



GLOBETROTTERS' GUIDE TO LONDON



PAUL "WIGGY" WADE-WILLIAMS

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AN OVERVIEW

"When a man is tired of London, he is tired of life; for there is in London all that life can afford." —Samuel Johnson

London, heart of the British Empire, home to six million souls, and the headquarters of many of the Leagues of Adventure, is the largest city in the world. Here one can stroll past grand buildings, marvel at the cultural wonders of the many museums and art galleries, dine in the finest restaurants, enjoy opera, ballet, plays, and music hall performances, and mix with the Empire's high society. Take a wrong turn, though, and one enters a world of poverty, thievery, prostitution, opium dens, and murder; a world where human life is cheap and citizens are packed into overcrowded slums like rats who cannot leave the sinking ship.

CAVEATS

The aim of this sourcebook is to give Gamemasters the basic tools they need to create interesting adventures in the vibrant heart of the British Empire. As such, it glosses over many topics, takes certain liberties with history and misses out some things altogether, and prices are taken from sources spanning 1865 to 1900.

While we have listed opening times for many buildings, you will not find the costs of courses at the various colleges and schools, specific dates for when every railway station opened, admission costs for every theater or type of performance, or the exact address of every League. In most cases such details can be waived. If you enjoy these little details and think they would add to your game, we encourage you to research them.

On the same vein, the map of London is designed to facilitate easy play. It does not detail every street and alley, nor specific buildings save those we consider important enough to list, and distances should be taken as a guideline rather than accurate GPS coordinates. Since *Leagues*

of Adventure is a game of intrigue and adventure rather than postmen delivering letters, a rough approximation of where a building is located should suffice.

Finally, the assigning of game statistics to historical or fictional persons (the latter being considered real in *Leagues of Adventure*) is not without its problems. Does one, for instance, write up Sherlock Holmes based on the literary figure, the one portrayed in the excellent recent movies, or the modern interpretation from television? Equally, should every slight character flaw be an actual Flaw? Those persons presented in this sourcebook are the author's interpretations. If you disagree with his choices, feel free to create your own versions.

DATING ACCURACY

Throughout this supplement we use two categories of dates—those before 1890 and those during the 1890s. The former are considered historical and are therefore part of the *Leagues of Adventure* canon. Those from 1890 to 1899 are included for reference and as historical information, but are not considered canonical. This allows the Gamemaster to move dates around to suit his campaign without feeling constrained by history. If he wants the Great Wheel to be opened in 1892, for instance, then that's when it opens in *his* London.

One word of caution: If his players are history buffs or enjoy researching places their characters have met or people they have visited, the Gamemaster should inform them in advance that his view of London might differ slightly from history.

WHAT'S IN A NAME?

The name London can be a little misleading. Most outsiders who speak of London mean the entire conurbation. London, however, is not a unified city.

The historic core is properly called the City of Lon-

VISUAL REFERENCES

There are hundreds of history books and thousands of web pages devoted to every aspect of Victorian London. Many of these have period maps, paintings, or photographs, but if you want a quick visual representation, not to mention enjoy an excellent movie or TV show, then we strongly recommend you take the time to watch the following:

From Hell; Film, 2001

Penny Dreadful; TV, 2014

Ripper Street; TV, 2012-present (a police drama focusing on the activities of the Whitechapel Division)

Sherlock Holmes; Film, 2009

Sherlock Holmes: A Game of Shadows; Film, 2011

don, also the City and the Square Mile (although it actually measures 1.12 square miles). Administratively, the City is governed by the City of London Corporation, headed by the Lord Mayor. The Corporation is made up of the Court of Aldermen (elected by the entire council for life) and Court of Common Council (elected by the people for four years). Each of the 25 Wards into which the City is divided elects one Alderman and a number of Councilmen based on the size of the Ward. The Common Hall, made of representatives of the hundred or so livery companies in the City, are responsible for electing the Lord Mayor and other senior officers. The Mayor and his officers are elected for only a one-year term.

Surrounding the City is the County of London, which was founded in 1888. Governed by the London County Council, it is made up of 196 civil parishes, only 112 of which are entirely within the city. Numerous attempts have been made to merge the City and the greater metropolis into one body, a move the Corporation has repeatedly foiled in Parliament.

To avoid confusion, references to "the City" in this supplement refer to the City of London proper, while "the city" is the entirety of the metropolis.

ACCOMMODATION

Some globetrotters will live in London, at least when they are not traveling the globe. Few will have the luxury of owning property, a rarity in this age except for the most wealthy, leaving most no option but to rent a house, apartment, or suite of rooms. For others, London is a place to visit for business or pleasure. Visitors have a choice of temporary domiciles, with wealth determining the quality and location. Globetrotters planning on staying in the city should note that while many Leagues have guest rooms set aside for members, these are for short-term use only—staying at a club for more than a few days is bound to raise the ire of the committee.

HOTELS

Hotels are a relatively recent phenomenon. Until the advent of the railway, most visitors had little recourse but to stay in coaching inns, lodging houses, or at their club, unless they were wealthy enough to rent a house. As the railways brought in more visitors, so grand hotels began to make an appearance. Not surprisingly, most were constructed within close proximity to, if not actually forming part of, one of the major railway stations. Prices start at 6s. (Somerset House, as an example) and climb as high as 15/6 (Long's, one of the grandest in the city).

OTHER LODGINGS

For those who desire privacy or solitude, or who cannot afford to stay in even the cheapest hotel, other options are available. All prices given below are weekly unless otherwise stated.

Renting a fully furnished house in the fashionable West End will set a globetrotter back between 5 and 25 guineas, whereas furnished rooms or an apartment are a slightly more modest 4 to 15 guineas. An unfurnished house will drain one's purse of 7 to 10 guineas. A sitting room and bedroom (akin to the rooms Holmes and Watson rent, though they have two bedrooms) varies from 1 to 4 guineas.

Move to a less affluent area and naturally the prices come down. A house in one of the railway suburbs is a more modest 10 to 40 shillings, with renting three rooms in a similar area setting one back 14 to 20 shillings. A single room is 6 to 8 shillings. Model housing estates were created to provide affordable homes for the working classes. House rents here (for a five to eight room property) are 7/6 to 11 shillings, while renting a sitting room and bedroom costs 4/9.

Finally, there are lodging houses. One in the City will set a globetrotter back 3s. per night, while a bed in a shared room in a less salubrious part of town costs between 1d. and 4d. Conditions range from acceptable to squalid.

GLOBETROTTERS & ACCOMMODATION

While it might seem counter intuitive, what sort of abode a globetrotter might call home is not governed by his Wealth. Wealth covers spare money, after rent, daily meals, and such like are accounted for. In essence, it is spare money. A globetrotter with no Wealth might well live in a grand house and have servants, but every last farthing of his income is accounted for on maintaining his lavish lifestyle.

Instead, Fame, Rank (outside the Leagues), and Status are better judges of housing quality, and indeed lifestyle in general, as is occupation. The exact details, though, are left for the Gamemaster and player to agree upon.

CLIMATE

London has the same temperate climate as much of southern England. While many Londoners complain about the weather, and foreigners often describe it as rain-soaked, the city receives an average of just 2 inches of precipitation per annum.

Summer temperatures average 76 °F (25 °C), with occasional highs in the nineties. In winter, average lows are above freezing, typically around 36 °F (2.5 °C) though temperatures of 7 °F (–13 °C) have been recorded. Due to it being a large metropolis, temperatures in the city center are as much as 9 °F (5 °C) warmer than the suburbs.

FOG AND SMOG

London, especially in period dramas, is a city often swathed in fog. Swirling banks of cloying mist are certainly atmospheric, if not entirely accurate.

A Gamemaster who wants a fog-shrouded street in his adventure should pay no attention to meteorological conditions—fog exists when the story requires it regardless of the time of year. Day or night, fog serves to reduce visibility and muffle sound. The Gamemaster should simply apply Visibility modifiers (see *Leagues of Adventure*) as he sees fit.

The Industrial Revolution has brought with it great riches and great poverty, but also the deadly pea soup fog, also known as a London particular, a pea souper (because of its thickness), black fog, and killer fog. Ranging in color from yellow, to green, to black, it is an extreme form of air pollution. The term “smog,” a contraction of “smoky fog” is not used until 1905.

The thick fog is laden with particles of soot from countless belching chimneys and, far worse, sulfur dioxide. Such fog is more common during winter months, when atmospheric conditions prevent it from escaping into the higher atmosphere. Occasional breathing in of this toxic miasma produces little lasting effect, but prolonged exposure can lead to debilitating respiratory problems).

As a rule of thumb, each hour spent breathing in a pea souper causes 1N damage. Sensible precautions can nullify this. Pea soupers also give a –4 Visibility penalty in lit areas (such as most streets) and a –8 penalty in unlit areas.

COMMUNICATION

London is a thoroughly modern city, keen to embrace new technologies, but such inventions are far from ubiquitous. Once limited to private establishments (such as the League clubhouses and newspaper offices), governmental offices and institutions, and even some private

houses have telegraphs, telegraph offices can now be found every few streets, as well as in major railway stations, more exclusive hotels, large post offices.

London has had telephones since 1878, though the first trunk line out of the city was not established until 1884. A trunk line to Birmingham, England's second city, was brought into service in 1890, and in 1891 a submarine telephone cable linked London to Paris. The first automatic telephone exchange in Great Britain opens in 1897, speeding up the connection of calls. Unlike telegraph machines, telephones are more common in business premises and government departments, though they are growing in popularity with the elite. The quality of communication is terrible, though—hissing and crackling makes it difficult to converse without difficulty.

For most, the only means of communications available are messengers and the postal service. While professional messengers can be hired for 3d. per mile, it is often cheaper and just as secure to hire a waif off the streets to convey one's missive.

Posting a letter to a recipient within Great Britain costs 1d. up to 1 ounce, 1 1/2d. between one and two ounces, and an additional 1/2d. per ounce or part thereof above this, to a maximum of 12 ounces. Post cards cost 1/2d. if the recipient is within Great Britain and 1d. if abroad. Newspapers and books cost 1/2d. per two ounces or part thereof, but such packages must be left open at one end so the post office can ensure the contents are what the sender claims they are. In general, a letter to Europe costs four times as much, one to the Americas ten times, and one to other locations as much as twenty times. If the message is short, telegrams are both cheaper and quicker.

Except on Sunday, when the postal service does not operate, Londoners can expect to receive between six and 12 deliveries a day between the hours of 7.30 a.m. (first post) and 7.45 p.m. (last post). Letters intended for recipients elsewhere in the United Kingdom leave London by train at 8 p.m. Those for other parts of the world are shipped either by an ocean-going ship with a mail contract or via airship. The cost for the latter is triple the usual amount, but guarantees a speedier service. Timed correctly, it is possible to post a letter or small package in London in the early morning and have it reach a recipient in Paris by lunch-time the same day.

Parcels are delivered by private companies, with rates varying based on dimensions, weight, and distance. Globe Parcels Express handles parcels to any civilized corner of the globe through its small fleet of airships and mail contracts with shipping lines, while Continental Parcels Express deals exclusively with European destinations. Again, they make use of both airships and ocean-going vessels.

DEATH

Even if one can escape the alcoholism, crime, disease, and poverty that blight parts of London, one is guaranteed to die at some point.

VISITS OF CONDOLENCE

Victorian society places great emphasis on proper behavior in all matters, including death.

Those who wish to pass on condolences to the family of a deceased person are expected to do within one week of the death, irregardless of when the funeral takes places. However, if the acquaintance is only a passing one, a visit is expected as soon as the deceased's family has appeared in public.

In keeping with society's mores, callers should be dressed in black to mark the somber occasion and mourning cards, rather than conventional calling cards, used to introduce oneself.

Naturally, this formal behavior applies only to the middle- and upper-classes.

London has many dozens of churches, not to mention several cathedrals, but with its rapid expansion into a densely populated metropolis it suffered from a desperate shortage of burial plots. Attempts to cram more and more corpses into smaller and smaller graveyards resulted in decaying flesh leaking into the drinking water supplies. Old graves were exhumed to make way for recent deaths, the previous occupant being dumped into the sewers or Thames.

Seeking a rapid means of alleviating the problem, the government ordered the establishment of new cemeteries in the city suburbs. The first of these, Kensal Green Cemetery, opened in 1832. Within a decade, a further six had been constructed.

For those judged to be paupers, funeral expenses are covered by the deceased's parish. Such events are simple affairs, with no stone erected to mark the pauper's final resting place. For those with money, an undertaker's services cost between £3 and £55, depending on the grandeur one requires.

At the lowest end, one purchases the service of a carriage drawn by a single horse, an elm coffin, a coachman, pall-bearers, and an attendant decked. More money equates to more grandeur. At the highest end one has a hearse pulled by four-horses and two four-horse coaches for mourners, each horse having ostrich feather plumes and a velvet covering. The coffin is high quality elm with an outer lead casing, and all contained in an oak shell fitted with brass handles and a brass inscription plate. As well as the coachmen and pall-bearers, the coffin is escorted by pages.

For those who do not desire their loved ones to lie in the ground, the new cemeteries offer private brick vaults. Prices for vaults capable of holding as many as ten family members range from £35 to £51. Those designed to accommodate just six coffins are cheaper, with prices ranging from £27 to £40. Public vaults, in which members of several families might lie side by side, cost £6-8. In all cases, use of a vault requires a lead coffin.

A standard burial plot costs from £2 (third-class) to £9 (first-class). For those not buried alongside, or in the same grave as, loved ones, with prices vary between 12 shillings (third-class) and £3.

CREMATION

Additional space has been created through the advent of cremation. Although a crematorium was constructed at Woking in 1878, it was a further six years before it became legal to cremate a corpse. The legality of cremation was brought to public attention in 1884, when William Price, a Welsh druid cremated his son's body so as not to pollute the earth. Brought to court for the illegal disposal of a corpse, Price successfully argued that while the law did not list cremation as a legal means of disposal, neither did it list it as illegal.

The first official legal cremation, overseen by the Cremation Society of Great Britain (founded 1874), took place at Woking (23 miles southwest of Charing Cross) in 1885. By the end of decade, over 100 cremations a year were taking place. The cost of cremations does not vary between the social classes—they are a fixed £6, with the sum to be paid to the Cremation Society.

Although Manchester establishes a crematorium in 1892, Glasgow in 1895, and Liverpool in 1896, it will be 1902 before London has one (Golders Green Crematorium).

ENTERTAINMENT

A man may only be bored in London if he chooses to be, for there is much to entertain his senses.

Theaters put on shows ranging in style from light opera to Shakespearean plays to bawdy comedies. Their cousins, the music halls, provide a mixture of comedic routines, popular songs, and specialty and variety acts. Here one might enjoy ballet, the prestidigitation of a stage magician, high-wire acts, and performances of dances and songs from across the globe. With so many venues competing for the same trade, theater and music hall impresarios work hard to bring big names and the latest acts to the stage. Both theaters and music halls are where the high and low of society meet, for they appeal to members of all classes.

Dancing is a popular pastime. While the rich attend grand balls or dance halls, commoners have their dancing saloons. Dancing academies teach both traditional dancing and the latest crazes from the Continent, but they are not for the poor—they learn their cruder steps from family or in the workplace. Music is enjoyed as public performance, but it is also commonplace in the home. Whether one listens to a classical piano concerto, the strain of a violin, or the wheeze of an accordion depends on one's social status more than one's taste for music.

Sports are growing in popularity, both in participation and attendance. Depending on one's class, one

can enjoy everything for angling to polo, and bowls to cricket, and ping-pong to tennis. London boasts both private clubs for these activities and public fields.

Whether one prefers a glass of vintage wine or champagne, a hot coffee, or a mug of gin, London has drinking establishments galore. Most Leagues have a well-stocked bar, though the contents are reserved for members and their guests. Where the Leagues cater to the public is in demonstrations and lectures. The rise of globetrotting has given citizens from all walks of life a taste for adventure and scientific endeavors. Whether a League is displaying the latest invention or recounting a polar expedition, such lectures are intended not only to educate the masses, but to raise the profile of the Leagues (and raise a little extra cash toward expeditions).

Whether one is interested in art, cultural treasures, or the latest scientific inventions, London has a wealth of museums and exhibit halls. Funded by donations from rich benefactors, these treasure houses are free to enter.

London is a metropolis, but it has many public parks and gardens. Here citizens can take a leisurely stroll, take in the heady bouquet of colorful flowers, and ride their horses and bicycles without fear of becoming snarled up in traffic.

One cannot escape entertainment even on the streets, though such performances rarely cater to the upper classes. Raucous Punch and Judy shows, barrel-organs accompanied by dancing monkeys, and street acrobats ply their trade in return for a few coins.

The city even caters for those with a taste for blood. Bareknuckle boxing, cockfighting, dogfighting (both illegal), and rat-baiting (where patrons bet on how long it will take a terrier in a pit to kill a certain number of rats) take place in the poorer areas of town. Gambling on these events is commonplace, and attracts even reputable citizens. For those who prefer more sedate gambling, there are many establishments where one can partake of a game of cards or dice or wager on horse races and other sporting events.

While the above events can be enjoyed year round, the city has numerous annual events to amuse, astound, and entertain both visitors and locals. Example include the Boat Race (held on the Thames), the Lord Mayor's Show (a parade held the day after the new Lord Mayor is elected), the Proms (a season of classical concerts established in 1895), and Trooping the Color (which marks the monarch's official birthday).

INFORMATION

Whether they are researching an ancient text or planning an expedition to the deepest, darkest jungles of Africa, globetrotters need information. Fortunately, London has many sources of information.

The obvious sources of information are libraries. Every League maintains a collection of books, though the selection is usually small and limited to fields of direct interest to the Leagues. The greatest library in the country, and

arguably the world, is the British Museum Reading Room, which houses millions of books covering every topic imaginable. Unfortunately, as with many other libraries, they are not open to the general public—globetrotters without some sort of Fame or Status, or a letter of introduction from a Patron, are unlikely to gain access. The London Library, on the other hand, is a public lending library, but it covers only a limited number of topics.

As well as libraries, there are certain volumes commonly available for purchase. The *London Directory* gives the address for every business in the city. The *Blue Books* are a listing of Parliamentary records and debates, while the *Red Books* have information on court and civil service state pensioners. The *Army, Navy, and Law Lists* provide short biographies on military officers, judges, barristers, and solicitors. An invaluable source is *Who's Who*, a listing of notable British citizens. As of 1897, the book is reordered alphabetically and includes more detailed biographies.

For those who desire to keep abreast of the latest news from home and abroad there are newspapers. As well as copies of the national papers, London has several local publications. Many daily papers publish twice a day, issuing a morning edition and an evening edition. Copies are readily available from newsvendors, who can be found hawking on most streets.

LIGHTING

Rich or poor, man cannot see in the dark without some form of artificial illumination. For all its modernity, London is also a city with one foot firmly in the past.

Oil (also called petroleum) remains the common source of light for the poor. Such is the demand that London imports around 10 million gallons of petroleum a year. Britain as a whole remains so dependent that it imports nine times that amount.

When it comes to lighting their homes, most rich Londoners make use of gas. Running beneath the city are 3,800 miles of gas pipes, through which flows 29 billion cubic feet of gas each and every year. Gas is produced from cooking coal, and producing the required amount of gas to keep London illuminated requires 3 million tons of coal every year.

Electric lighting is relatively new, but its use is spreading among those with money. Not everyone is enamored with the newfangled technology. The key gripe is the light emitted by bulbs. Whereas gas provides a warm glow, the intensity of which can be raised or lowered, electric bulbs emit a harsh, bright light. Punch magazine suggested, with tongue perhaps wedged firmly in cheek, that ladies should make use of parasols when under electric lights so as to maintain their pale complexion. The electrified areas of London are divided into 13 regions, each with its own electricity producing company.

Electric street lights were first introduced in 1882 and are slowly replacing gas lights. To date, roughly half the city has switched to electricity.

