as well as the outside that we presently occupy. Most of the theories also claim that not only is the interior habitable, but habited as well!

Getting In

There are a few know ways to enter the Hollow Earth. The most often described option, but ironically the least used, is the openings at the Poles. These polar holes have been described as being anywhere from 100 miles to 1400 miles in diameter, with the most common reckoning at 800 miles. The issue is not lack of interest, as the American expedition shows, but the hostile environment one must transverse in order to reach the poles. The harsh climes and remoteness of the areas prevent a direct expedition. Even then, explorers and scientists both differ on the exact location of these holes. Even a hole 1400 miles in diameter would be difficult to find in such extreme temperatures and conditions.

There are reports in occult texts of explorers that have gone on and into the Hollow Earth. One case a group of sailors were pursuing a whale far beyond the shores of Greenland. These men saw the lights of the Borealis and were swept away in a current to the source of

the lights. They had gone beyond what their compasses had told them was north, even as they traveled the compass continued to indicate due north. They emerged in a warm sea where they could see the sun over head as if it were noon. Their captain, terrified and fearful for his men adjusted course and returned the vessel home.

More common though are the various volcanic tubes that will often snake down into the inner world. This Earth is a dynamic one and the knowledge of primordial volcanoes is common place. Some of these tubes, once their fury is spent, cool and have direct passage ways to the very center of the Earth. Indeed, this is how journeys to the Hollow Earth are most often accomplished. However, if these tubes are more accessible than their polar counterparts, that is if one considers a decent of more than 800 miles in a reportedly extinct volcano to be accessible, they are less obvious.

There are long held beliefs that there are such tubes to be found in Iceland and Greenland, though their exact locations are as of yet unknown. The few that have been discovered and reported back to men of science are often scoffed at and later not to be found.

Others report more “occult” means of gaining access to the Hollow Earth. The mythologies of several peoples describe peoples living under the ground; be them spirits, demons, faeries or other malevolent entity often kidnap or otherwise waylay travelers. One such creature, more active in recent years is the Dero. These diminutive, twisted creatures have been reported extensively, not in the journals of science, but the grimoires of occult texts. Travelers and adventurers are cautioned against such materials due to their unreliability, even the great philosopher Kant has pointed out that some so called “occult knowledge” may at some future date become “science”.

Physical Features and Laws of the Hollow Earth

This is what is known about the physical make up of the Hollow Earth.

To begin the laws of the universe as observed on the surface of the Earth are mostly the same as those in the surface of the Earth.

Mostly.

The most prominent concern is of course that of gravity.

The crust of the Earth is a shell, some 800 to 1500 miles thick in places. The center of gravity is a line the runs in the center of this fold of land. Gravity has long been speculated to be some form of magnetic energy, this would seem to be the case.

As one descends via a volcanic tube one will notice a lessening of gravity. This continues till you reach about 400 miles below the surface of the Earth. Here gravity equalizes and you can remain suspended here. Continuing “down” gravity once again increases until it reaches the norm for the surface; or rather, mostly the norm. Gravity is somewhat weaker inside the Hollow Earth.

If ones comes to the Hollow Earth via the sea in the polar holes, they will continue sailing on into the underside of the globe. They will not notice this gradual shift in gravity.

The inside curve of the Hollow is so subtle that, like the surface, is difficult if not impossible to detect with instruments. Outside of that, one would have a difficult time knowing one was on a new surface of the Earth.

The features of the interior of the shell of the Earth are similar to that of the Earth on the outer side of the shell. There are land masses, great oceans, mountains, rivers, lush forests, plains and even people. The ocean is of particular concern. While most scholarly texts indicate that the shell of the Earth is a land mass, there is ample evidence that the oceans of the Earth above and the great ocean of the Hollow Earth are one in the same. That the oceans are far deeper than any have speculated and hide depths and secrets that only the Leviathan knows. What is known that lost civilizations and land masses that have sunk beneath the waves have found refuge in the Hollow Earth.

Of the possible hazards one can run into in the Hollow Earth is the lack true magnetic North and South. While the poles work on the surface of the Earth, in the interior compasses are nearly useless. Unless a compass is treated with the red gold of Atlantis, orichalcum, it will spin wildly while in the Hollow Earth, or worse, constantly point to either north or south.