LEAGUES OF ADVENTURE: GLOBETROTTERS' GUIDE TO LONDON

POLICING

Before 1829, the streets of London were patrolled by volunteer constables and watchmen. While they might have been keen, they proved largely ineffective in detecting and preventing crime. Professional policing arrived on the streets of London in 1829, when Sir Robert Peel's Metropolitan Police Act was passed by Parliament. Under the Act, full-time police officers answerable to a central authority would patrol greater London, excluding the City of London.

Due to resistance from the Mayor and the Corporation of the City of London who refused to become part of a London-wide force, the City did not raise its own police until 1839. Time has not eroded the barriers, and London maintains both a City of London Police and Metropolitan Police.

Early public fears that the police were a branch of the military set to interfere in civil matters were allayed. The force would be part of the home office, thus ensuring it answered to a civil authority. Aside from sergeant, ranks were not based on those of the army. Officers were outfitted with blue uniforms (red being commonly associated with the army). Finally, they would be issued only with wooden truncheons (or nightsticks, as American globetrotters know them) and rattles, the latter being used to raise alarms. There have been a few changes since the two forces' inception. Whistles replaced the rattles in 1886, firearms are now permitted (see below), and additional ranks have been added at the higher end.

Although still a civilian force, the modern police are now permitted to carry firearms. Only police in outlying districts, those furthest from swift reinforcements or where the crime rate is higher, routinely carry firearms on duty, however, and even then it is optional. The firearm of choice is the Webley bulldog "Metropolitan Police" revolver, a short-barreled, five chamber revolver. Despite having been issued with the Bulldog in 1883, it was four years before the first one was fired on duty, and then only to awaken the occupants of a burning house.

Due to their association with Robert Peel, officers quickly became known as "bobbies" and "peelers," terms still in use in the 1890s.

RANKS

All branches of the police who pound the streets on a regular basis use the following ranks, in rising order of superiority: Constable, Sergeant, Inspector, Chief Inspector, and Superintendent. Members of the CID and Special Branch (see p. 9) add the prefix "Detective" in front of these ranks.

Above the rank-and-file City of London officers are the posts of Chief Superintendent, Chief Constable, and Commissioner. In the Metropolitan Police, the higher

ranks are Chief Constable, Assistant Commissioner, and Commissioner. The average constable has little chance of ever reaching the upper echelons—these ranks are typically held by directly appointed army officers, civil servants, or lawyers.

COMMISSIONER OF POLICE

Throughout the 1890s, the post of Commissioner of Police is held by Colonel Sir Edward Bradford, KCSI, ADC (1836-1911). A career soldier, he has led a colorful life.

As a member of the East India Company he saw service in Persia and the bloody Indian Mutiny. His active career was brought to a premature halt in 1863, when he lost his left arm after being mauled by a tigress. Forced into a desk job, he served as a political agent before becoming General Superintendent of the Thuggee and Dacoity Department, the Viceroy of India's secret police.

After a brief stint in London as Secretary of the Political and Secret Department of the India Office, he was appointed Commissioner of Police in 1890.

A gifted leader and administrator, he makes sweeping changes to the Metropolitan Police during his tenure—new police stations are dealt, patrol patterns are altered to alleviate boredom, linked all the stations by telegraph (although he disapproved of the telephone and typewriter), and equipped more police with bicycles.

His service saw him appointed Knight Commander of the Bath (KCB) in 1890 and Knight Grand Cross of the Bath (GCB) in 1897.

METROPOLITAN DIVISIONS

Whereas the City of London Police has six divisions, each commanded by an Inspector, and a Detective Department, the Metropolitan Police force is divided into 27 divisions. Twenty-one of these cover the greater city. Each is designated by a letter, which is worn on the lapels by uniformed officers as a suffix to their personal number. The remaining six divisions are responsible for patrolling the River Thames and the royal and military dockyards. Each division is listed alphabetically below, along with the name of its Superintendent.

The Metropolitan Police has responsibility over two other branches separate from its uniformed officers.

Letter	Division	Superintendent
A	Whitehall	Joseph Dunlap
B	Chelsea	Charles Sheppard
C	St James'	William Hume
D	Marylebone	George Draper
E	Holborn	Richard Steggle
F	Paddington	Philip Giles
G	Finsbury	Charles Hunt
H	Whitechapel	Thomas Arnold
J	Bethnal Green	James Keating
K	Bow	George Steed
L	Lambeth	James Brannan

AN OVERVIEW

M	Southwark	Denis Neylan
N	Islington	William Sherlock
P	Camberwell	Thomas Butt
R	Greenwich	Christopher McHugo
S	Hampstead	William Harris
T	Hammersmith	William Fisher
V	Wandsworth	Davis Saines
W	Clapham	Stephen Lucas
X	Kilburn	Frederick Beard
Y	Highgate	William Huntley

Name	Superintendent
Thames	George Skeats
Chatham Dockyard	George Godfrey
Devonport Dockyard	William Wakeford
Pembroke Dockyard	Archibald MacDonald
Portsmouth Dockyard	William Ventham
Woolwich Dockyard	Thomas Hindes

CRIMINAL INVESTIGATION DEPARTMENT

Better known simply as the CID, the Metropolitan Police Service Criminal Investigation Department was founded in 1842 as the Detective Branch. It was renamed in 1878 following a corruption scandal involving three of its officers. Each police division has a number of CID detectives assigned. Originally under the direct authority of the Home Secretary, command of the plain-clothes detectives was passed to the Commissioner of Police in 1888.

SPECIAL BRANCH

Originally formed as the Special Irish Branch to counter the threat of violent Irish Republicans, Special Branch's remit has since expanded to cover all subversive threats against the State. Officers wear plain clothes and are more like to carry firearms in the course of their duties. Separate from the CID, officers are nonetheless permitted to prefix their rank with "Detective."

RAILWAY POLICE

Founded in 1838, the Railway Police are responsible for policing London's railway network. Both plain clothed and uniformed branches exist. Each railway company maintains its own police force. Thus, while still law enforcement agents, the Railway Police are separate from the City of London Police and Metropolitan Police.

POLICE COURTS

Not all crimes warrant the accused going in front of a judge and jury. Many lesser offenses, whether civil, criminal, or municipal, are handled at the police courts, of which London has over a dozen.

Whereas the various higher law courts are grand buildings, symbols of the Crown's authority in matters of justice, police courts are utilitarian, not to mention much smaller. Most have room only for the presiding magistrate, a clerk, the defendant's solicitor, and a single reporter, plus a dock for the accused and a stand for witnesses from which witnesses give their testimony.

Barrister's take no part in police court cases—the magistrate asks the questions, with the defendant's solicitor present only to advise his client on points of law and ensure he receives due justice.

Being summoned to appear before a magistrate does not require one to be a hardened criminal. Allowing a dog onto the streets unmuzzled, having a chimney fire require the fire bridge's intervention, failure to shovel snow away from in front of your house (if it lines a street) are all grounds for prosecution. One common reason to attend is a dispute over payment between a cab driver and his passenger.

Most cases result in fines, though magistrates have the power to impose short prison sentences. Custodial sentences rarely involve hard labor.



CRIMINAL SLANG

Whether they are a criminal mastermind, employ a criminal as a henchman, or have reason to converse with those of larcenous occupation during an adventure, globetrotters are advised to learn something of the common criminal cant. The following words may prove useful both to globetrotters and Gamemasters.

Bang-up: Very fine

Barker: Gun. Also *Bulldog with six teeth*

Beak: A judge

Boat, in the: Sentenced to incarceration. Also *lag, quodded, stir*

Blunderbuss: A stupid or ignorant person

Buster: Burglar. Also *snakesman*

Claim: To steal. Also *half-inch, nick*

Cop: Policeman (can also mean to steal). Also *slop, split*

Cove: A man

Crack a rib: To commit robbery

Croak: To die

Darkey: A shuttered lantern

Dipper: Pickpocket. Also *fag, gonoph, book*

Do a scoot: Flee

Family man: A thief. Also *prig, scamp*

Gilt: Money. Also *brass, oof, rhino, uxtor, yannups*

Kifers: Burglar's tools

Lamps: Eyes

Mace: Swindler

Mace, To work the: Obtaining goods under false pretenses, swindling someone

Nark: An informer. Also *Welsh*. *Narking dues* is to be arrested because of information provided by a nark.

Pogue: Purse

Put someone's lights out: Kill them

Queer screens: Counterfeit bank notes

Salt box: Cell where a condemned man spends his last night

Scrap: A villainous scheme

Snide coin: Counterfeit money

Snidesman: Counterfeiter of coins. Also *bit maker, bene faker*

Stretch: A period of one year, most commonly in prison. A *half stretch* is six months.

Swag: The proceeds of crime

Tea-leafing: Petty theft of opportunity

Toke: Bread

Topper: An item of outstanding quality

Turn over: To search or rob someone

Twirl: Skeleton key

Wet: Drink, typically beer

An example of a criminal using this vernacular might sound something like this: *I sees this bang-up cove and, being a dipper, decides to claim his pogue so's I can buy some toke and wet. I got some yannups, but bless my lamps if it weren't snide coin. I got me narker's dues and did a two stretch for that.*

OTHER LAW ENFORCERS

As well as the police, Londoners are protected by two other types of law enforcer, neither of which is officially recognized as agents of the Crown or has any special powers to arrest criminals. Both groups have formed Leagues of Adventure.

Though not one to court fame, the name of Sherlock Holmes is known to many denizens on both sides of the law, and not only in London. His success has spurred others to research his methods and set themselves up as consulting detectives. Although they have no powers of arrest and are not immune to prosecution if they break the law, nothing prevents them plying their trade. In all honesty, the police are quietly grateful of the help in combatting the rising tide of crime.

The second group are vigilantes, masked men and women who have taken the law into their hands. The police are less tolerant toward them, at least publicly, for their methods are less investigative and more hands-on.

CRIMINALS

The job of the police is to combat crime (detectives investigate crime) and London has more than its fair share of criminals. Such is the sheer variety of crimes that each has developed a unique name.

Pickpocketing is the most common crime blighting society, but even this is specialized. Take for instance the *groaner*. He attends gatherings, such as public meetings and purloins the purses and watches of those seated beside him. Those who favor churches are called *autem divers*. Their thievery extends to hats, prayer books, and anything else not nailed down. Many are in league with fake street preachers, known as *swadlers*. While the preacher keeps the crowd focused on him with his fiery rhetoric, his groaner works the crowd. Other types of pickpocket include *buzzers* (who pick men's pockets), *cloak twitchers*, *fawney coves* (specialize in stealing rings), *prop nailers* (steal pins and brooches), *spicers*, *thumb screwers* (steal watches), and *wires* (who pick ladies' pockets).

Despite its violent sounding name, a *macer* is simply a thief, while a *mace* is a *swindler*. One who prefers to use violence is a *blood*. A *cadger* is a thief with a mean streak, the sort of thug who would be just as likely to smash you across the head as steal your purse surreptitiously. A *swigsman* pretends to be interested in buying old clothes, or sometimes collecting them for charity. Once inside a house, he takes whatever opportunity presents itself to relieve the owner of his valuables. Bully traps impersonate policemen and extort money from innocent citizens. Of the lowest order of thief is the *lully prigger*. This lowly cur lures children to an out of the way place and then robs them of their clothes. Not even pets are spared larcenous attention, for the *buffer nap-*

per steals dogs. *Drummers* drug liquor in order to rob their stupefied victims, while *bug-bunters* favor robbing drunks.

Theft from property as just as common as theft from persons. *Hoisters*, sometimes known as *palmers*, are shoplifters. *Starrers* are smash-and-grab thieves specializing in jewelers' window displays. *Filers* steal lead from roofs. Anyone looking to rob a property may need the services of a *dubs man* (lock-picker) or *cracksman* (safe-breaker). *Dragmen* are experts at removing cargoes from wagons, while *snoozers* make off with luggage left unattended at railway stations.

Once a criminal has possession of stolen goods he needs to get rid of them. Many globetrotters may think a *fence* acquires and sells on stolen goods, but in truth his role is only the former. A fence may pass on stolen goods to a *duffer*, a criminal who claims his illegal gains are smuggled (but not stolen) items, which he has for sale at a discounted rate. *Twirlers* sell stolen clothing.

Not all criminals work the streets. A *bully rocks*, being little more than a thug, maintains order in a brothel (those who protect street prostitutes are known as *flash-men*). *Mounters* pretend to be upstanding men. Using a false identity, they arrange bail for their fellow criminals (for a fee, of course). A *jock gagger* prostitutes his wife and lives on her earnings. *Gammoners* are swindlers and confidence tricksters. Notable among them is the *rum gagger*, who spins a yarn of suffering in the high seas as a form of begging.

Then there are the prostitutes, also known as *autem women*, *baggage*, *blowings*, *bobtails*, *chicksters*, *cock chafers*, *frows*, *star gazers*, *troopers*, and *trolls*. Prostitution is semi-legal. Licensed premises, such as theaters and pubs, could lose their license for encouraging prostitution, but unless an act of public lewdness is committed the police tend to turn a blind eye to an endemic problem.

Instead of stealing money, one might decide to manufacture one's own. Cue the *coiner*, who produces counterfeit coins. Those who deliberately pass on bad money are known as *smashers*.

Anarchists and Fenians have stepped up their attacks against the British Empire. Gone are old style shootings, replaced with the more destructive and less selective use of dynamite. Between 1867 and 1885, the terrorists attacked government buildings in Whitehall, train stations, the headquarters of the CID and Special Irish Branch, gentlemen's clubs, and even the House of Commons. Attacks diminished when Special Branch began to actively fight back, but not even a heavy police presence could completely thwart the anarchists' activities. During the 1890s attacks occur against the Greenwich Observatory (1894) and Aldersgate Street Station (1897).

Drugs are not illegal. Cocaine and laudanum (an opium derivative used to treat all manner of illness, but especially the coughing fits of those suffering from tuberculosis) are available from most pharmacies, while numerous opium dens can be found in the notorious East End.

LONDON'S CRIMINAL MASTERMINDS

The criminal types mentioned above are at the lower end of the food chain. They might operate a large gang, but their talents and achievements are insignificant compared to the master criminals. As befits a city of its size, London has many master criminals. Only small few, though, are noteworthy in the grand scheme of things.

Before 1891, London's most dangerous criminal was Professor Moriarty. Little transpired in the way of nefarious activity without his knowledge or approval, and yet few, even among the criminal fraternity, had ever heard of him. Like all good spiders at the center of a web of intrigue, he preferred to maintain a low profile. His name becomes known to the public only through the memoirs of John Watson, as published by Arthur Conan Doyle. Most people believe Moriarty is dead and his criminal empire dismantled by Sherlock Holmes between 1891 and 1894, but some are not so sure.

Nature abhors a vacuum, and the criminal underworld is no different. Before rival gangs and lesser masterminds could take a larger slice of the action, a new "Napoleon of Crime" rose to fill the void. Unlike his predecessor, The Brain has taken no steps to hide his name. Indeed, it is greatly feared by both criminals and police alike. The press, always on the search for sensationalist stories, claim The Brain is none other than Moriarty returned from the grave, but their readership is divided.

Statistics for The Brain can be found in *Leagues of Gothic Horror*. Gamemasters who wish to follow a different route to the canon should create statistics for The Brain to suit the needs of their campaign. Alternatively, he might not actually exist. The Gamemaster might decide he is a fictional bogeyman created by some of London's criminals to keep the rest in line and as someone on whom to pin the blame for high-profile crimes.

The other criminal mastermind of note is Mister E. He (or possibly she) runs no criminal empire, acting instead as a faceless middle-man and facilitator of criminal schemes. Although based in London, or so it is commonly believed, his network of agents and contacts spans the entire world.

TRANSPORTATION

London is the center of world and transportation. Every day, hundreds of ships arrive and depart, carrying goods not only across the Empire, but to the many lands with whom Great Britain has trading agreements. Airships regularly shuttle passengers to the world's major cities, making it a vital hub for globetrotters of all nationalities.

While its feasible to get around on foot, it is neither practical nor often desirable when making long journeys. Fortunately, the city boasts many ways to save one's legs. Indeed, London has so many vehicles on the roads that traffic jams are commonplace. Ironically, during the worst jams it is frequently quicker to walk.

CAB FARES

The costs of cab journeys are set down in law. The hirer has the option of hiring a cab based on time or distance, told to the driver at the time of hiring. Unless specifically stated, the cab driver must default to distance. London is divided into an inner circle, set at a distance of four miles from Charing Cross, and an outer circle.

By Distance: For any distance not exceeding two miles entirely within the inner circle, the price is 1s., with an additional 6d. per mile or part thereof above this.

If hired and discharged in the outer circle, the fare is 1s. per mile or part thereof.

If hired within the inner circle and discharged in the outer circle, the fare is set at 6d. per mile or part thereof in the inner circle and 1s. per mile or part thereof in the outer circle.

Under no circumstances can a driver be compelled to drive more than six miles, though money always talks.

By Time: Within the inner circle, a four wheel cab costs 2s. and a two wheel cab (such as a hansom) costs 2/6 for the first hour. Each additional 15 minutes costs an additional 6d. and 8d. respectively.

If hired in the outer circle, fares are fixed at 2/6 for the first hour and 8d. per additional 15 minutes, irrespective of the type of cab.

Extra Persons: The above prices assume single or double occupancy. For every person above two, an additional 6d. is added to the cost of the entire journey. For these purposes, two children under the age of ten count as a single person.

Luggage: Luggage is always carried outside the cab and costs 2d. for each package.

Waiting: For each 15 minutes, the cost is 6d. for a four wheel cab and 8d. for a two wheel cab.

Cab drivers are required to take items lost by passengers to Scotland Yard, from where they can be collected once the necessary paperwork is concluded. This presents globetrotters with an ideal opportunity to use Bureaucracy to either hurry things along or acquire possession of items that do not belong to them.

some stretches of the network run above ground. Multiple lines now run under London, with more being constructed, but the network suffers from overcrowding as bad as that of the roads.

Until the invention of the electric train, Underground lines were shallow—ventilation shafts were essential for removing the fumes. The atmosphere on these lines can be hazardous to health, so much so that Parliament launched an enquiry in 1897 to address the seriousness of the pollution. The cleaner electric train allowed tunnels to be cut at much deeper depths, greatly expanding the potential for new routes.

As with surface trains, Underground trains have three classes—first (for upper-class citizens), second (for the middle-class), and third (for working-class). So long as one does not exit a station (sometimes essential to change lines), a ticket covers unlimited journeys. Prices are 6d. for first class, 4d. for second class, and 3d. for third class. The exception to this is the City and South London Railway, which has only a single class of carriage and which charges a flat 4d.

NECROPOLIS RAILWAY

Trains are not just for the living, however. The London Necropolis Railway ferries both mourners and the deceased from an annex at Waterloo Station to Brookwood Cemetery on the outskirts of the city. The station was set up to keep the classes separate, and the first and second class areas has private mourning rooms available for hire. While mourners ride in conventional carriages suited to their class, the dead travel in hearse cars.

Patrons do not simply purchase a ticket—they must purchase a funeral package. First class costs £5 and includes a 9-by-4-foot plot, selected from any part of the cemetery. Second class funerals are £2 10s but have less choice of burial plot location. Unless a permanent marker is purchased for an additional 10s., the London Necropolis Railway Company reserves the right to re-use the grave at some future point. Third class burials are restricted to paupers, those whose internment costs are covered by the parish. Mass graves are no longer permitted under law, but third class citizens are likely to be disinterred to make room for a wealthier client.

ROAD

Two-wheeled Hansom cabs are the most common vehicle on the streets of London, with delivery wagons a close second. Pulled by a single horse, these lightweight vehicles are agile (great for maneuvering around other traffic) and capable of safe cornering at high speed. They become known as taxicabs after 1891, with the invention of the taximeter. Hansom cabs can seat two passengers, while four-wheeled, two horse-power cabs, known as "growlers," can seat four inside with a fifth riding up with the driver.

RAILWAY

London's growth since the start of the Industrial Revolution rapidly led to increased congestion as trains disgorged commuters from the outlying towns onto its streets. The solution was a subterranean railway linking the major rail terminuses.

The first line in the Underground, as the system is more commonly known, opened to the public in 1863 and proved an immediate success. Despite the name,

A new sight from 1897 is the “Hummingbird,” an electric powered taxi named for the hum of its engine. The Daimler Victoria, a gasoline-powered taxi, appears on the streets of Stuttgart in 1897 and Paris in 1899, but not until 1903 in London. Like the Hummingbird, they are built around carriages with the horses replaced by a modern engine.

To hail a cab, one need only stand on the kerb, raise one’s arm, and shout “Cabbie!” or whistle. There are areas where this is not possible. Few cabbies dare to enter the Rookeries at any time of day, and cabs are less frequent in poorer areas. In and around the City, however, they are as common as flies on a manure heap.

For those who cannot afford a cab, or who travel the same route frequently, there is the omnibus. Most of these double-deck conveyances are horse drawn, though a handful of steam-powered omnibuses chug noisily through the streets. Unlike cabs, buses follow set routes, with prices charged depending on where one embarks and disembarks along the route.

Trams are similar to omnibuses, but they follow tracks. The key advantage trams have over omnibuses is for the company’s running them—they require fewer horses, thus incurring lower expense in feed and grooming.

Automobiles are only rarely seen in London and are treated with a mix of fear and wonder. Most belong to weird scientists, who have created their own automotive vehicles, and the very wealthy, who have purchased one of the few commercial models available from foreign manufacturers. Gasoline, electric, and steam variants are all known, but none can yet say which one’s will become the norm.

WATER

The Thames remains a busy highway, but rarely caters for passengers. The construction first of the many bridges and later large steamboats deprived the watermen of their trade. In turn, however, the railway sounded the death knell for large steamboats. Watermen do still sail the Thames, but they are few in number and the service is irregular.

While not licensed to carry paying passengers, globetrotters wishing to use the river can do worse than approach the master of a Thames sailing barge. Almost as common on the river as Hansom cabs are on the roads, the sailed versions of these vessels carry cargo as far as the ports of Western Europe. Other barges are powered only by the current. Steering them on the busy waterway is a skilled art requiring excellent knowledge of the tides and currents and strong muscles.

Every year, the barges take part in sailing matches along the Thames. The matches are not just for fun—fast barges can earn lucrative cargo contracts. Not every contract involves precious goods—the founder of the matches, Henry Dodd, made his fortune hauling London’s refuse.

NEW LEAGUES

London, it seems, can never have too many Leagues. While members of the following Leagues might travel the globe with the same regularity as any other League, the societies have their headquarters in London. All four are open to player characters.

THE AUTOMATON CLUB

Special: Automaton members cannot have the Automaton Flaw (see sidebar on p. 14).

With the growing popularity of automata, not to mention the wide diversity, it was only natural that a technically-minded League devoted solely to “mechanical men” would open its doors sooner rather than later. Most members are men and women with an interest in the design, construction, or repair of automata. This covers everything from the historical automata popular in the last century to cutting edge designs.

In an unusual move, the Club also voted to accept automata as full members subject to strict requirements. Automata must be anthropomorphic, possess the capacity for creative thinking, be mechanical in origin, and be capable of speech. In short, they must be artificial people rather than wondrous but ultimately limited machines. Furthermore, automata are granted membership only if nominated by a human member and only after proving they meet all the criteria.

Starting Skill List (Automaton): Pick two Skills of your choice

Starting Skill List (Human): Pick two from Craft: Clockwork, Craft: Mechanics, Science: Engineering

THE DETECTIVE CLUB

There are many reasons why a victim of crime might approach a consulting detective—the victim may wish to keep the affair away from public attention, the police might be corrupt or incompetent, the authorities might not believe them, or the police may have failed to solve the case. For similar reasons, membership in the Detective Club is not open to serving members of the police or similar law enforcement agencies.

Members are consulting detectives, crime-solvers for hire. Although many model themselves on Sherlock Holmes, to whom an invitation has been extended several times, the great detective is not a member.

Members are permitted to discuss their cases with their peers, but few choose to do so—no one likes to admit they are having difficulties and it is possible a client has hired multiple detectives to ensure a successful resolution.

The League is prepared to fund investigations, but the committee requires at least a passing knowledge of the nature of the crime in order to correctly allocate appropriate funding. In most cases the funding is seen as an advance

AUTOMATON CHARACTERS

This sidebar is concerned with making player character automata. Automata characters should be rare—we suggest the Gamemaster allow no more than one per group. An automaton globetrotter is constructed as per the rules for living creations with the following caveats.

- * The automaton must be an Ally 2. This gives him the same starting Attributes, Skills, and free Talent as a regular human globetrotter. He gets 15 Experience Points as normal.

- * The automaton's final Enhancement cost cannot exceed +4, making it the equivalent of an Artifact 2.

- * Since he is more than just a machine, the automaton must put at least one Attribute point into every Attribute.

- * The automaton gains Followers 0 and Rank 0 for free just like any other globetrotter.

- * The globetrotter must be powered by clockwork or steam, rather than being a Frankenstein's monster, and must be anthropomorphic. A non-anthropomorphic automaton is always going to be treated as a machine, making him little better than a slave.

- * The automaton is assumed to be able to speak unless he takes a suitable Flaw.

- * The following Flaws are available to automaton globetrotters, but neither is compulsory:

Automaton (+1 Style point whenever your lack of creativity causes difficulty)

Conspicuous (-2 Stealth penalty due to grinding gears or belching smoke; +1 Style point whenever your conspicuous nature causes problems for you or your allies)

AUTOMATON CHARACTERS IN PLAY

Automaton globetrotters function just like flesh and blood globetrotters save as noted below.

- * Regardless of intelligence, most people will treat an automaton as a machine. At the Gamemaster's discretion, they suffer -2 to Charisma rolls.

- * Craft: Mechanics is used in place of Medicine when treating injuries. Each roll takes one hour and suffers a -2 penalty if at least basic tools are not available. "First aid" does not need to occur in the first hour of the injury.

- * Automata can never recover Health through rest.

- * Dead automata cannot be repaired—the damage is too extensive to allow for repairs.

- * Common sense should be applied when dealing with environmental hazards. Metal, wood, and clockwork doesn't succumb to disease, drugs, or poison, but it is usually affected by drowning (rusting parts, flooded boilers, and so on), electricity, exposure (metal fatigue, brittle cogs, ruptured pipes), falling, fatigue (general wear and tear), and fire.

on payment by the client, and thus must be returned in full. In the most important cases, such as those involving royalty (of any nation) or state secrets, this rule is waived.

Starting Skill List: Pick two from Bureaucracy, Con, Diplomacy, Empathy, Intimidation, Investigation, Linguistics, Spying, Stealth, Streetwise

THE MASKED AVENGERS

The Masked Avengers is a clandestine society of do-gooders who make use of their natural talents and weird science gadgets to apprehend criminals. Not every member is an inventor—some are just citizens who want to fight crime and who are prepared to don a costume and, if they feel it is necessary, wield weird science gadgets.

Society members are cautioned on joining that they are not vigilantes dispensing street justice—any criminals they apprehend must be turned into the police and justice allowed to take its natural course. Despite being on the side of law and order, the police do not publicly condone the activities of the group. Secretly, they are grateful of the extra support. This silent nod of approval is not a blanket license to break the law, nor does it give any protection from prosecution if a member commits a crime.

Members of the Masked Avengers do not announce their membership (except when their identity is protected by their costume), nor does the society make the location of its clubhouse public knowledge. To do so would expose members and their friends and families to revenge attacks, not to mention result in a queue of citizens demanding help.

Starting Skill List: Pick two from Athletics, Brawl, Craft (pick one), Firearms, Investigation, Melee, Science: Chemistry or Engineering, Stealth, Streetwise

THE TEMPERANCE SOCIETY

The Temperance Society was founded in 1843 with the aim of promoting total abstinence from alcohol (except as medicine), a good diet and healthy exercise to promote better health, and the imbibing of healthy carbonated herbal soft drinks, such as sarsaparilla and dandelion and burdock. Members are expected to espouse the society's beliefs among the poor and, when adequately trained, provide them with basic healthcare, something sorely lacking in the slums.

Although the society favors a total ban on alcoholic beverages for general consumption, it is divided in how to achieve this. Some members actively lobby Parliament, while others favor moral persuasion to lead the masses away from the demon drink.

Herbal soft drinks are big business in the 1890s, and members travel the world searching for herbs to create new beverages. as part of the pledge taken on joining, members who formulate a new recipe must give 20% of any earnings from it to the society in perpetuity to help fund its many charitable projects.

Starting Skill List: Pick two from Academics: Religion, Athletics, Craft: Pharmacology, Medicine



A BRIEF TOUR



"I've been walking about London for the last thirty years, and I find something fresh in it every day." —Walter Besant

From grand buildings of state, magnificent cathedrals, galleries and museums filled with treasures of the world, and finely appointed gentlemen's clubs to crowded slums, bustling docks bringing goods from across the Empire, and seedy taverns, London offers the best and worst of humanity.

Detailed below are a number of places likely to be visited by globetrotters at some point during their adventures in the beating heart of the British Empire. Where dates are given for people, it refers to their term in office unless otherwise stated.

Leagues: While many Leagues have their clubs on Pall Mall, others prefer different surroundings. This entry lists Leagues with club facilities in, or close by, the location. Globetrotters should not that these Leagues rarely have extensive dining or sleeping facilities available, though one can always find a drink or comfortable armchair. In some cases, the club is only one of many, rather than the League's headquarters. For instance, the Stratford Players have a club in London, but their official headquarters is in Stratford-upon-Avon, home of the Bard.

A CITY OF TWO ENDS

London has spread out in the cardinal directions from its earliest origins, yet Londoner's still refer to only two directions—the West End and the East End.

The West End, which begins west of Charing Cross, is the fashionable part of the city. Upwind of the smoke-swaddled City yet close enough for those who work there, it is the haunt of the rich elite. It contains a disproportionate amount of cultural and entertainment buildings, most notably galleries and museums, theaters, and shops, as well as government buildings, foreign embassies, hotels, and Leagues.

The East End, by comparison, is at the opposite end

of the scale. In 1888, it was said that a shabby man from certain areas might pass as a member of the respectable poor. Were he known to come from the East End, though, people would lock up their cutlery and liberally douse themselves with bug powder.

A squalid and overcrowded lower-class area, it exists primarily to service the docks on which London so heavily relies. It is also home to many of London's immigrant populations—Hews fleeing pogroms in Eastern Europe, radicals from Germany and Russia fleeing government oppression, the descendants of freed slaves and Africans linked to the trade routes to the Caribbean and West Africa, and, further east in Limehouse, Chinese who settled here due to the opium and tea trades.

The influx of the Jews, which peaked in 1890s, has led to increased racism. The British Brothers League, for instance, was founded on the claims that Englishmen were being evicted from their homes to make way for foreigners and schools were being burdened by an influx of foreign children. As is typical with bigots, they overlook that many of the immigrants have jobs and contribute to society.

The crowded streets are home to many of the city's poorest residents, numerous prostitutes and criminals, rampant tuberculosis, and, of late, Jack the Ripper. While it grossly unfair to paint the entire population with a broad brush, even those with wages and respectable occupations number among London's poorest, and poverty breeds crime.

The cramped conditions, poor sanitation, and lower class lifestyle (which other Londoner's take to mean a fondness for alcohol, drugs, and prostitutes) are also ideal breeding grounds for disease. The Great Plague of 1665 struck the area hardest, and in more times there have been outbreaks of cholera.

It would be remiss to ignore the cultural aspects of the East End. While it may lack the grand theaters and operas houses of the West End, it boasts a number of theaters and music halls catering to the tastes of the locals. It also has a large number of taverns and brothels, though.

LEAGUES OF ADVENTURE

1. AERATED BREAD COMPANY

Founded in Islington in 1862 by Dr. John Daughlish, the A.B.C., as most people know it, uses carbonic acid gas rather than yeast to make its bread. This removes the need for fermentation and excessive kneading, meaning the workers have little contact with the dough. This in turn makes the bread more sanitary, the company's major marketing point. Gas technology also reduces production costs, meaning the A.B.C. can undercut its rivals.

The A.B.C. runs a series of self-service tearooms across London. The tearooms have had a dramatic effect on society. Whereas a woman eating in a restaurant without the company of a man will raise many eyebrows, no one bats an eyelid at seeing one in a tearoom. Almost overnight, women are able to dine alone or in groups without breaking society's rigid mores.

While the A.B.C. is considered a supporter of women's rights by many women's groups, its female employees (the majority) do not receive a share of the profits. In 1895, the company board addresses some of the inequality by ensuring the women receive one free meal a day. True equality remains many years away.

2. THE ADMIRALTY

Great Britain may be a small island nation, but it commands the largest and most powerful navy in the world. Scattered across the globe, it is essential in maintaining the Pax Britannica. Ensuring the fleet remains ready for action is the responsibility of the officers and bureaucrats of the Admiralty.

The Admiralty is divided into two main departments—the Naval and the Civil. Within the Naval department are various sub-departments—Secretary's, Contract and Purchase, Controller of the Navy, Naval Store, Victualing, Director of Transports, Hydrographic, Coast Guard Compassionate Fund, Coast Guard Life Insurance Fund, and Commissioner for Property and Income-tax for the Naval Department.

Britain's naval dominance is not unchallenged. In recent years she has entered an arm's race with Germany, a country keen on both expanding its global influence and ensuring its coastal waters cannot be blockaded. An influx of staff has led to the Admiralty outgrowing its existing space. Construction of the Admiralty Extension adjacent to the current building. Once complete, it will be the largest building on the site.

Although part of the Board of Trade and thus a civilian institution, the Meteorological Office is currently located at the Admiralty. It provides a daily forecast, disseminated to the public by means of the newspapers.

Hours (Office): 11 a.m. to 5 p.m. (Naval); 10 a.m. to 4 p.m. (Civil)

Leagues: Meteorological Society

3. THE ALBANY

Built as a grand private house in Piccadilly in the late 18th century, the building was converted into 69 bachelor apartments in 1802. Known as "sets," the apartments are prestigious housing and there is a long list of eligible men seeking a home here. Among the notable residents of old were Arthur Raffles (the so-called Amateur Cracksman), Lord Byron, and William Gladstone (in his early years as a politician).

ALBERTOPOLIS

Prince Albert played a major role in the success of the Great Exhibition of 1851, but even he was astounded by the public response. Keen to maintain their interest, the Royal Commission invested profits from the Exhibition in the purchase of land, on which new institutions would be constructed. Centered on Exhibition Street in South Kensington, Albertopolis is the unofficial name for an area containing many of London's cultural and educational establishments. (The name Albertopolis has fallen out of use since the Prince-Consort's death and the area is now commonly called South Kensington.)

Within this small area of London one can find The Imperial Institute, Natural History Museum, the Royal Albert Hall, the Royal Colleges of Art, Music, and Science, the Royal School of Mines, the Science Museum, and the South Kensington Museum. Many of these institutions have dedicated entries below.

4. BRITISH MUSEUM (NATURAL HISTORY)

Formerly housed in the British Museum, the natural history collection was little loved by the Principal Librarian. Visitors were encouraged not to visit the limited galleries devoted to the exhibits. When Albertopolis was founded, the decision was taken to construct a purpose-built museum. Opened in 1891, the museum is governed by the same Board of Trustees as the British Museum and remains an official part of that institution.

The impressive collection covers all aspects of natural science—botany, geology, zoology and so on. Among its recent acquisitions are fossils excavated by students of the new science of paleontology.

Concealed in the basement are a small library and a few specimens concerning alternate zoology and phantasmagorical anthropology—subjects modern man labels "cryptozoology."

Admission: Free

Hours (Public): Daily; 10 a.m. to 4 p.m. (January, February, November, December), 10 a.m. to 5 p.m. (March, April, September, October), 10 a.m. to 6 p.m. (May to August); Closed the first week of February, May, and October for cleaning.

Leagues: Paleontological Society

5. THE IMPERIAL INSTITUTE

Although based in Albertopolis, the Imperial Institute owes its existence not to the Great Exhibition, but to the Colonial and Indian Exhibition of 1886. Officially founded in 1887, its doors do not open until 1893.

The Institute is a research establishment rather than an educational one. Within its laboratories, inventors from across the globe work on conventional and weird science inventions that will boost the commercial and industrial interests of Great Britain and her colonies and dominions.

Admission: Free

Hours (Public): Friday; 10 a.m. to 10 p.m.

Leagues: Royal Asiatic Society

6. NATIONAL ART TRAINING SCHOOL

Until 1853, the former Government School of Design was a very modest affair. Following the Great Exhibition of 1851, which promoted the arts as much as the sciences, the school was renamed and moved to Albertopolis. A neighboring building, the Female School of Art, caters for female students. The Schools teach all aspects of art, including architecture. The school is renamed the Royal College of Art in 1896.

Leagues: Expedition Artists Club

7. ROYAL ALBERT HALL

Following the Great Exhibition of 1851, Prince Albert proposed that a permanent facility dedicated to the enlightenment of the masses should be constructed. Progress was slow, the new structure not opening until 1871, ten years after Albert's death. Its ingenious gas lighting system, which allowed thousands of lights to light within a few seconds, was replaced by electricity in 1888. The move did not please everyone due to the harshness of electric bulbs.

Ballet, opera, and concerts are regularly performed, and Leagues with a popular public audience favor it as the venue for lectures because of its large audience capacity (8,000 souls).

8. ROYAL COLLEGE OF SCIENCE

Formerly The Normal School of Science, it adopted its current name following the granting of Royal Consent in 1890. The Royal College of Science teaches agriculture, astronomy, botany, chemistry, mathematics, mechanics, metallurgy, and physics.

Given that its syllabuses are ideal for inventors, it is little surprise that many of its students and teachers are members of technologically inclined Leagues. Indeed, those Leagues fixated with technology have moved their clubs close to the college so as to take advantage of the laboratories.

Leagues: Among the Leagues, the area around the College is known as "Little Pall Mall," it being home to

the Armorers Guild, Da Vinci Club, Daedalus Society, Lunar Exploration Society, Society for the Advancement of Science and Technology, and Society of Galvanists.

9. ROYAL SCHOOL OF MINES

Established as the Government School of Mines and Science Applied to the Arts, the Royal School of Mines moved to Albertopolis in 1872, separating it from the Museum of Practical Geology (see p. 27). The School educates students in geology, mineralogy, and mining. Although it teaches similar subjects to the Royal College of Science, it remains a separate institution until 1907, when the two are finally merged.

Leagues: Prospectors Club

10. SOUTH KENSINGTON MUSEUM

Initially known as the Museum of Manufactures, the museum opened its doors in 1854. Initially located elsewhere, it moved to Albertopolis in 1857. The Museum contains both the Art Museum and the Science Museum.

The Art Museum's galleries display ceramics, costumes, drawings and prints, furniture, glass, jewelry, metalwork, sculptures, and textiles from around the world. The Science Museum is dedicated to technological wonders in all the sciences and from all nations of the world. It also houses the Britain's National Library for Science, Medicine and Technology. Thanks to its gas lighting, the Museum hosts late night openings.

Beginning in 1889, any inventor who submits a patent to the Patent Office must also donate a model of his invention to the Science Museum. The model does not have to be functional. While some inventors have embraced the opportunity to have their genius displayed, others are less keen to share their inventions. As a result, some of the new exhibits, while not fully functional, contain all the required components, while others are mere shells.

Despite the recent theft of several detailed models, the government has refused to repeal the law. The Museum has been forced to increase security as a result of the crimes, an expense it can ill-afford.