The Interior Sun

One predominate feature of the Hollow Earth is the Interior Sun. Hypothesized to be some 600 miles across this burning orb appears to the inhabitants inside the Earth as our Celestial Sun appears to us. Indeed it gives of about the same amount of heat and light. The curious feature of the Interior Sun though is that the Hollow Earth rotates around it, thus never providing a night. The closeness of the Interior Sun also effectively keeps the inside of the Hollow Earth warmer. Like that of a tropical climate. To wit, the areas of land are covered in lush vegetation, tropical forests and primordial fens and swamps. Due to the oceans and other sources of water there are areas of mist and even some cloudiness that can provide a respite from constant sunlight.

The atmosphere appears to be of a luminous sort, providing more light than would otherwise be expected by the Interior Sun. The atmosphere also seems to be of a life giving sort. Plants often grow to mammoth proportions. Numerous accounts report of giant mushrooms and titanic trees are very common. The feeling one gets is that this is the Earth of a more antediluvian or primordial time.

There are times when clouds can provide some cover. Indeed, there are weather patterns similar to what is experienced on the surface world. Clouds, mists and even rain can be experienced here as on the surface world, but never snow unless one is close to the polar openings.

The Expeditions to the Hollow Earth

Scholars work primarily from old books on the subject, but there have been known attempts to investigate the interior of our globe. No one expedition has managed to map the entire

interior and the vast majority of the journeys have only mapped the areas around the poles or other points of entry. Other accounts are from people that have lived in the Hollow Earth or have visited it by other means; telepathic connections, astral projections. Here are the major expeditions into the Hollow Earth.

The Danish 1610 Expedition

This is one of the first, first-person accounts of a planned trip into the Hollow Earth. Lars Skaarsgaard and his crew of 50 men, including scientists, geologists, naturalists and professional explorers along with navies and a small militia, proceeded on a well funded trip into the Hollow Earth by accessing an opening recently discovered in the Luossavaara Mountains of Sweden. This expedition which cost the lives of all but dozen of the men, took 7 years to complete. Much of the interior and what we know today of the Atlanteans, Colonies of Mu, Tribes of the Moon and the Themiscryans come from this expedition. The notes, as painstakingly detailed by Skaarsgaard's own son, would have been a boon to an university's collection had it not been for the war that broke out between Sweden and Denmark in 1611. After that the diaries were trivialized as "pseudo scientific" or worse as "propaganda" to embarrass one side or the other.

Today, little remains of notes of the Skaarsgaard Expedition diaries. A few copies are known to exist in private collections and at least one copy was housed in the Library of Edinburgh in Scotland. This copy is what prompted the later Beaumont Expedition of 1854.

The Russian Sea Captain, 1752

Of the more mundane accounts was one of a Russian sea captain whaling in the Arctic Circle during the Summer of 1752. The Captain, not at all familiar with the tales of the Hollow Earth ran his ship into one of the polar holes during his expedition. His accounts level of detail is what draws the modern scholar to his work. He detailed the shift in gravity, the change in stars and most peculiar his description of seeing the internal sun for the first time. The account, which is generally believed by adherents to be a true story, appeared in some pam-

Provisions for the Lindenbrock Expedition

1. A centigrade thermometer of Eigel, counting up to 150 degrees.
2. A manometer worked by compressed air, an instrument used to ascertain the upper atmospheric pressure on the level of the ocean. Perhaps a common barometer would not have done as well, the atmospheric pressure being likely to increase in proportion as we descended below the surface of the earth.
3. A first-class chronometer made by Boissonnas, of Geneva, set at the meridian of Hamburg, from which Germans calculate, as the English do from Greenwich, and the French from Paris.
4. Two compasses, one for horizontal guidance, the other to ascertain the dip.
5. A night glass.
6. Two Ruhmkorff coils, which, by means of a current of electricity, would ensure us a very excellent, easily carried, and certain means of obtaining light.
7. A voltaic battery on the newest principle.
8. Two rifles and two revolver pistols. Ammunition for both types of arms.
9. Tools. Consisting of two pickaxes, two crowbars, a silken ladder, three iron-shod Alpine poles, a hatchet, a hammer, a dozen wedges, some pointed pieces of iron, and a quantity of strong rope.

phlets and newspapers at the time. For the most part this story was believed to be at best a fantastic story or at worst the tale of a drunken sailor.