Queen Victoria's last public appearance takes place here in May 1899, when the museum's name is officially changed to the Victoria and Albert Museum.

Admission: Free (Monday, Tuesday, Saturday), 6d on Wednesday to Friday except for students)

Hours (Public): Daily; 10 a.m. to 9 p.m. (Monday, Tuesday, Saturday); 10 a.m. to 4 p.m. (Wednesday to Friday)

11. BANK OF ENGLAND

Britain's navy has not always been as impressive. Defeated by the French in 1864, the nation set on a major warship construction scheme. The poor credit rating of

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the government and a lack of public funds resulted in the need to create and sell government bonds. The institution created to manage this was the Bank of England.

As of 1844, the Bank has had sole rights to print bank notes in England and Wales, except in instances where a bank's headquarters lie outside London. This served to boost the Bank of England's finances—any bank wishing to print notes was required to deposit sufficient funds to cover the notes with the Bank of England.

As well as storing large reserves of coins and bank notes (in denominations of £1 and £2) and private security boxes, the Bank of England is the depository of Great Britain's gold reserves. Given bank notes have no intrinsic value, the reserves are enough to cover the vault of every single note.

Although the Bank lies north of the Thames, the vault in which the gold is stored is connected to the river via a system of subterranean gates and locks. Should an attempt be made to rob the vaults, the locks can be opened, flooding the depository with the Thames' filthy water.

Hours (Office): 9 a.m. to 4 p.m.

12. THE BARTITSU CLUB

Founded by Edward William Barton-Wright, the Bartitsu Club is a venue where one can learn Bartitsu, a martial art invented by Barton-Wright, and engage in physical therapy using the latest therapeutic weird science devices. The Club, which is located in Shaftesbury Avenue, attracts everyone from actors to aristocrats and politicians to soldiers.

Bartitsu combines boxing with judo. The Martial Arts: Bartitsu style has the following modifiers: Block -1, Grapple +1, Kick +0, Punch +1, Throw -1.

13. BETHLEM ROYAL HOSPITAL

The Bethlem Royal Hospital is a lunatic asylum notorious until very recently for the cruel and inhumane treatment of its patients. During the 18th and early 19th centuries, members of the public could pay to gaze at the inmates and amuse themselves at their crazed behavior. Fortunately, this ghoulish practice has now stopped, and the visiting of a patient requires a written order from one of the governors. As well as housing those branded as lunatics or idiots, it also houses criminals and paupers. Patients are labeled as curables or incurables.

The hospital stands in Southwark, on the south side of the Thames. A relatively new construction (it moved to the site in 1816), it boasts a library and a ballroom. Each evening, male and female patients deemed capable of social interaction are allowed to mingle in the ballroom (normally they are housed in separate wings).

The word *bedlam* owes its origins to the hospital, and even today the institute is known by that name.

Leagues: Society of Metaphysicians

14. BOND STREET

Developed in the 17th century, Bond Street has become known for its fine art dealers and antique shops. As well as offering globetrotters ideal furnishings for their homes, they are an ideal place for those returning from foreign lands to sell some of their souvenirs. The shops can also serve as ideal starting places for adventures—all manner of curious objects turn up in the stores.

SOTHERBY'S

An auction house since 1744, Sotherby's specializes in books, coins, medals, and prints. Auctions held during the day are free, open to the public, and occur twice a month. Every now and then, it hosts an evening auction. These events, at which the most valuable lots are auctioned, are reserved to ticket holders. At either auction, anyone who wishes to bid must first register. No proof of identity is required, but a reference letter from one's bank is essential.

Sotherby's also offers private sales for those who do not want to see their valuables go to auction. In return for a percentage of the item's value, it arranges for private sellers to sell their wares to private buyers. Strict privacy is maintained, with the buyer's and seller's identities never revealed.

15. BONHAMS

Bonhams' auction house dates back to 1793. Its initial founders were Walter Bonham, a book specialist, and Thomas Dodd, an antique print dealer. Since 1850 it has greatly expanded its business and now handles arms and armor, furniture, jewelry, porcelain, and wine. Such variety has made it extremely popular with globetrotters, who come here as both buyers and sellers.

16. BOROUGH POLYTECHNIC INSTITUTE

Funded through charitable donations and opened in 1892, the Borough Polytechnic Institute is an educational establishment whose aims are "the promotion of the industrial skills, general knowledge, health, and well-being of young men and women." It also provides instruction for persons who wish to emigrate.

Unlike a university, the Institute teaches both intellectual subjects and practical skills. The former includes art, elocution, literature, and general knowledge, all designed to raise educational standards and give those of poor means a chance to better themselves. The latter courses include baking, electrical engineering, laundry, leather tanning, metalwork, and typography.

In 1894 it begins offering evening classes to students who wish to learn baking and confectionery. The Bakery School proves immensely successful—before the end of the decade the school's bakers, although part-time, form the largest part of the student body. In 1899, the National Association of Master Bakers purchases the Bakery School and opens the National School of Bakery and Confectionery for full-time students.

During the Queen's Diamond Jubilee parade (1897), the Institute opens its doors to sightseers who wish for a better view of the festivities. Victoria is not popular with all her subjects, and an elevated position in a building overlooking the parade might prove tempting for a would-be assassin.

BRIDGES

The River Thames, that might waterway that brought London much prosperity, is also a major barrier. Since the times of the Roman conquest the only solution for quick and easy travel over the waterway has been a bridge. As London has expanded, so it has been necessary to construct ever more bridges. Described below are a number of the more notable structures.

17. BATTERSEA BRIDGE

Spanning the Thames just east of Battersea Park, a bridge has stood on the site since 1771. Deemed unsuitable to the modern age, and frequently struck and damaged by boats, the old wooden bridge was demolished in 1885. The new bridge opens in 1890.

As London's train network grew so it became essential to construct ways for them to cross the Thames. Opened in 1863, the Victoria Railway Bridge, also known as Grosvenor Bridge, is located just east of the road bridge. There is actually a Battersea Railway Bridge, but it lies further west.

18. BLACKFRIARS BRIDGE

The third bridge built across the Thames, Blackfriars has a checkered past. The first bridge, finished in 1840, was poorly created. No sooner had it opened than it was replaced with a new structure, which opened in 1869. Adjacent to the road bridge is Blackfriars Railway Bridge.

19. LAMBETH BRIDGE

Linking the districts of Lambeth (south bank) and Westminster (north bank), Lambeth Bridge is unusual in that it is a suspension bridge.

Designed as a road bridge, its steep approaches coupled with concerns about its ability to support heavy vehicles had led to a boycott by vehicle drivers. Today, it is primarily used by pedestrians.

20. LONDON BRIDGE

The subject of a children's nursery rhyme for over 200 years, the current London Bridge (constructed in 1831) replaced a medieval construction. Bordered by shops and houses, and falling into disrepair, the old bridge was a barrier to water traffic and too narrow to accommodate London's growing surface traffic.

The new bridge has proven extremely important to easing congestion. By 1896, it is estimated that 8,000 pedestrians and 900 vehicles cross it each *hour*. The bridge's future looks grim—surveys have revealed that it is slowly sinking into the mud of the Thames.

21. SOUTHWARK BRIDGE

Opened in 1819, the cast-iron former toll-bridge links the district of Southwark on the southern bank with the bustling financial heart in the City of London. Cannon Street railway station is situated just to the east of the bridge's northern end.

22. TOWER BRIDGE

Until 1886, London Bridge was the most easterly bridge in the city. With the growth of the East End, a new crossing was needed. Tall ships still sail the Thames, and with access to the Pool of London (part of the original port and still in frequent use) essential, a novel solution to the problem was required. Construction on Tower Bridge, a two-towered structure whose roadway could be raised by means of hydraulics to accommodate ships, began in 1886. The Prince of Wales officially opens it in 1894.

23. VAUXHALL BRIDGE

The children's nursery rhyme may claim that "London Bridge is falling down," but it is better directed at Vauxhall Bridge. In 1895, the decision is made to replace the structure. An adjacent temporary wooden bridge is constructed in 1898 while demolition work begins on the stone bridge. Construction of the new bridge quickly falls behind schedule. Intended to open in 1901, work is not finished until 1906.

24. WATERLOO BRIDGE

One of the oldest bridges, Waterloo Bridge was opened in 1809. Once known as the Strand Bridge, it was renamed following the allied victory over Napoleon. Major renovation work will soon be required. The removal of Old London Bridge has increased the flow of the river. This in turn has resulted in the scouring of the sediment on which the bridge's supporting piers stand.

25. WESTMINSTER BRIDGE

Until the first Westminster Bridge was constructed in 1760, the closest crossing to London Bridge was ten

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miles west of the city. The current bridge dates from 1862. Located just north of the Palace of Westminster, it is a major thoroughfare from the West End to Waterloo Station.

26. BRITISH MUSEUM

The British Museum was founded in 1753, when it housed a very small collection of artifacts. Since then the building has been extensively enlarged to accommodate the countless wonders unearthed across the globe. It now houses the most diverse and most valuable collection of antiquities ever assembled by man.

Generous benefactors continue to greatly benefit the Museum. Excavations in Cyprus are funded by a bequest left by Miss Emma Turner in 1892. In 1897, the will of Augustus Franks, Keeper of British and Mediaeval Antiquities and Ethnography and President of the Society of Antiquarians, bequeaths the Museum over 35,000 artifacts. A further 300 pieces of *objets d'art* arrive in 1898, bequeathed by Baron Ferdinand de Rothschild.

In addition to its grand galleries, stacked as they are with statues, decorated walls from ancient cities, and display cases crammed with pottery, weapons, coins, and other artifacts, the Museum is home to the British Library Reading Room and its grand collection of manuscripts.

As of 1866, the British Museum has five Departments—British & Medieval Antiquities (including Ethnography), Coins & Medals, Egyptian & Assyrian Antiquities, Greek & Roman Antiquities, and Prints & Drawings.

With such a gathering of artifacts, tomes, and leading scholars in one place, the British Museum is an ideal resource for globetrotters about to embark on expeditions. The Museum actively sponsors expeditions, though it expects full ownership of any cultural artifacts unearthed during the expedition in return. When seeking funds from the Museum, globetrotters should treat it as a newspaper.

Admission: Free

Hours (Public): 10 a.m. to 4 p.m. (January, February, November, December), 10 a.m. to 5 p.m. (March, April, September, October), 10 a.m. to 6 p.m. (May to August); 10 a.m. to 8 p.m. (Monday & Saturday; May to August). Closed the first weeks of February, May, and October for cleaning.

BRITISH MUSEUM READING ROOM

Located under the domed ceiling of the Great Courtyard, the Reading Room opened its doors in 1857. Created from a number of donations, the collection has grown to encompass millions of books from every corner of the world. Not all are housed in the Reading Room, though—visitors may request any volume in the catalog, accepting that it may take a day for the work to be delivered to the Reading Room.

The collection of books and manuscripts is restricted

to bona fide researchers rather than the general public. Those who wish to use it regularly must apply to the Principal Librarian, who issues them a reader's ticket. As a rule of thumb, only those who wish to view material not available in any other library receive a pass.

Access to the Restricted Section, which contains books of such nature as to never be displayed in public, requires an interview with the Principal Librarian and is never given lightly. Among the "forbidden books" is a copy of the dreaded *Necronomicon*, a volume that has driven more than one reader insane.

Admission & Hours: As above

Leagues: Old Testament Society, Sumeria Club

27. BUCKINGHAM PALACE

Although a grand house has stood on the site since 1703, Buckingham Palace only became the monarch's palace in 1837, when Queen Victoria ascended the throne and chose to live there instead of nearby St James's Palace. It is expanded several times during Victoria's reign to accommodate her growing family and the needs of the court.

Although it remains her London residence, the Queen is rarely there. Since the death of her beloved husband, Albert, in 1861, she spends much of her time away from public life, either in Windsor Castle or in Scotland. Many court functions and matters of state are handled at Windsor Castle, the Palace being abandoned by all but a handful of staff and shuttered for much of the year.

28. BURLINGTON HOUSE

Once a private mansion, Burlington House, Piccadilly was purchased by the British government in 1854. Initially scheduled for demolition, it was quickly taken over by several Leagues and societies.

The house is constructed around three sides of a grand courtyard that is closed to the public after sunset. The main house, which lies on the northern edge, is home to the Royal Academy. The east wing is home to the Geological Society of London, the Pharmacopeia Society, and the Royal Society, while the Linnean Society of London, the Royal Astronomy Society, and the Society of Antiquarians occupies the west wing. The Society of Antiquarians also runs a museum. While not open to the public, globetrotters may apply in writing or person to examine the treasures.

Leagues: Pharmacopeia Society, Royal Astronomical Society, Society of Antiquarians

LINNEAN SOCIETY OF LONDON

Named after the Swedish naturalist Carl von Linné, the society is devoted to natural history and taxonomy

(the classification of biological organisms). As well as publishing *The Linnean*, a bi-annual scientific journal, it has awarded the Linnean Medal each year since 1888. The medal is awarded alternately to a botanist or zoologist who has done the most to promote his field of scientific interest.

ROYAL ACADEMY

For over 120 years the Royal Academy has been the driving force behind Britain's art scene. A private institution funded through investments and charitable donations, it exists to promote all aspects of the visual arts.

Each summer since 1769, the Academy has hosted the Royal Academy summer exhibition. A major event in London's social calendar, the exhibition showcases the latest artistic works in the fields of drawing, painting, and sculpture.

Admission: 1s. (6d. during the evening hours of the last week of the exhibition)

Hours (Public): Daily; 8 a.m. to 7 p.m. (May to August); also 7.30 p.m. to 10.30 p.m. (last week of the exhibit)

ROYAL SOCIETY

Granted a Royal Charter in 1662, the Royal Society is one of the world's oldest scientific learned societies. Born from the meetings of leading scientists and natural philosophers of the age, the Royal Society was at the cutting edge of research for many years. Despite fading into relative obscurity with the general public throughout the early 18th century as breakthroughs dried up, the Society became involved in politics, with Fellows being appointed to various government committees.

The Royal Society suffered a downturn in fortunes again at the start of the 19th century. Of its 662 Fellows, only 104 had contributed to its scientific journal, *Philosophical Transactions*. In order that scientists might hold their position in more esteem, the decision was taken to limit the number of Fellows elected each year. Furthermore, their appointment was to be based on actual scientific achievement rather than any bonds of friendship or popularity.

The Royal Society, although not a League, strongly supports globetrotters who endeavor to push the boundaries of science. Globetrotters who wish to apply for funding treat the Society as a newspaper.

29. CHANCERY LANE SAFE DEPOSIT

Even among the wealthiest Londoners, it is not usual to keep one's valuables lying around the house. Opened in 1876, the establishment served as a secure place to store one's documents, jewelry, and household silver. It

has since expanded and now offers secure facilities to silver dealers and shops.

The vaults are designed to resist the most keen dynamiter, being four feet thick and lined with steel. Despite several attempts, the criminal fraternity has yet to secure access. Since the facility opened, one of the vaults has contained nothing more than a single farthing. The Safe Deposit owners have no idea why the renter would choose to pay a monthly rental for so lowly a treasure. Indeed, they have not seen him in the last 14 years (assuming 1890)—his rental payment arrives in cash via a solicitor who has no desire to discuss anything about his client.

30. CHELSEA HOSPITAL

Constructed on the order of King Charles II, the hospital is a retreat for veterans. (The word "hospital" is applied in the older sense relating to hospitality rather than medical care.)

Veterans who live in the Hospital are known as in-pensioners—they forfeit their army pension in return for free room, board, clothing, and medical care. Veterans the Hospital cannot house are known as out-pensioners—they receive a pension from the Hospital to help toward lodgings. Colloquially, both types have become known as Chelsea Pensioners. Regardless of whether they are Chelsea Pensioners or not, all retired army personnel who draw a pension do so through Chelsea Hospital.

In order to be considered eligible, a Chelsea Pensioner must be a former British soldier who held a warrant office or non-commissioned rank, be over 65 years of age, have no financial obligations to his family, and be able to live an independent life. Retired officers are accepted only if they served for 12 years *before* receiving a commission or if they were discharged because of disability.

Within the Hospital, Pensioners must wear a blue uniform. When traveling outside the Hospital they wear a distinctive scarlet coat. They are permitted to wear military medals and rank insignia while in uniform.

31. COLLEGE OF ARMS

Since the 15th century, the College of Arms, also known as the Herald's College, has been part of the Royal Household. As well as serving the monarch on important state occasions, the College's 13 heralds (more formally known as Officers in Ordinary) have granted coats of arms, conducted genealogical research, and maintained the official registers of national flags.

Since 1672, the office of Earl Marshal, the head of the College of Arms, has been hereditary, being held by the Dukes of Norfolk. In addition to his ceremonial duties, the Earl Marshal presides over the Court of Chivalry. The Court's jurisdiction extends only to matters of the law of arms (such as misuse of another's coat of arms) and



Flanking the obelisk are two replica bronze sphinxes inscribed with Egyptian hieroglyphs honoring Thutmose III. The original design was for the sphinxes to be facing away from the obelisk, symbolically guarding it. Somehow, they ended up *facing* the Needle. During its erection in London in 1878 a time capsule containing memorabilia of the age was placed beneath the pedestal.

Some of the occult Leagues are not so sure the placement was an accident, nor do they believe the time capsule contains mundane objects. Unfortunately, no records indicate anything contrary to the official version and the Leagues lack the political clout to have the Needle lifted and the capsule extracted.

34. CROYDON FIELD

Located in London's southern borough of Croydon, some 10 miles from the center of London, Croydon Field is the capital's sole airship landing site. Although best known to the public as the place from where passenger air-

ships carry wealthy patrons to exotic and far-flung locations, the Field (as it is usually called) is also home to Britain's military airship fleets and various commercial companies whose airships carry mail around the globe.

Three colossal hangars stand majestically on the eastern fringe, while to the west are lines of company warehouses and offices. Standing at the north end of the Field, beside the purpose-built train station that runs straight to Charing Cross Station in central London, is a first-class lounge complete with a fine-dining restaurant and washroom facilities. A grand hotel, the Sky Palace, opens its door to guests in 1897.

Leagues: Although the Society of Aeronauts has its main club facility in Pall Mall, it maintains a smaller and less luxurious facility at the Field.

35. CUMBERLAND HOUSE

A converted Georgian mansion in Pall Mall, this three-story building houses the main offices of the War Office.

Things are not well at the War Office—while the Secretary of War wishes to reform the army to bring its efficiency into line with the other great European powers, all of whom are direct competitors in the game of global imperialism, the commander-in-chief of the army, Prince George, does not.

Hours (Office): 10 a.m. to 4 p.m.

status. Although it retains its ancient powers, the Court has not held session since the early 18th century.

Hours (Office): 10 a.m. to 4 p.m.

32. CHRISTIE, MANSON & WOODS

In business since 1766, Christie, Manson & Woods has become the leading auction house for art. As well as selling art, it also offers evaluation and restoration services. Formerly focused on paintings, the auction house has taken advantage of the rise in globetrotting and now offers monthly sales of what it advertizes as "native art." This covers everything from carved wooden masks to stone statues, but not pottery.

33. CLEOPATRA'S NEEDLE

Standing on the Victoria Embankment, Cleopatra's Needle actually has nothing to do with the famous Egyptian queen, being a millennia old by her reign. The pyramidion-topped obelisk was first raised during the reign of Thutmose III, although the hieroglyphs dates from 200 years later.

36. CUSTOM HOUSE

With a frontage measuring 488 feet along the banks of the Thames, Custom House is a notable landmark for those sailing along the river. All goods entering the city are stored here until they have been properly assessed for import duties. The basement, fireproofed after the old Custom House was destroyed in an explosion involving spirits and fireworks, still holds wine and spirits confiscated from smugglers.

Although it has a grand facade befitting any major government building, Custom House is more a fortress, such is the value of cargo stored here at any one time.