Much of what scholars know about the polar regions of the Hollow Earth comes from this account. Thin, though it is. Scholars point to the fact that this sailor could not have known of the tales of Galileo and there was no way that Symmes in America would have heard the tales of the Russian sailor. These two stories then they conclude are the same because they are true.

The Beaumont Expedition of 1854

Nominally American and English, this group of explorers consisted of a few scientists, explorers and a former Bavarian Army officer. This expedition is unique because it was lead by noted occult expert and woman Mdme.

Valerie Beaumont. In her fine, intelligent script this expedition first entered the Hollow Earth via the Giant's Causeway in Ireland. From here the small band lead by Mdme. Beaumont and her bodyguard, Deiter "David" Braunschwig, explored the remains of Atlantis, Themiscyra and even ancient Mu and her colonies. Here they learned of the Tribes of the Moon and Lemuria, though they did not explore these lands. Beaumont also detailed how they spent many weeks with the Ascended Masters of Argatha. For eight years this small group explored and lived in this land till they emerged in the mountains in Northern Mexico. Delayed on their return to England due to the American Civil War, they finally returned home in 1865. Beaumont produced her notes and a fantastic crystal skull. While her notes were copious, her details precise, and narrative clear, she was met with critics on all sides. The scientific community dismissed her as a woman and as

an American. The occult scholars of the day respected Beaumont, but her accounts were criticized by an up and coming occult figure, a young Madame Helena Blavatsky. This was the first of what would become a war of the premier occult figures, both women, which would last for nearly a quarter of a century. As time went on Blavatsky and later her Theosophical Society would work to discredit Beaumont and her expedition while using Beaumont's dairies as her own findings.

The Lindenbrock Expedition

Quite possibly the most famous expedition is the Lindebrock Expedition of the Summer of 1863. The journey, taken on by the laudable Professor Lindenbrock of Hamburg, his nephew Axel, and an Icelandic guide, may in fact be one of the smallest companies to ever investigate the Hollow Earth. Lindebrock with his nephew painstakingly kept notes of all of their adventures. Their journey began in Iceland at the volcanic crater of Mount Snæfellsjökull on the island's far west side. They followed the notes and clues left behind of the famous Icelandic alchemist, Arne Saknussem.

Among the amazing findings of the Lindenbrock company were the giant mushrooms and luminous fungi reported by many others before. But the most exciting would have to be the battle between the giants of the prehistoric age, a giant Ichthyosaurus battled an equally titanic Plesiosaurus in one of the interior oceans. Their journey was however cut short when they stumbled upon an active magma flow. A combination of water and steam thrust them out of the center of the Earth and out of a volcano in Stromboli, Italy. Lindebrock and Axel returned to Hamburg as heroes. Many scientist praise their work as the premier work on natural history of the Earth's interior. Other claim his journal are nothing more than the ravings of a mad man and a charlatan. Still others feel that the complete text is nothing more than a clever bit of fiction.

Occult Texts

Outside of direct expeditions the greatest source of knowledge are from various "occult" texts. Unlike the scientific expeditions, the occult

volumes make allusions to "hidden masters" or even the "gods of the Earth". Separating the mythology of the lands from the true accounts is difficult and often an impossible task. Most often the occult texts will refer to the "Immortal Atlantean" or the "hidden Lemurian". Of these two there have been no "scientific" data to dispute these claims.

The Elder Prophecies

These texts were written around the 2nd Century AD in France by a mystic known as "The Kashmir". The text is mammoth, coming in at just over 1,000 pages, and written in classical Latin and in the local Gaelic. Among other things it discusses a journey of two ban-druí to what appears to have been Themiscyra, though not identified by name. By all reckoning this happened near the Giant's Causeway in Ireland, the same as the Beaumont Expedition some 16 centuries later. Indeed, it was the Elder Prophecies that had prompted Mdme. Beaumont into action.

Due to the complexities of the languages used and the meandering narrative it is difficult to understand whether these two ban-druí witches went to another land, went to a land in the center of the Earth or made an astral or psychic travel to these lands. Plus the authenticity of these texts have never been confirmed and are challenged based on the fact that the author, clearly a learned man, was of Arabic descent and living in what would become France. Not impossible to be sure, but very uncommon. Many occult scholars dismiss the Elder Prophecies, though it is certain that the same have not read all of the pages of this mammoth text.