37. DOWNING STREET

Within easy walking distance of Westminster Palace, the seat of British government, Downing Street is the official residence of the Prime Minister and the Chancellor of the Exchequer, two of the most powerful men in British politics. The Prime Minister resides at Number 10 and the Chancellor next door at Number 11.

The houses that once stood between Number 10 and the main thoroughfare of Whitehall (at the eastern end) were demolished in 1824. The new building erected there houses the Board of Trade, Privy Council Office, and offices of the Treasury.

Similarly, the houses on the south side of the street were knocked down to make way for a single building housing the Colonial Office, Foreign Office, Home Office, and India Office. While Westminster Palace is the home of Parliament, Downing Street is the home of the civil service, the bureaucrats who keep the government, and thus the country, running smoothly.

COLONIAL OFFICE

First established to oversee Britain's North American colonies, the current incarnation of the Colonial Office came about in 1854. Its control over Britain's foreign holdings is far from complete—India and the surrounding regions fall under the auspices of the India Office, while Egypt, which is still technically part of the Ottoman Empire, comes under the Foreign Office.

Hours (Office): 10 a.m. to 4 p.m.

FOREIGN OFFICE

Until 1782, Great Britain had a Northern Department and Southern Department, each of which handled both domestic and foreign affairs. The two departments foreign business was merged into the Foreign Office.

Although responsible for protecting and promoting Great Britain's interests in realms outside the Empire, the Foreign Office lacks an efficient intelligence gathering network. When its ministers need to know what is going

on, especially in Europe, they ask *The Times* newspaper, which has correspondents scattered across the globe.

Hours (Office): 10 a.m. to 4 p.m.

HOME OFFICE

The Home Office grew out of the Northern and Southern Departments' domestic affairs. Among the Office's many responsibilities are answering petitions sent to the monarch; protecting the public through oversight of law enforcement, the courts, and prisons; regulation and naturalization of aliens; health and safety; lunacy and mental health; and oversight of mining activities.

Hours (Office): 10 a.m. to 4 p.m.

INDIA OFFICE

With the abolishment of the East India Company, governance of company territory in India fell to the British government. Founded in 1858, the India Office is responsible for overseeing the administration of not only India, but British territories in Aden, Burma, and the Indian Ocean.

Hours (Office): 10 a.m. to 4 p.m.

38. DUBOURG'S MUSEUM

While living creations have come about only since the start of the Industrial Revolution, automata are nothing new. The earliest examples date back to Ancient Greece, though most historical models known today date back only to the Renaissance.

Based in Haymarket, Westminster, Dubourg's Museum houses over 500 automata. The automata are arranged both as individual pieces and dioramas. The largest of these shows Shakespeare's Coriolanus leading the assault against the Volscian city of Coriole and includes over 300 animated figures.

Admission: 1s.

Hours (Public): 11 a.m. to 11 p.m.

39. EGYPTIAN HALL

Commissioned by William Bullock as a museum for his collection of curios and artifacts, the Hall's facade and interior are modeled on Ancient Egyptian architecture. Much of the original collection has since been sold and the Hall now primarily hosts art exhibitions and panoramas. Although the Osiris Club has no official London residence, its members are always welcomed as guest lecturers.

The Hall's Egyptian decor has attracted Leagues with an interest in the occult. As well as lectures, they use the Hall for demonstrations of mediumship, mentalism, and fortune-telling.

40. FLEET STREET

Fleet Street originally began life as the road linking the City (London's financial hub) to Westminster (the political hub). At the west end is Temple Bar, which marks the extent of the City of London, while its eastern end marks the point the River Fleet ran against London's medieval walls. Fleet Street has been home to the British press since the early 16th century. All the major newspapers, and many smaller ones, maintain offices here.

The Fleet, a former Anglo-Saxon dock after which the street is named, now runs beneath London's streets, having been progressively covered over between 1737 and 1877. Even by 1890 its exact course has been forgotten, though where it spills into the Thames is well known to the watermen.

Leagues: Press Club

41. GOLDSMITHS' COMPANY ASSAY OFFICE

Since the 14th century, precious metals have been hallmarked. Not to be confused with a maker's mark on jewelry, hallmarks are small stamped impressions that detail the name of the hallmark assay office, the purity of the metal, and the year. The symbol for the Goldsmith's Company Assay Office is a leopard's head (adopted in 1544).

Few ordinary citizens have much need to ever visit the Assay Office, but globetrotters are a different breed—they might wish to melt down statuettes and coins found in some ruined city, or discern whether a golden object has as much material value as they hope.

Hours (Office): 10 a.m. to 4 p.m.

42. GREAT SYNAGOGUE OF LONDON

Built on the site of the first Ashkenazi (Central and Eastern European Jews) synagogue in London, the current Great Synagogue dates from 1790, though it was extensively refurbished 35 years ago. Renovations begin again in 1899. The Great Synagogue is located in Aldgate, a stone's throw from the East End, where many Jewish immigrants have settled.

Jewish immigrants have faced anti-Semitism since their arrival in the capital. To combat the stereotype that Jews were cowardly, effeminate, and weak, Max Nordau (1849-1923), a Zionist social critic, took a leaf from the Christian's book and established the idea of the "Muscle Jew." His words found an eager audience—starting in the 1890s, Jews dominated British boxing as fighters, coaches, and promoters.

43. THE GREAT WHEEL

Visitors to the Chicago World's Exposition in 1893 had the opportunity to ride the Ferris Wheel, the first such structure of its kind. Two years later, Londoners queue at Earl's Court to ride the latest attraction, the Great Wheel. Based on the Ferris Wheel, the 308 feet high wheel offers commanding views of the city. The wheel has 40 cars, each of which can hold 40 patrons.

HOTELS

A selection of the more notable or grand hotels, is given below. The Station entry refers to the nearest railway station (of which the hotel may be part), while the Charges entry refers to the daily cost for a standard room, including breakfast, dinner, and attendance by staff. All the hotels have restaurants open to members of the public.

44. CLARIDGE'S

Station: Charing Cross; **Charge:** 12/6

Referred to as an "annex of Buckingham Palace" for its long association with royalty, Claridge's is purchased by The Savoy Group in 1894. The old hotel is demolished, replaced with a new building that opens in 1898. Following the upgrade, the hotel boasts hydraulic elevators and *en-suite* bathrooms.

45. GREAT CENTRAL HOTEL

Station: Marylebone; **Charge:** 13/6

The hotel was built to cater for passengers who wished to take advantage of Sir Edward Watkin's planned tunnel beneath the English Channel, a venture that has yet to come to pass. Despite the station being one of the smallest central terminuses, the hotel is one of the grandest in London.

46. GREAT EASTERN HOTEL

Station: Liverpool Street; **Charge:** 14s

Built to cater for businessmen who wished to avoid the traffic once they arrived in London, the hotel boasts a bathing pool filled with fresh sea water carried to London by train each day and two Masonic Temples—one in the basement decorated in the style of Ancient Egypt and one on the first floor in the style of a Greek temple.

47. THE LANGHAM

Station: Oxford Circus; **Charge:** 14/6

The largest and most modern London hotel when it opened in 1865, the hotel has a very exclusive clientele. Among the notables to have stayed here over the years

are Antonín Leopold Dvořák (the famous Czech composer), Mark Twain, Napoleon III of France, and Oscar Wilde.

48. MIDLAND GRAND HOTEL

Station: St. Pancras; *Charge:* 14s

Opened in 1865, the Midland Grand is extravagantly appointed. Guests climb the grand staircase before relaxing in their room, each of which has its own fireplace and gold leaf walls. While it boasts many modern innovations, such as hydraulic lifts, revolving doors, and concrete floors, none of the rooms are *en-suite* (yet to be a common convention).

49. SAVOY HOTEL

Station: Charing Cross; *Charge:* 15/6

Located next to the Savoy Theater, the hotel opened in 1889. It boasts 268 rooms lavishly appointed in marble, most with *en-suite* bathrooms and all with hot and cold running water. Its kitchen is staffed by French cooks and the restaurant has rapidly become *the* place to be seen dining among for members of high society.

There is a scandal in 1897, when César Ritz (the manager), Auguste Escoffier (the famous head chef), and Louis Echenard (the maître d'hôtel) are summarily dismissed for implied impropriety.

50. HORSE GUARDS PARADE

Once a tournament field of Henry VIII, Horse Guards Parade, located off Whitehall, has been used to stage military reviews and parades for 300 years.

Bordering it on the north is Admiralty House, the official residence of the First Lord of the Admiralty and whom to the Board of Admiralty. On the east is Horse Guards, the headquarters of the British Army. To the south are government offices and the walled off rear garden of the Prime Minister's official residence, 10 Downing Street. The parade ground is open on the western side.

Primarily a parade ground, Londoner's know it best as the site of the Trooping the Color ceremony. Dating back to 1748, and used to mark the monarch's official birthday (which is usually in late May or June), the ceremony allows the Queen to inspect the troops of the Household Division (comprising the Household Cavalry and the Coldstream, Grenadier, and Scots Guards).

51. INNS OF COURT

London's four surviving Inns of Court are professional associations for barristers. Any English or Welsh barrister who wishes to practise law must be a member of one. They are a mix of social clubs, providing members with accom-

modation, dining facilities, and libraries, and governing bodies, having disciplinary powers over members. Each Inn also contains offices from which members work.

The four Inns are Gray's Inn (51A), Lincoln's Inn (51B), Inner Temple, and Middle Temple. The latter two (see p. 37) are among the last liberties, an archaic geographical area. Located within the City of London, the two Temple Inns are not answerable to the Corporation, nor are they within the Bishop of London's ecclesiastical jurisdiction.

52. LAMBETH PALACE

Standing on the south bank of the Thames across from the Palace of Westminster and occupying such of the land between Lambeth Bridge and Westminster Bridge is Lambeth Palace. The palace has been the London residence of the Archbishop of Canterbury, the senior bishop in the Anglican Church, since 1245.

The Palace houses a collection of 30,000 church records and ecclesiastical histories, some of the manuscripts dating back to the 9th century.

Admission (Library only): Free

Hours (Public, Library only): 10 a.m. to 3 p.m. (January, February, November, December), 10 a.m. to 4 p.m. (March, April, September, October), 10 a.m. to 5 p.m. (May to August). Closed Saturdays.

53. LIMEHOUSE

Taking its name from the lime kilns that have been operated in the area since the 14th century, Limehouse is located in the infamous East End. The nearby Limehouse Basin, still a working dock despite the advent of the railway, is a link between the River Thames and Britain's great canal system. Here oceangoing ships sit alongside shallow-draught river and canal barges. Wharves and warehouses line the waterfront, behind which lies a warren of dilapidated, overcrowded buildings.

Limehouse has been at the heart of three cholera epidemics in the past. Improvements in sanitation have reduced the risk of a further outbreak, but have done nothing to eliminate the high number of tuberculosis cases. The crowded streets face a more serious threat—the maniacal weird scientist known only as the Angel of Death has selected Limehouse as the ideal place to field test his latest biological weapons.

Limehouse has a large immigrant population, with Han Chinese forming the majority. Their presence has given rise to Limehouse's other name—Chinatown. Doctor Tai Min's Xing-Wei organization wields a great deal of power in Limehouse, most notably being involved in the many opium dens concealed behind the buildings' drab exteriors. It is not without competition, though, for the Seven Dragon Brotherhood has established a presence in the community.



54. LLOYD'S OF LONDON

Named after the coffee house in Tower Street in which it began in 1688, Lloyd's was a favorite haunt for merchants, ship owners, and sailors. In order to ensure his patrons returned, Edward Lloyd, the proprietor, supplied them with the latest shipping news.

In 1774, the members of the insurance business moved their activities to the Royal Exchange and formed The Society of Lloyd's. A fire destroyed the Exchange and most of Lloyd's records in 1838. Parliament passed the Lloyd's Act of 1871, giving the organization legal status as an insurance society.

Lloyd's is not an insurance company—it is a syndicate of members who together form an insurance marketplace. Within the Society of Lloyd's are two separate classes of people and businesses. The first are Members. Known within Lloyd's as Names, they provide back individual insurance policies with their personal wealth. The second type are the professionals, agents and brokers tasked with underwriting risks, supporting the Members, and representing customers outside of the Society.

The common expression "A1," meaning something that is perfect, owes its origins to Lloyd's. Ships are graded on their seaworthiness and reliability. In older times, the grades began at A and ended at E. The modern scale begins at 100A and drops in multiples of five.

55. LONDON LIBRARY

Frustrated with conditions in and the services of the British Library, Thomas Carlyle, a Scottish philosopher and historian, founded the London Library in 1841. Unlike in the British Library, books are loaned out, though only to paid-up members.

The impressive collection is concentrated on architecture, biographies, fine and applied art, history, philosophy, religion, and travel, with a smattering of social sciences. It devotes no space to law, medicine, natural or pure sciences, or to technology save for books pertaining to the history of those subjects. One reason for the size of the collection is the rule that no book shall ever be considered truly superseded and thus shall never be permanently removed from its shelves.

Hours (Public): 11 a.m. to 6 p.m.

56. LONDON STONE

One of the strangest objects in the City of London is the London Stone. First recorded in 1100, the Stone is a block of limestone, the top of a larger stone now lost. The surviving fragment measures 21 by 17 by 12 inches, whereas the original measured a uniform 3 feet by 2 feet by 1 foot. It was also banded with iron bars. The surviving portion was moved from its original location (just across the street) in 1798. What became of the lower portion of the Stone, and when it disappeared, is unknown.

The origin of the Stone is a mystery that has been pondered down the centuries by Londoners, scholars, and globetrotters alike. Most scholars accept that it is of Roman origin, though they disagree over its purposes. Some claim it was a *millarium*, a marker from which all the Romans measured all the distances in Roman Britain. Others have decided it is merely a column from some forgotten building.

More fanciful legends exist. One claims the Stone was laid by Brutus as a magical talisman, the city he founded (in some legends) being destined to flourish so long as the Stone remained safe. Another claims Dr John Dee, the Elizabethan occultist, collected chippings for use in alchemical experiments. A third insists it was the stone from which King Arthur drew the sword in order to become king. The Ancient Order of Druids has proposed that it was a sacred stone, used by their forebears in their rituals, though there is no evidence of druidic activity in London.

57. MADAME TUSSAUD'S

Established as The Baker Street Bazaar in 1835 as the Tussaud's Exhibition of Waxworks, the collection of famous figures modeled in wax moved to its current home on Marylebone Road (just to the northeast of Baker Street) in 1884. Most popular in the Chamber of Horrors, a name coined by Punch magazine for what Madame Tussaud referred to only as the "Separate Room."

Admission: 1s. (+6d. for the Chamber of Horrors)

Hours (Public): 10 a.m. to 5 p.m. and 7 p.m. to 11 p.m.

MARKETS

London's ancient markets have expanded, moved, and changed focus over the centuries, but they remain an essential part of daily life. The following entries are wholesale markets, though they sell to the public as well.

58. BILLINGSGATE MARKET

Constructed in 1850 so as to move the market from the streets, Billingsgate, in the City of London, is the capital's chief fish market. Originally supplied by boat, the market has taken advantage of the railway to bring in supplies from across the region. The coarse language of the fishmongers has given rise to a new word—Billingsgate—a euphemism for crude language.

59. BOROUGH MARKET

Situated just to the south of London Bridge, its position close to the Pool of London's wharves has made it the leading wholesaler market for greengrocers.

60. COVENT GARDEN MARKET

Situated on the eastern side of the West End, the market grew from a handful of market traders setting up impromptu stalls to one of London's major fruit, vegetable, and flower markets.

61. LEADENHAM MARKET

To gaze at the lavishly decorated walls and ceiling of the covered market, one might assume its shops sold high fashion, antiques, and quality goods. In fact, its vendors specialise in game, meat, and poultry. A market has stood here since the 14th century, though the current incarnation dates back only to 1881. It stands in the City of London, near to its historic center.

62. SMITHFIELD MARKET

Smithfield (in the northwest of the City of London) has been a livestock market for 800 years. Complaining

of poor sanitation, the public rallied against expansion of the old open air market during the 1850s. This led to the current incarnation, a covered venue. Livestock are no longer sold here, most of the trade now being meat, fish, and poultry. The ravens at the Tower of London are fed on meat purchased at Smithfield.

63. THE MUSEUM OF PRACTICAL GEOLOGY

The Museum's collection focuses on the natural materials of Great Britain and the industrial products manufactured from them, with smaller galleries relating to processing practises and historical products. With globetrotters now reaching every part of the world, a new exhibit covering foreign minerals is being assembled. Such is the wealth of new material that the collection is being expanded every week. Of great interest to the public is the "Gemstones of the World" exhibit, a collection of cut and polished gems.

Admission: Free

Hours (Public): 10 a.m. to 5 p.m. (Tuesday to Thursday), 10 a.m. to 10 p.m. (Monday, Saturday). Closed Fridays and during August.

64. NATIONAL GALLERY

Occupying the north of Trafalgar Square, the galleries collection of paintings has examples dating back to the 13th century. Rather than nationalizing an existing collection, the British government purchased 38 paintings to form the basis of the new gallery in response to demand from artists and the public. Despite being short of space, the National Gallery is very keen to expand its collection. Short of funds, it does this not by sponsoring expeditions (which costs money), but by asking for donations of cash and art.

As lack of space becomes more of a problem, the decision is taken to open a gallery specifically for British paintings. The National Gallery of British Art, unofficially known as the Tate Gallery after its major benefactor, sugar magnate Henry Tate, opens in 1897 on the site of the demolished Millbank Prison.

Admission: Free

Hours (Public): Monday, Tuesday, Wednesday, Saturday; 10 a.m. to dusk (November to January), 10 a.m. to 5 p.m. (February to April), 10 a.m. to 6 p.m. (May to September). Students are also permitted access from 10 a.m. to 5 p.m. on Thursdays and Fridays. Closed in October.

65. NEWGATE PRISON

Although the current building dates from much later, a prison has stood at Newgate since 1188. The last pub-

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lic execution occurred here in 1868. Since that date, executions have been carried out inside the prison, out of sight of spectators and ghouls. British executioners, always hangmen, are trained at Newgate until 1901 (the prison closes a year later).

Newgate has had some notable inmates in its time. Casanova was imprisoned there for alleged bigamy. Daniel Defoe was sentenced here for seditious libel. Ben Jonson, the playwright and poet, was jailed for killing his opponent in a duel. The pirate William Kidd was held here before his hanging at Execution Dock in Wapping. Sir Thomas Mallory wrote *Le Morte d'Arthur* while awaiting trial on various charges. Mary Wade, at the age of 11, had the misfortune of being the youngest person deported to Australia. Her crime stealing clothes and the sentence was commuted from death by hanging.

66. THE OLD BAILEY

More formerly The Central Criminal Court of England and Wales, the court is better known by the street on which it is situated. Located next to Newgate Prison, the court originally dealt only with crimes carried out in the City of London and the county of Middlesex. It became a general court following the Central Criminal Court Act of 1856.

67. PALACE OF WESTMINSTER

Better known as the House of Parliament, the Palace of Westminster is the center of politics for Great Britain and her many overseas territories. Within its hallowed halls gather the House of Commons and the House of Lords. Although the building appears to be of great age, much of it dates from after 1834, when large sections were rebuilt in the medieval Perpendicular Gothic style following a fire.

As well as the two Houses of Parliament, the House of Commons and the House of Lords, the building contains many offices, meeting rooms, and ceremonial rooms.

As befits the center of British politics, the Palace has developed many customs. Smoking is prohibited in the House of Commons, but the taking of snuff is permitted. Only the Chancellor of the Exchequer may drink in the chamber, and then only when delivering his annual Budget statement. Eating is prohibited to all. Members are forbidden from wearing military uniforms or decorations, but not civil ones, or hats, and putting their hands in their pockets, save temporarily to withdraw a watch or handkerchief.