The Songs of Shambhala

This ancient text is mostly lost. It seems to have been a narrative of unknown origin and author (or authors) that talks about the daily life of the people of Shambhala. The narrative has the outward appearance and style of one writing about a group as if they were an outsider, but one that had lived in the city for some time.

The Book of Dzryan

This esoteric tome is one of the main texts of the Theosophical Society, and it is claimed to be of ancient Tibetan origin. Among other



things it also contains details about the peoples of the Hollow Earth. Though it never specifically says where these other “races” live, the details on Atlanteans, Muians and Lemurians are similar enough to previous expeditions. The Book of Dzyan does detail much about the lost city of Shamballa on the continent of Argartha. It is one of the few times the book is clear.

The book, while claimed to be Tibetan in origin, seem to have more in common with other mystical texts such as those based on the Jewish Kabbalah. This had led many to believe that the text itself is actually Atlantean in origin. Like so many of these texts, the Book of Dzyan that one posses is most accurately a translation and often an incomplete one.

The Accounts of Comte Saint Germaine

These are a series of letters from Comte Saint Germaine to various scholars of the age. Written over 20 year period, 1761 to 1782, these letters contain esoteric notes about the various encounters he had with the races of the Hollow Earth, mostly with the Atlanteans and the Masters of the Argatha. The letters are varied in terms of their content and some even seem contradictory, they are considered to be a valued occult text by all modern occult scholars. There are also many accounts to beings “Beyond the stars” or “in the depths of the Earth”. It should be noted that these letters also contain the first accounts of the creatures that would be later be known as the Dero.

Again, as with most of these texts, their veracity are difficult to ascertain. Many of the communions he had with these peoples were via

mental communication only. So even if the tale itself is true, one can’t be sure that the tale related was true.

The Accounts of Llewellyn Drury and “I-Am-The-Man”

While not yet complete this account by Llewellyn Drury from a creature known only as I-Am-The-Man details the connection between the Mammoth Cave systems underneath the American State of Kentucky and the caverns of the Hollow Earth. Reportedly occurring in the mid 1860s, these accounts are already making quite a stir in occult circles. While there may be elements in this account that are pure fiction, the passages describing the effects of the Hollow Earth gravity are consistent with other eye-witness accounts and occult writings.

It is unknown of what race this “I-Am-The-Man” might have belonged too. There are passages that seem to refer to “him” as one of the Ascended Masters of Agartha. Others that bare a passing resemblance to the Atlanteans of the Lemurians. Some scholars even speculate that “he” is not even a member of any before-cataloged race or species, but something completely alien.

One passage in particular seems to be a reference to the Dero, although, not by that name. Other details included the giant mushrooms that are oft reported and the luminous fungus. In a curious note, the interior sun is notably missing from descriptions of the lands.

Vril: The Coming Race

A purely occult volume, it details the race of the Atlanteans and their plans for the future of all the world. This book was written in 1871

by Edward Bulwer-Lytton, but published as a novel. Despite this the book has been quickly accepted as truth among many occult scholars and enthusiasts. Vril is the name Atlanteans give to their magic, though it is only detailed in this book. It should be noted though it is difficult to know for sure if Bulwer-Lytton is referring to the Atlanteans or the Amazons of Themiscyra. Both races share many common physical attributes and even have a shared history. The people in the account only describe themselves as the descendents of a “Great, antediluvian race” and never once mention Atlantis or Themiscyra. They are described much as the Atlanteans and Themiscyrans are always described, taller than us, perfect physiques and ageless.

Vril is also written in some ambiguity. It certainly means “energy” of some sort or another, but there is debate on whether it is “magical energy”, “life-force energy” or something else entire. Debate usually falls on the side of magic, with concession that Atlanteans might view “magic”

Unlike other tomes, the tone and tenor of this text is much darker with the Atlanteans mentioning that one day they plan to retake the surface world due to their own mental and physical superiority.

Hail Atlantis!

Another artifact of the Beaumont Expedition of 1854 this tome was written by Prof. Scott Elders, an American teaching at the University of Edinburgh and participant on the expedition. The majority of the text of Hail Atlantis details the lands of the sunken continent and how it came from the surface of the Earth to now reside in the centre of the Earth. The tome postulates that as Atlantis sank many pieces broke off. Some still rest at the bottom of the ocean, but others, like the one visited by the Beaumont Expedition, went through the ocean to rise on the other side; the theory being that all the world’s surface oceans feed into the Great Ocean found in the Hollow Earth. Prof. Elders spoke to a small handful of survivors and what little they were willing to share formed the basis of the text’s central thesis. Elders’ goes on to suppose that lands like Mu and Lemuria had suffered the same fates. Though he admits

that there is no strong evidence to suppose that the lands the Lemurians occupied on the surface actually survived, but only enough of their species to make an existence in the Hollow Earth.