THE TOWERS

The most notable exterior features are its towers. The most famous, the clock tower, is commonly referred to as

Big Ben after the great bell (officially called the The Great Bell of Westminster) it houses. Londoners are divided on the acquisition of its nickname. Some claim the bell is named after Benjamin Hall, who oversaw its installation. Others favor it being named after heavyweight boxing champion Ben Caunt, who was affectionately known as Big Ben. The tower is officially known simply as Clock Tower, though journalists have taken to calling it St. Stephen's Tower after the original hall where Members of Parliament sat in session.

The second major tower, King's Tower (later Victoria Tower), serves as a repository for books and documents relating to Parliament. Following the earlier conflagration, Queen Victoria insisted it be made fireproof.

Once the personal treasury of Edward III, the Jewel Tower has been part of the palace for over 600 years. In 1869 the tower, so named because of a myth it once housed the Crown Jewels, and a nearby house were given over to the Standard Weights and Measures Department in 1869, the body charged with testing, maintaining, and storing the official weights and measures on which all others in the British Empire are based.

68. PALL MALL

A major thoroughfare in the City of London, the grand buildings of Pall Mall are well known to globetrotters, for it is on this single stretch of road that many Leagues, as well as non-adventurous gentlemen's clubs, have their exclusive clubhouses.

The larger and grander Leagues can afford to occupy an entire building, offering not only comfortable socializing and entertaining facilities, but also bedrooms for members in need of a place to sleep while in London. The lesser fortunate Leagues occupy, at best, a single floor but more commonly just one private room with shared facilities.

PARKS

London may be a sprawling metropolis renowned for its crowded streets and choking fog, but it is not without its open parks.

69. BATTERSEA PARK

Located south of the Thames, the reclaimed and landscaped former marshland opened to the public in 1858. Until 1846, when it was outlawed, Battersea Fields, as the site was previously known, was popular for duelling.

The only legal duelling that had taken place here since then was on the football field. It hosted the first Association Football game (1864) and, until 1887, was home to Wanderers F. C., who won the first Football Association Cup in 1872.

70. GREEN PARK

Predominantly woodland with little in the way of flowers, the park is a popular site for launching balloons and public firework displays.

71. HYDE PARK

Site of the Great Exhibition of 1851, the park owes its origins to Henry VIII, who created it as a deer park and hunting reserve.

An artificial lake, The Serpentine, cuts the park in twain. Strictly speaking, the name applies only to the eastern half. The western half, separated from the larger body by Serpentine Bridge, which also marks the boundary between the park and the adjoining Kensington Gardens, is known as The Long Water. Each Christmas morning at 9 o'clock sharp The Serpentine becomes host to a 100-yard swimming competition.

Rotten Row, which lies to the south, is a popular haunt for well-heeled Londoners who wish to ride their horses. The name is a corruption of the French *Route du Roi*, or King's Road.

Speaker's Corner, in the northeast corner of the park) has become a traditional site for public speeches and debate. Contrary to popular belief, speaking one's mind there does not grant immunity from prosecution—seditious language or words likely to inflame the populace still lead to arrest.

Knightsbridge Barracks, at the southern end of the park, houses the Household Cavalry. Located under a mile from Buckingham Palace, the barracks are ideally suited to all the soldiers to conduct their ceremonial guard duties as well as respond to any emergency with haste. There is a riding school and stables in addition to the barracks.

72. KENSINGTON GARDENS

Originally part of the Hyde Park hunting estate, the area was transformed into a private landscaped garden for Kensington Palace (the birthplace of Queen Victoria, which still stands at the western edge) in 1728. Parts of the gardens are now open to the public (the remainder is still part of Kensington Palace, which remains a royal residence), but only those deemed suitably dressed by the park rangers are permitted entrance.

73. REGENT'S PARK

Located to the north of Baker Street, the park was originally proposed as a palace for the Prince Regent (later George IV) and was to contain a number of villas for his favored friends. Although the palace was never constructed, nine villas sit within the park. Bordering the site are a number of terraces. These five-story houses (including the basement) were built not for the common man, but for the well-to-do Londoner.

The majority of the park opened to the public in 1831

and contains the London Zoological Gardens (see p. 42), a lake, a boating area, and gardens. A circular area, bordered by a road known as the Inner Circle, is a private garden shared by the four villas built around road.

74. ST JAMES' PARK

Situated behind Buckingham Palace, this former area of marshland once housed the menagerie of King James I of England. Landscaped under Charles II, the park was opened to the public in 1673. Historically infamous as a place of lechery, its reputation has improved somewhat over the centuries.

75. PATERNOSTER ROW

The street is named for the Lord's Prayer (its opening line being *Pater Noster* in Latin). During the medieval era, the clergy of St Paul's Cathedral, which lies next to the street, would recite the liturgy while walking to and from the cathedral. Paternoster Row is the center of publishing and contains many booksellers selling everything from the latest penny dreadfuls to rare antique manuscripts of immense value.

Although there is no corroborating evidence, rumors abound at least two of Paternoster Row's inhabitants are something other than human.

Leagues: Bibliophile Society

76. PENTONVILLE PRISON

As the numbers of crimes warranting death diminished and transportation to the colonies became rarer, so London needed more prison space.

Known among the criminal fraternity and law-abiding citizens alike as "The Ville," Pentonville Prison (actually in Islington rather than Pentonville) was the first of a new design of modern penitentiaries. The main facility has a central hall that houses the staff, with five cell blocks radiating out like the spokes of a wheel. While the guards cannot see into individual cells from their central position, they can see down the length of the blocks.

The prison has a capacity for 520 prisoners, each held in their own cell. Although hard labor is not required of inmates, life is bleak. Silence rules in Pentonville—convicts are forbidden from conversing with each other at any time. Even in chapel, attendance at which is compulsory on a daily basis, they are confined to individual cubicles that prevent any form of contact.

The thought of prisoners languishing in cells goes against the Victorian moral code. Inmates are kept busy performing menial work, such as unpicking tarred rope and weaving, for 13 hours a day. The only thing the inmates have to grateful for is that none face the gallows—convicts sentenced to death are housed in Newgate Prison.

77. PICCADILLY CIRCUS

A busy traffic intersection in the heart of the theater district since its construction in 1819, Piccadilly Circus undergoes renovation in 1892-1893. Following the death of Lord Shaftesbury, a noted philanthropist and member of the Christmas Society, in 1885, the decision is made to honor his memory with a memorial fountain in the center of the Circus.

Known as the Shaftesbury Memorial Fountain, it creates a furore in certain circles when the statue on its top (the first to be cast in aluminum) is revealed to be depict a nude male figure—Anteros, the Greek god of requited love. For some the mere fact it is nude is enough to put pen to paper and complain. Others object to its pagan nature, causing it to be renamed The Angel of Christian Charity. Despite this, the statue quickly becomes known as Eros (Anteros' twin), a name it retains into the future. It is a fitting name, for Eros is the god of sensual love, and nearby Soho is renowned for its prostitutes and brothels.

78. THE POLYTECHNIC REGENT STREET

While institutions such as the Borough Polytechnic Institute (see p. 18) cater to traditional lower-class skills, an education in the sciences was out of their reach until 1838. In that year, The Royal Polytechnic Institution was founded to provide education in the "various arts and branches of science connected with manufacturers, mining operations and rural economy" and all for only a small expense.

The first Polytechnic closed in 1859 following a fatal accident, but reopened in 1881. Following a spell as the Young Men's Christian Institute (YMCI) and Polytechnic Young Men's Christian Institute, it was officially renamed The Polytechnic Regent Street in 1891.

As well as classrooms, the Polytechnic houses an exhibition hall, laboratories, and a lecture theater. In order to attract public interest, and donations, the Polytechnic has a public hall where working machines are demonstrated and scientific lectures are held.

In addition to providing educational and physical exercise facilities (it has a swimming pool and gymnasium), the Polytechnic also operates a labor bureau, a savings bank, and a separate school—the Polytechnic Secondary School. The Polytechnic Touring Association runs tours to Ireland and Scotland, Madeira (owned by Portugal), Paris, and Switzerland.

79. PORT OF LONDON

Located some 30 miles inland of the Thames Estuary, where the river empties into the North Sea, the Port of

London is the largest and busiest in the world, handling traffic from around the world.

Lying to the east of the City of London, the port has greatly expanded since the start of the 19th century. Each of the ten major docks is enclosed by high walls, protection against thieves seeking to plunder the precious cargoes.

The docks are enormous, each covering as much as 36 acres—the West India Dock alone can accommodate 50,000 tons of shipping at any one time and the South-West India Dock can hold double that amount. The goods passing through the docks include everything from pigs' bristles to exotic spices. Deliveries of tea, the drink of any good Englishman, run to over 8 million pounds every month!

The docks are not just cargo handling and storage areas. Industry has built up around each one, the more notable of these being cement and paper milling, metalworking, shipbuilding, and sugar refining. Ships and the wagons that haul the goods away to the railyards all require regular servicing. This has given rise to many workshops for carpenters, fitters, painters, wheelwrights, and the like. Repairs are necessary even with the advent of metal hulls and the port has over 30 dry docks set aside for this function.

The docks are open to the public during the day. At night, though, entrance or exit from the docks requires a pass obtained from one of a River Police station. Anyone caught without a pass is subject to a fine up to £5.

DOCKS

East India Docks, London Docks, Millwall Dock, Royal Albert Dock, Royal Victoria Dock, South-West India Dock, St. Katherine Docks, Surrey Commercial Docks, Tilbury Docks, West India Docks.

80. PUBLIC RECORD OFFICE

Contrary to what the name might suggest, the Public Record Office is not open to the general public. The building houses court and government records which, until 1838, were kept in disparate locations around the city. Among the treasures is the *Domesday Book*, the first British census. As of 1852, proven scholars may consult the records for research purposes, but must apply in writing beforehand to the Keeper of the Records.

Hours (Office): 10 a.m. to 4 p.m. (Monday to Friday), 10 a.m. to 2 p.m. (Saturday)

81. QUEEN'S HALL

Opening in 1893, and despite cramped seating arrangements and less-than-inspiring decor, Queen's Hall quickly establishes itself as London's premiere concert

venue. Much of its popularity comes from its excellent acoustics, which greatly enhances the audience's experience.

In 1894, it hosts the Philharmonic Society of London's annual winter concerts. Beginning in 1895, Robert Newman arranges a series of informal summer concerts designed to attract the common man to concert hall music. While the bands plays, the audience can promenade, eat and drink even outside of the intervals, and even smoke. These concerts, which prove a great success, quickly become known as "The Proms."

Prices for Proms tickets are 1 shilling (standing), 2 shillings (balcony), and 3-5 shilling (reserved seats in the grand circle). These are roughly one-fifth the price of a typical classical concert at the venue.

RESTAURANTS

From high class restaurants to coffee houses to street vendors, London offers something for every discerning (and less discerning) palate. Below are a few of the more notable restaurants the city has to offer. The Savoy (see p. 25) also has a fine restaurant.

82. ADELPHI RESTAURANT

The restaurant is located adjacent to the theater of the same name. Along with the theater and nearby Vaudeville Theater, it is part of the business empire of the Gatti family. Run by John Gatti, an Anglo-Swiss businessman, the family also owns a number of other cafes and restaurants, not to mention the Charing Cross & Strand Electricity Supply Corporation Ltd., which supplies electricity to much of London's West End.

83. CAFÉ ROYAL

Opened in 1865 by a near-destitute French wine merchant, the Café Royal has gone on to become one of the places London's luminaries to go be seen. Its wine cellar, beloved by the Epicurean Society, is widely regarded as one of the best in the world. The upstairs boasts a number of private dining rooms.

84. RULES

The oldest restaurant in London, having opened in 1798, Rules began life as an oyster bar (oyster's being a common food at the time). While it still sells oysters, it now specializes in game, with venison and game birds shipped daily from its northern estates, as well as pies and puddings.

Its clientele, at least according to contemporary writers, is primarily made up of "rakes, dandies, and superior intelligences." Professor H. G. Wells, a frequent diner, may have something to say about being grouped with the former two aspects of society.

THE COST OF EATING OUT

Whether the globetrotters have to keep track of every last farthing or just major expenditures is down to the Gamemaster. Some will waive the cost of dining out as a routine living expense, while others will insist the bill be paid from the heroes' pockets as an additional expenditure. Thus, what follows can be taken either as a point of historical interest or a rough price list.

RESTAURANTS

Restaurants offer two services.

The first is the *table d'hôte*. The menu is multi-course, but offers only a few choices at a fixed total charge (not including tip). Prices are in the region of 3-6 shillings per head.

The second is the full menu, from which diners may select freely. Courses are priced individually. As a rough guide, a meal at a top restaurant costs 5-10 shillings per head. Wine adds upward of 10 shillings a bottle, depending on the quality. Assuming the diner also has coffee and a liqueur, a full meal costs between 10 shillings and £1 (15 shillings is a good average).

When it comes to tips, the rule of thumb is 1d. per shilling cost of the meal, with the total tip not to exceed 6d. per diner.

CHOP & STEAK SHOP

Once considered to sell only sub-standard meat, chop and steak houses have undergone something of a revolution in terms of quality. Found across London, it is fair to say that the quality of these dining establishments is far from uniform. Here, one can eat well, though from a limited choice of courses.

A chop or steak costs 8d. Roast leg mutton is cheaper at 7d., and beef cheaper still at 6d. For those of more limited means they offer meals such as tripe and onions (6d.), sausage and mashed potatoes (2 1/2d.), and steak pudding (2d.). Vegetables add a further 2d., while cheese is an extra 4d.

As a quick guide, assume a full meal with drinks at a chop or steak house costs around 2 shillings.

FAST FOOD

For the globetrotter on the go, London offers a wide array of street vendors and small stalls. For as little as a ha'penny, one can bite into baked chestnuts, baked potatoes, bread, buns, cakes, curds and whey, fried fish, gingerbread, ham sandwiches, hot eels, hot green peas, muffins, oranges, pickled whelks, pies, sausages, sheep's trotters, shellfish, shrimps, or strawberries.

ROYAL INSTITUTION CHRISTMAS LECTURES

Listed below are the canonical Christmas Lectures held between 1890 and 1899. At the Gamemaster's discretion, any scientific globetrotter with Fame or Status 2+ relating to his career and an appropriate scientific Skill of 6+ may be invited to give one of the popular Christmas Lectures instead.

Year	Lecturer	Title of Series
1890	James Dewar	Frost and Fire
1891	John Gray McKendrick	Life in Motion; or the Animal Machine
1892	Robert Stawell Ball	Astronomy
1893	James Dewar	Air: Gaseous and Liquid
1894	John Ambrose Fleming	The Work of an Electric Current
1895	John Gray McKendrick	Sound, Hearing and Speech
1896	Sylvanus Phillips Thompson	Light, Visible and Invisible
1897	Oliver Lodge	The Principles of the Electric Telegraph
1898	Robert Stawell Ball	Astronomy
1899	Charles Vernon Boys	Fluids in Motion and at Rest

85. SIMPSON'S

Simpson's is proud of its status as one of the city's oldest traditional restaurants. Previously a smoking room and coffee house, Simpson's has served English cuisine since 1850. Large joints of meat, for which the restaurant is famous, are wheeled to the diners' tables on silver trolleys.

Chess has been part of the establishment since 1851, and its growth and popularity as a restaurant has done nothing to curb enthusiasm for the game. Although the Chess Club has no formal ties to Simpson's, club members are frequent patrons. While their conversation is mundane, secret messages are passed on through their games of chess.

In 1898, Simpson's is acquired by the Savoy Hotel and becomes part of the hotel complex.

86. RIVER THAMES

The longest river entirely in England, the Thames is a working river, being a major trade artery not just for the city, but for the rest of England (it connects to the canal network) and the greater Empire beyond the green and pleasant land. Day and night, barges, steam yachts, and oceangoing vessels transport goods and people up, down, and across the river. Commercial activity has lessened since the construction of railway bridges, but the railways cannot entirely eliminate the need for watercraft.

The mighty waterway is tidal for roughly a third of its

215 mile length, a stretch known as the Tideway. The river rises and falls twice a day, dropping by as much as 24 feet. When the water level lowers, the exposed mud becomes a hunting ground for scavenging mudlarks. Even with the installation of sewers, the Thames is filthy, polluted by some sewage, the outflow of industry, and an alarming number of animal and human corpses. Numbering among the poorest members of society, mudlarks risk disease and infection from cuts, not to mention drowning, in their bid to uncover something of value.

The shores of the Thames in central London were formally marshland. Beginning, in the 1850s, embankments were constructed on both sides of the river. Not only did this prevent the low-lying land from flooding, it allowed for the land to be reclaimed and put to practical use. The Thames Embankment (which becomes the Victoria Embankment after the Palace of Westminster) stretches along the northern bank from Battersea Bridge in the west to Blackfriar's Bridge in the east. The

Albert Embankment, a smaller construction, runs west to east from Vauxhall Bridge to Westminster Bridge.

The Embankments are far from simple protective walls. Each is wide enough for parts of the Underground network to run beneath them alongside the sewers, while in the surface are roads, bandstands, and public gardens. As well as protecting the city, the Embankments have narrowed the river, resulting in faster currents and a deeper flow.

87. THE ROOKERIES

Rookeries are city slums, home to the poorest of the poor, hereditary criminals, and prostitutes. Overcrowded and lacking the most basic sanitation, they are wretched hives of scum and villainy, rife with disease and malnutrition. The honeycomb of shadowed alleys, narrow passages, and buildings with boarded-up windows form a maze for those who enter without prior knowledge of the labyrinthine layout. Unseen eyes watch a stranger's every move, judging his wealth, likely armament, and the ease with which he could be mugged or killed and relieved of his possessions. Only a fool enters a rookery unprepared.

Whether unwise visitor stumbling through the warren or desperate native, there are horrors in the Rookeries of which all must be wary. Though mankind has many disparate and varied languages, none are fit for purpose when it comes to describing the horrors. Equally, man's brain is ill-equipped to comprehend their appearance when confronted by them. Sinister cults take advantage

of the plight of the Rookeries' denizens, for those who have nothing to lose are prepared to risk both their eternal souls and their sanity to gain power and wealth.

Of the surviving rookeries in London, the two most infamous are St. Giles, at the western end of the City of London, and Jacob's Island, on the south bank of the Thames.

88. ROYAL ARSENAL

The Royal Arsenal, Woolwich, is responsible for manufacturing armaments and ammunition and explosives research. It lies close to the Woolwich Dockyard (to the west), and the Royal Military Academy and Royal Artillery headquarters (to the south). Nearby are the barracks of the Royal Artillery and Royal Marines.

Established in 1671, the Royal Arsenal complex fills a 31 acre site concealed behind a 15-foot high wall. Located around the Arsenal are a large number of buildings and offices, including the Royal Laboratory, the Royal Carriage Department, the Royal Brass Foundry, the Chemical Laboratory, and the Royal Gunpowder Factory.

Security is extremely tight, as on might expect, with entrance limited to government officials, workers, and military officers. Members of the public are allowed entrance only under rare or unusual circumstances, except to the Rotunda, which houses a military museum.

Admission: 6d. Tickets must be purchased from the War Office.

Hours (Public): Open Tuesday and Thursday; 10 a.m. to 6 p.m. (summer), 10 a.m. to 4 p.m. (winter)

Leagues: Gun Club

89. ROYAL BOTANIC GARDENS

Formerly the exotic garden at Kew Park, the gardens have been extensively sculptured and expanded over the last two centuries. The gardens were given to the nation in 1837 by Queen Victoria to mark her ascension. They became a national botanical garden in the 1840s, sparking a rush to procure new floral specimens.

The site covers 375 acres (0.6 square miles) and contains a herbarium, seedbank, library, and archives, as well as ornamental gardens and buildings, and greenhouses lush with verdant vegetation from across the globe. The Temperate House is the largest glass and iron greenhouse in the world, covering over 50,000 square feet.

Kew Palace, the former royal palace around which the gardens are arranged, was presented to the nation by Queen Victoria in 1887 to mark her Golden Jubilee. Tours of the Palace, a structure actually little larger than a country manor house despite its grand title, are conducted daily. Housed within the Palace is the *Index Kewensis*, an "Index to the Names and Authorities of all known flowering plants and their countries."

Queen Victoria maintains only a modest private summer house within the grounds. On the rare occasion she is in residence, a section of the gardens is sealed off from the public.

The Board of Trustees regularly funds expeditions with the intent of securing new specimens and seeds for its already impressive collection. Globetrotters of any League may approach the Board as if it were a newspaper when seeking funds for a botanical expedition.

Admission: Free

Hours (Public): Every afternoon

90. ROYAL COURTS OF JUSTICE

A recent addition to London, being completed only in 1882, the Royal Courts of Justice are located on the Strand, just north of the Temple (see p. 37). Although there are public viewing galleries in each of the 19 courts, the presiding judges have the right to deny public access if they feel the case warrants a closed court.

Leagues: Gavel Club

91. ROYAL INSTITUTION OF GREAT BRITAIN

Since its foundation at the end of the 18th century, the Royal Institution has devoted itself to the understanding of science and, perhaps more importantly, to disseminating that knowledge. Its most famous public engagements are its Christmas Lectures, started in 1825 by Michael Faraday. Held in the week between Christmas and New Year, the lectures comprise three parts linked by a single theme.

The Royal Institution's building is not just a lecture hall. Within its laboratories, which are open to any member in good standing, scientists have discovered 10 elements since 1807, the latest being argon in 1894.

92. ROYAL MINT

The institution known as the London Mint began in 886 and has operated continually since its foundation. The current building dates from 1880. As well as minting the coins of the realm, the Mint manufactures military medals, civilian honors, and governmental seals.

Each year, a random selection of freshly minted coins is presented to a jury made up of Freeman of the Company of Goldsmiths, along with the President of the Numismatic Society, to ensure they meet the required standards. As payment for his services, the latter is awarded one of each newly minted coin for his personal collection.

Hours (Office): 10 a.m. to 4 p.m.

Leagues: Numismatic Society

93. ROYAL OBSERVATORY GREENWICH

Constructed in the 17th century, the Royal Observatory at Greenwich became the center of international timekeeping at an international conference in 1884, when the Prime Meridian was adopted, an imaginary line of longitude that runs through the Observatory upon which all clocks in the Western world are based.

Two highly accurate clocks hang in the Observatory's Octagon Room. Until recently, people would travel to Greenwich to set their watches. The constant interruptions by great throngs of citizens clamoring to know the correct time greatly annoyed the astronomers.

In 1836, John Henry Belville began setting his watch on a daily basis at Greenwich and then traveling around London, selling the right time to interested parties (and thus saving folk a lengthy trip). John Henry died in 1856, passing the profession onto his widow, Maria. In her eighties, she retires in 1892 and daughter Ruth takes over. Because the accuracy of watches has improved since her father's time, she sets her watch (which she calls "Arnold") each Monday.

In 1894, Martial Bourdin, a French anarchist, tries to blow up the Royal Observatory, the first proven international terrorist attack on Great Britain. He results only in killing himself, leaving his motive a mystery (and thus ideal material for an adventure).

The Astronomer Royal, a post dating back to 1675, serves as Director of the Royal Observatory Greenwich. He is considered a member of the Royal Household.

94. ROYAL UNITED SERVICE INSTITUTION

Founded by the Duke of Wellington in 1831, the Institution (originally named the Naval and Military Museum) provides a place where serving military officers can study naval and military science. It was awarded a royal charter in 1860.

The Institution's charter specifically states that it is a professional and scientific society, not a social club. The latter aspect is provided by the Admirals' & Generals' Club, which has its clubhouse within the Institution. Membership of the latter is not a requirement to being accepted into the Institution. Similarly, being a member of the Institution does not grant automatic membership in the club.

Until 1895, the Institution is housed in Middle Scotland Yard (close to the old headquarters of the Metropolitan Police). In 1895, it moves to Whitehall.

The Institution's museum houses a huge collection of militaria. It is divided into three departments. The Library houses military treatises, accounts, maps, and records, as

well as coins and medals. The Military Department contains weapons and armor from around the world. The Naval Department is replete with naval models and artifacts. Among the treasures are scale models of the Battles of Waterloo (with 190,000 figures) and Trafalgar.

Admission: 1s. Tickets may be purchased from any member of the Institution

Hours (Public): 11 a.m. to 5 p.m. (April to September), 11 a.m. to 4 p.m. (October to March)

Leagues: Generals' & Admirals' Club

95. ROYAL VETERINARY COLLEGE

The Royal Veterinary College owes its origins not to a philanthropic attitude toward animal welfare, but to horse racing. Between 1769 and 1770, a horse named Eclipse won every race he entered. Seeking to understand Eclipse's death in 1789 (he was 25) and the biology that made him a superior horse, Granville Penn, grandson of the first European veterinary school, founded the Veterinary College of London in 1791. A Royal Charter was awarded in 1844.

Since its founding the College has gone on to true veterinary medicine, catering for all manner of animals. By 1879, the number of trained vets had greatly increased, but their fees made their services unaffordable by the common man. Believing that all animals had a right to be treated, the College opened the Cheap Practise Clinic to provide veterinary services for the poor. In 1895, the College acquires its first X-ray machine.

While horses are no longer its sole focus, the College maintains close ties to the Jockey Club, as well as the Menagerie Club.

The College maintains a museum in which are displayed some 4,000 specimens of domesticated animals. Some are whole, others cut open and preserved to reveal their anatomy.

Admission: Free, but requires the presentation of a visiting card

Hours (Public): Daily; 9 a.m. to 6 p.m. (summer), 9 a.m. to 5 p.m. (winter)

96. SALVATION ARMY HEADQUARTERS

Founded as the East London Christian Mission in 1865, the Salvation Army is the brainchild of William and Catherine Booth. Although a charitable organization and Christian church, the Salvation Army is, as the name implies, has a military organization. It has its own flag and uniform, and its hymns are styled on the tunes of popular pub songs. Members hold the ranks of General (held

by William Booth), Officer, and Soldier. Adherents are known as "Salvationists." It accepts women as preachers, something unusual in this age.

The Army seeks to help the poorest members of society both physically and spiritually. It caters primarily to alcoholics, drug addicts, and prostitutes—those who have fallen to the lowest rung of society. William Booth has summed up the Army's work as the "three S's," those being soup, soap, and salvation.

Among its 11 doctrines are belief in the Old and New Testament as the only divine rules, that all men are sinners, and that continued salvation requires continued obedience faith in Christ. It does not celebrate Baptism or Holy Communion. Members are expected to avoid activities that taint body and spirit—consuming alcohol, taking drugs, smoking, and gambling.

Since 1880 the Army has spread its message of acceptance and salvation to Australia, Ireland, and the United States of America.

Despite its good work, the Salvation Army has its opponents. The Skeleton Army and The Unconverted Salvation Army, among others, have repeatedly disrupted the Salvation Army's meetings (typically by throwing everything from rocks to rotten eggs to dead rats) and assaulted their members since 1881.

The animosity has little to do with religion—the heads of the various organizations are typically landlords in areas frequented by the Army who fear a loss of business from their preaching.

Despite being informal organizations, those opposed to the Salvation Army carry banners bedecked with skulls and crossbones and cry out their support for the "three B's"—beef, beer, and bacca (tobacco).

97. SAVILE ROW

The townhouses that line Savile Row (located in Mayfair) were once inhabited by married military officers and their families and politicians. Today, globetrotters know Savile Row as home to bespoke tailors of the highest quality. It was here that Henry Poole created the dinner jacket, an essential piece of clothing for any globetrotter whether at home or abroad.

The Royal Geographical Society has had its headquarters at 1 Savile Row since 1871. The club has a glass-roofed library, and an observatory on the roof. Ever keen to be at the heart of the fashion world, the Dandy Club has recently rented premises on Savile Row.

Twice a year, in spring and autumn, tailors and dress-makers from across the civilized world are invited to display their latest fashions designs at the Club. A design that meets with the members' approval is guaranteed to bring the craftsman increased business during the next season, though naturally each dandy demands slight adjustments to any garment so as not to look exactly like his peers.

Leagues: Dandy Club, Royal Geographical Society

SEWERS

Not high on many visitors' list of places to visit, London's sewers were constructed after the Great Stink of 1858. Concealed beneath the streets are 100 miles of main intercepting channels, which carry the city's waste east toward the Thames Estuary, 450 miles of main sewers, and 13,000 miles of smaller channels.

The sewer has given rise to related occupations outside of maintenance workers. Grubbers play their trade on the surface, searching for valuables caught in the drains. Wading through the sewers proper and scavenging for lost valuables are toshers.

While not many Londoners would ever think of it as such, the sewers are a form of highway. Criminals make use of the network to move around the city unseen and out of the way tunnels and cisterns make ideal hiding places for stolen or smuggled goods.

Rumors abound the sewers are home to more than just scavengers and ordinary rats. Toshers speak of rats larger than dogs (perhaps the result of a weird scientist dumping chemicals into the sewers) and a herd of carnivorous pigs. In recent months a new terror has been added to their list of monsters—dragons!

99. (NEW) SCOTLAND YARD

Originally located at 4 Whitehall Place, Scotland Yard (more commonly just "the Yard") became a metonym for the Metropolitan Police because its rear entrance was on Great Scotland Yard. When a new purpose-built headquarters was opened on the Embankment near Whitehall in 1890, it was duly named New Scotland Yard. The police stables are located just across the street from the original Scotland Yard.

Despite common misconception, even among many Londoners, Scotland Yard is not actually a police station. It contains administrative offices, a laboratory, and the central police records office, as well as the Black Museum (see below). Suspects "taken to the Yard" are formally charged at Cannon Street police station, which is adjacent to Scotland Yard.

Ironically, Scotland Yard became the center of an unsolved mystery (dubbed the Whitehall Mystery by the press) before it had even opened. During construction of the new building in 1888, workmen unearthed a dismembered female torso. A severed right arm found on the shore of the Thames a month earlier was matched to the victim and part of her left leg was found nearby a little time later. The cause of death and the identity of the woman (and her killer) remain unknown.

BLACK MUSEUM

The Black Museum, more correctly called the Crime Museum, came about after the Prisoners Property Act of

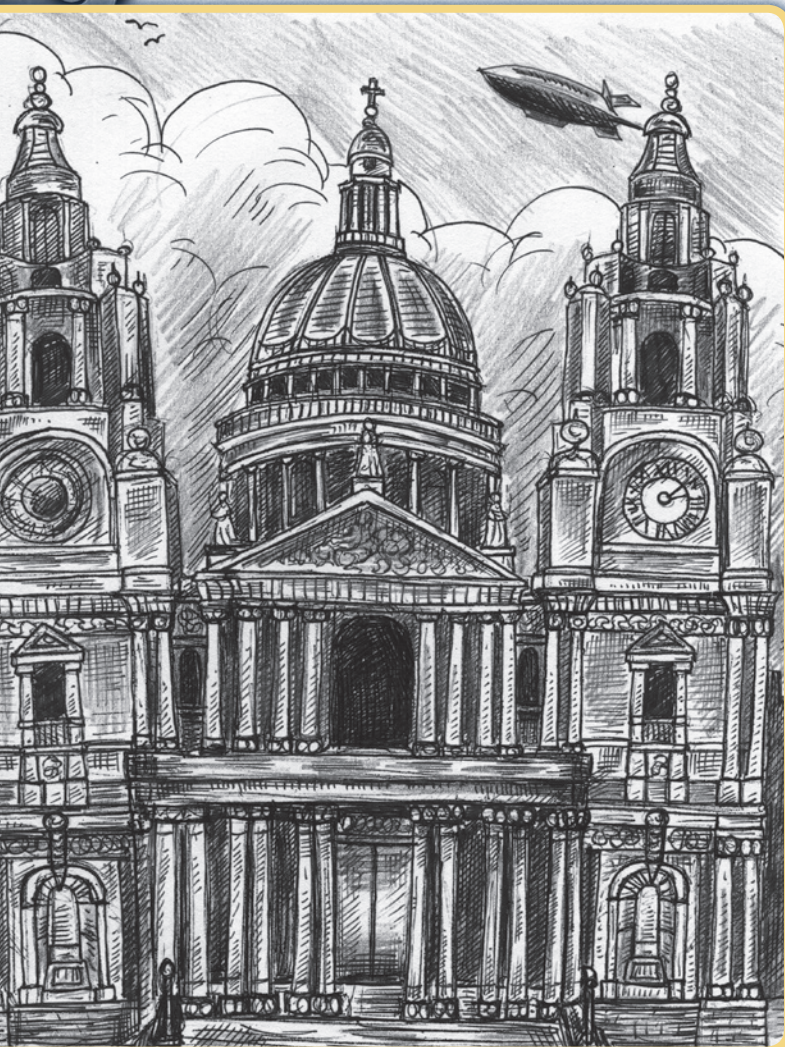
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1869, which gave the police the right to confiscate the property of those convicted of a crime. Its unofficial nickname was coined in 1877.

The Museum, which contains tools of the criminal trade, death masks of executed prisoners, weapons, and reams of evidence gathered in criminal cases is located in Scotland Yard. Free access is granted to all members of the police. Members of the public may attend only after receiving dispensation from the Police Constable Randall, one of the Museum's founders and now its unofficial curator. Consulting detectives known to cooperate with the police are usually granted access without any formality, more so if they have something to add to the collection.

99. SOMERSET HOUSE

Built as a palace and extended in the 1850s to enclose three sides of the grand courtyard, Somerset House sits on the Strand in central London. It now houses many public records from across the Empire.



Among its many offices are the Audit Office, and the Common Wills Office, the Inland Revenue, and the Office of the Registrar of Births, Deaths, and Marriages. It is a handy resource for globetrotters looking to uncover public records, though access to the files requires written consent of the relevant department head.

Hours (Office): 10 a.m. to 4 p.m.

100. ST BARTHOLOMEW'S HOSPITAL

Bart's, as it is more commonly known, has served the citizens of London since 1123. It is home to St Bartholomew's Hospital Medical College, an educational body dedicated to training the new generation of physicians and surgeons. Its most famous graduate is perhaps Doctor John Watson, colleague of Sherlock Holmes.

Like all hospitals, Bart's requires money to continue operating. While much of its income is derived from property rent, globetrotters seeking to be do good work, and receive recognition for their charity, might be encouraged to learn that displayed in the ornately appointed Great Hall are large plaques listing the names of benefactors and their donations.

101. ST PAUL'S CATHEDRAL

Seat of the Anglican Bishop of London, the dome of St Paul's has dominated the skyline since 1720. The tallest building in London and clearly visible for miles, it is a major landmark. Though fewer luminaries are buried here than in Westminster Abbey (see p. 42), it contains the mortal remains of the Duke of Wellington, Horatio Nelson, and J. M. W. Turner.

102. THE STOCK EXCHANGE

If London is the heart of world finance, then The Stock Exchange is the powerhouse. Initially focused around coffee houses, stocks have been traded in the capital since 1571. The Stock Exchange has been quick to grasp modern technology, installing telephones, ticker tape machines, and telegraphs to speed up transactions.

STORES

London's innumerable stores offer everything a globetrotter might wish to purchase. While it might require some research and a long journey, there is very little that cannot be bought in London. Even drugs and firearms

can be purchased with little trouble in the Victorian era, though the legal purchase of poisons and explosives requires one to sign a register. As a rule of thumb, quality and price go hand-in-hand.

Described below are a number of the more upmarket stores, the places where globetrotters may wish to make purchases.

103. THE ARMY & NAVY CO-OPERATIVE SOCIETY LIMITED

A cooperative founded in 1871 by army and navy officers, the store's aim was to ensure its members could buy goods at the lowest possible price. When it opened it sold only groceries. A year later, it has expanded its stock to include a chemist, drapery, fancy goods, firearms, stationery, and tailoring. By 1890 it also offered banking and estate agency services, as well as furniture.

Members traveling to India can take advantage of the co-operative's low prices—it has stores in Mumbai (opened 1890) and Karachi (1891).

Any serving or retired military personnel can apply for membership. As a rule of thumb, members can purchase any of the goods mentioned above at 75% of the prices listed in *Leagues of Adventure*.

104. FORTNUM & MASON

The Fortnum & Mason department store has sold high quality, luxury, and specialty goods to patrons of discerning tastes since 1707. In 1886, it becomes the first store in Britain to sell H. J. Heinz's new product—baked beans.

In addition to regular shopping, the store offers globetrotters a unique service—simply go in, tell the staff the nature of one's next expedition and one's budget, and the store will collect together and pack appropriate equipment and deliver it to one's ship in time for its departure.

105. HAMLEYS

In 1760, William Hamley opened "Noah's Ark," the world's first toy store. Crammed into the small store were everything from rag dolls to wooden puzzles to painted tin soldiers. From its humble beginnings the store, located in Regent Street, has become popular with royalty and nobility, as well as commoners.

As well as conventional toys, Hamley's sells an exclusive range of miniature steam-powered and clockwork automatons. These delicate, fully-functioning must-have toys command an extremely high price, placing them far beyond the means of ordinary citizens.

106. HARRODS

In business since 1834, Harrods sells fruit and vegetables, medicines, perfumes, and stationery of the best quality. Despite a setback in 1883, when the store burned down, Harrods quickly bounced back. It is one of the few

big stores to extend credit to customers, although not every patron is guaranteed to be treated so generously.

Harrods makes British history in 1898, when a moving staircase "escalator" is installed. Customers unnerved by the experience are offered a tot of brandy and smelling salts when they reach the top to help them recover their senses.

107. LIBERTY & CO.

Drawing a loan from his future father-in-law, Arthur Liberty opened his eponymous store in 1875. It offered discerning customers the most exotic of goods—fabrics, *objets d'art*, and ornaments from Japan and the Far East. Within 18 months, and despite having just three staff, the store made sufficient profit that Liberty repaid the loan in full.

The store expanded its inventory to include costumes (clothing) in 1884 and carpets and furniture in 1885. The store's costumes rivaled those of anything in Paris, placing London firmly on the fashion map. Throughout the 1890s, the store turns its attention to Great Britain's native designers, helping push both the Arts & Crafts movement and Art Nouveau into the public limelight.

108. THE TEMPLE

Lying south of Fleet Street, the Temple is one of London's main legal districts, having been associated with the legal profession since the 14th century. Formerly owned by the Knights Templar, the Temple today contains two of the Inns of Court (Inner Temple and Middle Temple) and barristers' lodgings and chambers (offices where barristers practice law).

The Inner Temple Library contains tens of thousands of books of law, biographies, heraldry, history, and topography. Access is restricted to members of the four Inns of Court, though others may view the texts with written permission of the Librarian.

THEATERS & MUSIC HALLS

Whether one seeks a bawdy comedy, light opera, ballet, or Shakespearean play, London's many theaters and music halls have something to suit all tastes and budgets. Although the West End plays home to many theaters, there are a plethora scattered across London.

109. THE ALHAMBRA THEATER

Originally known as The Royal Panopticon and used as a venue for scientific demonstrations and showcasing the arts, the building became the Alhambra Music Hall in 1864. The original building no longer exists, having been destroyed by fire in 1882. Reopened in 1884, it





**GLOBETROTTERS' MAP
OF LONDON 1898**

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adopted its current name. As well as the usual music hall and light entertainment shows, the Alhambra has hosted an equestrian ballet, light opera, conventional ballet, the aerial skills of Jules Léotard (1838-1870), and the risqué Can-Can (1870). The proved so scandalous that the powers that be stripped the theater of its dance license—it has yet to be reinstated.

In 1896 the Alhambra hosts its first moving picture programme. Among the films was celebrated cartoonist Tom Merry lampooning Emperor Kaiser Wilhelm II and Prince Bismarck by drawing caricatures, his deft hand caught on film for the amusement of the audience.