However, the established scientific community would not accept the text, so it has been published only in small circles with people with contacts in the occult underground.

Of particular use for the would-be explorer are the detailed maps of Atlantis.



Gaslight

Name:

Rank:	XP:
-------	-----

Concept:

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
Pace:	_____
Parry:	_____
Toughness:	_____
Charisma:	_____
Wealth:	_____

Racial Edges & Hindrances

Hindrances:

Edges:

[illegible]

Skills

d	<input type="checkbox"/>	<input type="checkbox"/>	Arcane (Sm) or (Sp)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Boating (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Climbing (St)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Driving (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Fighting (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Gambling (Sm)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Guts (Sp)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Healing (Sm)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Intimidation (Sp)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Investigation (Sm)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Knowledge (Sm)	<input type="checkbox"/>
d	<input type="checkbox"/>	<input type="checkbox"/>	Knowledge (Sm)	<input type="checkbox"/>
d	<input type="checkbox"/>	<input type="checkbox"/>	Lockpicking (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Notice (Sm)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Persuasion (Sp)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Piloting (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Repair (Sm)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Riding (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Shooting (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Stealth (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Streetwise (Sm)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Survival (Sm)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Swimming (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Taunt (Sm)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Throwing (Ag)	
d	<input type="checkbox"/>	<input type="checkbox"/>	Tracking (Sm)	

Social Class _____				
	WC	MC	WC	"S"
<i>S/S/N</i>	_____	_____	_____	_____
<i>I/P</i>	_____	_____	_____	_____

[illegible]

Languages	
_____	_____
_____	_____
_____	_____

Protection Armor: _____ Area: _____ Bonus: _____ Wt: _____
--

Attacks						
Weapon	Dmg	Range	RoF	AP	Par	Rch
	—	— / —	—	—	—	—
	—	— / —	—	—	—	—
	—	— / —	—	—	—	—
	—	— / —	—	—	—	—
	—	— / —	—	—	—	—

Arcane Background: _____					
Power	Cost	Range	Dmg	Dur	
_____	_____	____/____/____	_____	_____	
_____	_____	____/____/____	_____	_____	
_____	_____	____/____/____	_____	_____	
_____	_____	____/____/____	_____	_____	

Wounds	Fatigue
--------	---------

Organization/Notes:

Imagine a Victorian world, but not as history tells us it was, but as the literature implies that it was. Believe that the literature from the period were more than just stories, but instead first hand accounts of the events that happened in the world. Imagine a world populated by the lost boys of J.M. Barrie, the Beast Men of Dr. Moreau even tales of an immortal vampire named Dracula. Included in these are organizations bent of determining what is best for humanity, and they have launched a secret war against others so that only one will prevail.

In *Gaslight* you will find:

- A history of Gaslight Earth
- Five races specific to the setting, including one new one.
- A host of new general and race-specific edges
- A Target-Number based Wealth system
- Rules for Social Standing
- Weapons and equipment from the Victorian era
- A Reliquary containing a few artifacts from the history of the Earth of Gaslight.
- A detailed Gazetteer and Timeline
- A Players Guide for the *Savage World System* published by **Pinnacle Entertainment Group**.

What others have to say about *Gaslight Victorian Fantasy*:

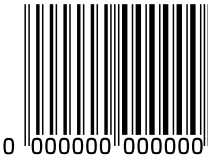
"*Gaslight* makes for a fun game, especially with groups already primed for this setting. I think groups unfamiliar with the time period will also enjoy the additions to *Savage Worlds* this book contributes." - Todd Cash; **Flames Rising**

"*Gaslight* is certainly more of a sandbox game. You are given the world, the rules and then let go. There is no over arching plot or theme like *Rippers* or *Ghosts of Albion*. It is, in feel, much closer to the old *Ravenloft: Masque of the Red Death* game. Which is pretty cool." - Timothy Brannan (author of the *Ghosts of Albion Role Playing Game*)

BPI1103 • \$24⁹⁵



ISBN 00000000000000



0 000000 000000