Leagues: Performing Arts Club

110. THE EMPIRE THEATER OF VARIETIES

Initially a variety theater and ballet venue, the Empire became a music hall and adopted its current name in 1887. The stage designs of William Pitcher, better known in the theater world as C. Wilhelm, are much copied by other establishments. The famed designer also works for other theaters. The theater is located in Leicester Square, in the heart of London's fashionable West End. Its promenade is notorious as a haunt for prostitutes.

In March 1896, the Empire hosts a cinematograph performance by the French Lumière brothers, the first such performance in Great Britain. It proves such a commercial success that the show runs for 18 months. In doing so it ensures the future of cinematography in Great Britain.

111. THE LYCEUM THEATER

The Theatre Royal Lyceum and English Opera House is one of London's premier theaters. It is especially noted for its Shakespearean plays. Henry Irving, the greatest actor of the age and the general manager, makes frequent appearances on stage. The business side of the Lyceum is managed by Bram Stoker from 1878-1898. It is toward the latter era of his tenure that Stoker makes the acquaintance of Professor Van Helsing.

Leagues: Stratford Players

112. THE NEW ADELPHI

Entertaining the masses since 1809 (though the new building dates only from 1858), the Adelphi is noted for its unique lighting system—Stroud's Patent Sun Lamp—which passes gas light through a cut-glass chandelier. It is mainly noted for its comic operas and operettas.

In 1897, William Terriss, an actor, was murdered while entering the theater. His killer, Richard Archer Prince, is a destitute actor with whom Terriss had argued a few nights earlier. Prince initially pleads guilty, but changes his plea in order to milk the growing publicity concerning his trial. He is found guilty of murder but not responsible for his actions. Prince spends the rest of his days in Broadmoor Crimi-

nal Lunatic Asylum. Ironically, he finally enjoys the lime-light he so craves—he becomes the prison orchestra's conductor and passes his sentence entertaining his fellow inmates with his acting.

113. THE ROYAL VICTORIA HALL & COFFEE TAVERN

Renamed in 1834 in honor of Victoria, Duchess of Kent (the current queen's mother), who attended a show that year, the theater is better known as the Old Vic.

Whereas most theaters have a license to serve alcohol, the theatre's owner, Emma Cons, is a member of the Temperance Society. As such, only non-alcoholic beverages are available. Cons' tenure has also transformed the productions. Gone are the rowdy melodramas of old, replaced with Shakespeare, opera, temperance meetings, and, since the early 1880s, public scientific lectures.

The lectures, attendance at which cost just one penny, have proved so successful that philanthropists donated sizeable sums to the theater. Cons used this input of money to found the Morley Memorial College for Working Men and Women. Although a separate financial enterprise from the theater, classes and meetings make use of the Old Vic's facilities.

114. THE THEATER ROYAL, DRURY LANE

The fourth theater to occupy the site since 1663, the current Theater Royal opened its doors in 1812. Following a decade of steady decline, business is now on an upward trend. Its reversal of fortunes is primarily down to its ties to the Carl Rosa Opera Company, which has staged many productions here since the 1880s, and its Christmas pantomime, which is so popular it runs until March. The key to these successes are the elaborate choreography of John D'Auban, the theater's dance master, and the wonderful costumes designed by C. Wilhelm.

Under the management of first August Harris (manager from 1879-1896) and later Arthur Collins (manager 1896-1923), the keyword for the theater's productions is "spectacle."

115. TOWER OF LONDON

Founded by William the Conqueror in 1066, the Tower of London has been expanded and repaired many times down the centuries. Initially a royal residence, it has been used as an armory, a notorious prison, a menagerie, a fortress, and a treasury. Today, it houses the Crown Jewels, which are protected by the Yeoman Warders (more popularly known as Beefeaters, supposedly because they were entitled to eat a large ration of beef each day), an armory, and gun platforms.

It remains available as a prison, though it has not officially housed any prisoners in many decades. Rumors abound

that the government makes use of the cells to incarcerate those it dare not bring to public trial out of fear their testimony would endanger the stability of the kingdom.

Ravens have long been associated with the Tower, drawn no doubt to the rotting corpses of prisoners put on display as a warning to others.

According to legend, Charles II was a keen astronomer, and chose the Tower for the site of an observatory. Unfortunately, the ravens seemed to enjoy using his telescope as a target for their droppings. Enraged, the king ordered the birds killed, whereupon he was duly informed that if the ravens were killed, he would lose his kingdom. The observatory was moved to Greenwich and the birds became an integral part of the castle. Over time, the legend has mutated, spelling doom to the monarch should the ravens ever leave (their wings are clipped to prevent flight).

Bizarrely, as only the British can be, the ravens, of which there are officially six, are enlisted members of the army. As serving soldiers they can be dismissed from service for conduct not befitting a soldier of the crown. So far, none have ever been disciplined.

Admission: 6d. (Armory); 6d. (Jewel House); free on Monday and Saturday

Hours (Public): Daily; 10 a.m. to 4 p.m.

116. TOWER SUBWAY

Located some 400 yards west of Tower Bridge (constructed between 1886 and 1894), in the East End of London, Tower Subway opened in 1870 as a railway tunnel. This venture ended less than three months later, and it was transformed into a pedestrian foot tunnel. It closes completely to the public in 1898 after the toll-free Tower Bridge opened.

The tunnel, which lies 50 feet below street level, is reached via two stone kiosks (one at each end). Each kiosk houses a steam-powered elevator.

117. TRAFALGAR SQUARE

Erected in the mid-19th century, the Square honors one of Great Britain's most distinguished naval heroes—Horatio Nelson. The column atop which the state of Nelson stands is flanked by four lions, each cast from melted down cannons captured at the Battle of Trafalgar. Two large fountains flank the column.

The addition of the fountains was ostensibly to counter the reflected heat from the large amount of asphalt. This is only partly true—since its opening, the Square has been a popular gathering place for both peaceful meetings and protests. By adding the fountains, the available gathering space was significantly reduced.

Even so, the Square has been the site of two infamous events. In 1886, on what is remembered as “Black Monday,” a protest against unemployment turned into a

riot. A year later, on “Bloody Sunday,” a demonstration against Britain's repression of the Irish attended by some 30,000 spectators descended into a bloody fight against the police and the army.

118. TRINITY HOUSE

Formally known as The Master Wardens and Assistants of the Guild Fraternity or Brotherhood of the most glorious and undivided Trinity and of St. Clement in the Parish of Deptford Strond in the County of Kent, Trinity House, as it is more commonly known, is a private corporation. Granted a Royal Charter in 1514, the corporation has three functions.

First, it is the General Lighthouse Authority. As part of its duties it is responsible for the maintenance of lighthouses and buoys around the coast. Second, it trains and provides pilots and navigators for vessels sailing waters in northern Europe. Third, it is a charity, dispensing funds to retired and injured seamen.

For a small fee, one may take a tour of Trinity House, the highlight of which is a collection of model lighthouses fashioned after those the Corporation maintains.

Admission: 3d.

Hours (Public): Daily; 10 a.m. to 4 p.m.

Leagues: Lighthouse Club, Mariners Club

119. UNIVERSITY COLLEGE, LONDON

The first university established in the city (1826), University College is non-secular, admitting students of all faiths without discrimination. As of 1878, it became the first British university not only to admit female students, but to do so on equal terms with male students.

Among the subjects taught here are English, art (through the Slade School of Fine Art), the Classic, economics, geography, medicine (through the University College Hospital). In 1898, Sir William Ramsay, professor of chemistry, discovers krypton, neon, and xenon in the University's laboratories.

Soon after the University's establishment it was realized that the general education of students was poor. To improve standards, the decision was taken to found the University College School (1830). Although only open to male students, it too is non-secular.

No compulsory subjects are taught. While many pupils elect to study French, German (an unusual subject), and French, classes in Classical Greek, English, chemistry, and mathematics are also available. As a secular establishment, there is no religious teaching. Corporal punishment, so beloved by sadistic headmasters, has been abolished.

Leagues: University Club for Ladies

120. WESTMINSTER ABBEY

The Collegiate Church of St Peter at Westminster, to give it its formal title, stands west of the Palace of Westminster. Originally a Catholic place of worship, it became part of the Anglican Church in 1559.

Irrespective of the controlling branch of Christianity, it has been the traditional venue for the coronation of Britain's monarchs since 1066, the last such ceremony being that of Queen Victoria in 1837.

It is also the site of many burials and memorials. Among those interred or remembered here are Lord Byron, Geoffrey Chaucer, Charles Darwin, Charles Dickens, David Livingstone (his heart is buried in Africa), and Isaac Newton, not to mention numerous monarchs (the last being George II).

At the Gamemaster's discretion, any globetrotter with Fame or Status 4+ who dies during the campaign might be honored with a burial in the cathedral, or at least a memorial stone.

WESTMINSTER SCHOOL

Situated in the grounds of the Abbey, the school has educated pupils since the 12th century. Following the dissolution of the monasteries, the monks who served as tutors were replaced with Anglican instructors. Until 1883, the all boys school has a classical focus, concentrating on the languages, archaeology, art, history, and philosophy of Ancient Greece and Rome.

Now a public school open to anyone who can meet its fees, the school has produced a large number of military officers and diplomats.

Each year, eight students who have attended the school for a year are appointed Queen's (or King's) Scholars. With education lasting for five years, there are no more than 40 Scholars at any one time. As well as having their fees waived, the selected few are privileged to attend any monarch's coronation during their time at the school. By ancient right, they may also attend meetings of Parliament. The best of the Scholars win an automatic scholarship to either Christ Church, Oxford University or Trinity College, Cambridge University.

WORKHOUSES

Life in Victorian London can be extremely harsh and while there is charity, there is not enough to sate every desperate need. Looming over those close to abject poverty is the specter of the workhouse.

Little better than prisons, workhouses were situated behind high walls with only a single entrance guarded by a porter. Any personal possessions an inmate might be fortunate enough to still own on his entry were confiscated, to be returned only on his discharge. Children over the age of 2 were taken from their mothers, the law

being that by entering the workhouse they had given up all rights and responsibilities to their families. Children aged 14 and over were considered adults. Like prisoners, inmates were required to wear a uniform.

Unlike prison, however, inmates could discharge themselves at any time. Those who entered with children, though, were forced to take them back into their possession on leaving.

As the name implies, workhouses were not places for the poor to idle away their time—the hard regime was set up to discourage people from entering a state of poverty and seeking a place in the workhouse. Based on their physical capabilities, inmates were assigned various menial tasks designed to keep them busy. In some instances the workhouse was operated as a business, the inmates being little better than cheap laborers. Others rent out inmates as laborers to factories and mills. Children received schooling, though the standard of teachers was extremely poor.

121. ZOOLOGICAL GARDENS

The London Zoological Gardens, better known simply as The Zoo, was established by Sir Stamford Raffles in 1826. It opened its gates to members of the London Zoological Society, which governs the zoo, in 1828. Only in 1847 was access granted to the public, a move established to secure funding for the keeping and collection of the specimens.

To date, the Zoo houses 2,3000 animals, over half of which are birds. The mortality rate is staggeringly high—out of every thousand animals, nearly 400 die each year (compared to a birth rate of just 39 per thousand). Fortunately for visitors, over 1,000 animals are added to the collection per annum. Half of these are gifts, mostly donated by the Menagerie Club.

Many Menagerie Club members lack the space to house their larger specimens. The Zoo provides reduced rent enclosures on the conditions that the owner pays for the animals' upkeep and welfare, and that the beast is made available for public display on an agreed number of days each year. While The Zoo's finances preclude it from actively sponsoring expeditions, it maintains close ties to the Menagerie Club, from whom it is always prepared to accept new animals brought back by globetrotters, so long as it thinks they will appeal to the paying public.

Most of the tropical animals are kept indoors, for it is commonly believed they cannot survive outside in London's temperate climate. Among its many attractions is the Aquarium, the world's first aquarium.

Admission: 1s. (6d. on Mondays)

Hours (Public): Daily; 9 a.m. to sunset; open Sunday by invitation of a member of the London Zoological Society or Menagerie Club only

Selected Feeding Times: Pelicans 2.30 p.m.; otters 3 p.m.; eagles and other birds of prey 3.30 p.m.; big cats 4 p.m.

Leagues: Menagerie Club

DENIZENS

"London, that great cesspool into which all the loungers and idlers of the Empire are irresistibly drained." —Sir Arthur Conan Doyle, A Study in Scarlet

This section includes short biographies and statistics for a selection of noteworthy persons who can be encountered in London. Depending on the needs of the Gamemaster, they might serve as patrons, fellow League members, allies, or even rivals.

Although the named persons are constructed as Patrons, where a Rank Resource is listed it has been applied separately. Thus, the characters do not balance with the rules for creating Patrons. The Sanity Secondary Attribute has been included for Gamemasters using this supplement with *Leagues of Gothic Horror*.

ANDERSON, ELIZABETH GARRETT

Born 1836; Died 1917

After five years studying anatomy and medicine by night, Greek and Latin with a private tutor, and working as a nurse by day, Elizabeth Garrett became the first woman to be granted a license to practise medicine. Shortly after issuing her license, the Society of Apothecaries put measures in place to prevent other women following her lead. Even with her qualifications, no hospital would hire a female doctor. Undeterred, she opened a private practise.

In 1864 she opened St Mary's Dispensary for Women and Children (which became the New Hospital for Women and Children in 1872). In 1874, after much persistence, she was accepted as a member of the British Medical Association. She co-founded the London School of Medicine for Women, a teaching hospital that caters only to female physicians, the same year. Between 1883 and 1902 she serves as the school's dean.

Patron 1

Archetype: *Physician*; **Motivation:** *Duty*; **Style:** 1

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 5, Stun 2, Health 5, Sanity 5

Skills: Bureaucracy 6, Diplomacy 6, Empathy 5, Linguistics 4, Medicine 6, Science: Biology 5

Talents: None

Resources: Rank 1 (Christmas Society; +2 Social bonus), Rank 1 (Women's Suffrage Society; +2 Social bonus), Status 1 (Dean; +2 Social bonus)

Flaws: Stubborn (+1 Style point whenever her inflexibility causes her trouble, or she forces others to go along with her idea)

Weapons: Punch 0N

BARTON-WRIGHT, EDWARD WILLIAM

Born 1860; Died 1951

A qualified surveyor and civil engineer, Barton-Wright spent many years working abroad. Returning to England, he combines his knowledge of judo (picked up in Japan) with boxing to form the basics of Bartitsu, his own martial art. The principles of the style are simple—knock your enemy off balance and hit him before he has a chance to recover. As well as strikes with fists and feet, the style emphasizes immobilization of limbs in order to prevent retaliation. He currently working on adding elements of savate, a French martial art based on kicks, and stick fighting to Bartitsu.

As well as teaching Bartitsu through his popular Bartitsu Club, Barton-Wright advocates physical therapy, especially through the application of electrocution, light, radiation, and vibration.

Patron 2

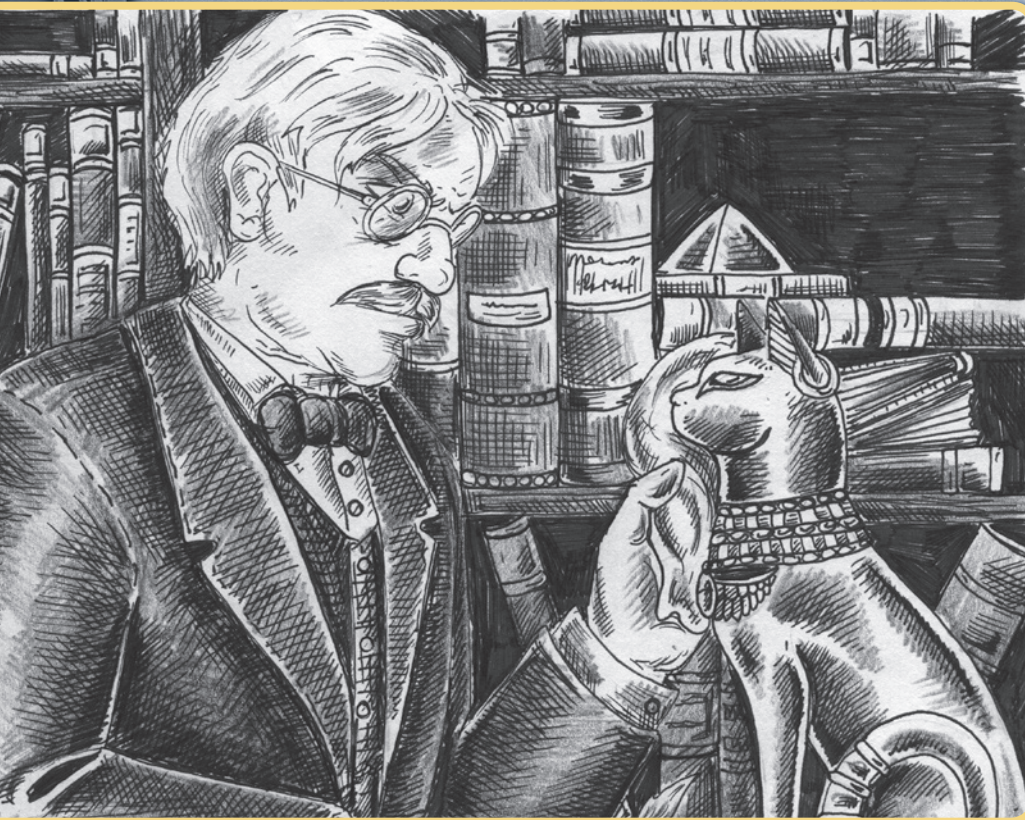
Archetype: *Patron*; **Motivation:** *Glory*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Sanity 6

Skills: Athletics 6, Bureaucracy 6, Intimidation 5, Linguistics 4, Martial Arts: Bartitsu 7, Medicine 4, Melee 6, Science: Engineering 6

LEAGUES OF ADVENTURE



Talents: Block (Perform Block as a reflexive action), Knockout Blow (+1 bonus to stun opponents), Staggering Blow (+1 bonus to knockback his opponent)

Resources: Rank 1 (Dueling Club; +12 Social bonus), Rank 1 (Meiji Club; +2 Social bonus), Rank 1 (Society of Civil Engineers; +2 Social bonus)

Flaws: Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 7N

BUDGE, ERNEST ALFRED WALLIS

Born 1857; Died 1934

A keen student of languages since the age of ten, Budge initially became a stationer's clerk. Through his private tutor, Charles Seeger, he was introduced to the Keeper of Oriental Antiquities at the British Museum, who permitted him to study the museum's cuneiform tablets. Already fluent in Assyrian, Hebrew, and Syriac, Budge's connections enabled him to attend Cambridge University, where he studied ancient Semitic languages.

He joined the British Museum's Department of Egyptian and Assyrian Antiquities in 1883, where he studied a new language—ancient Egyptian. From 1886 to 1891 he was despatched to Iraq to investigate how London antique dealers were acquiring cuneiform tablets from archaeological sites under guard by the Museum's local agents. Budge returned successful and armed with

a huge collection of new tablets and papyri.

Budge becomes Assistant Keeper of the Department of Egyptian and Assyrian Antiquities in 1891 and Keeper in 1894. During his tenure, the Museum's agents use diplomatic pouches to smuggle antiquities into England, offer bribes to customs officials, and call in favors to acquire new antiquities. Such dubious methods are considered essential, for there is much competition from other institutions.

A leading academic, Budge is much in demand by Leagues as a guest speaker, not only for his knowledge but for his anecdotes and humorous tales. He is also an accomplished author, having penned four books between 1888 and 1889 (and a further ten during the 1890s).

Although he has no belief in the supernatural, he has translated several Egyptian manuscripts for the Ghost Club, the Ministry of Unusual Affairs, and the Tarot Club. In no instance has the true reason for help been revealed.

Patron 2

Archetype: *Academic*; **Motivation:** *Truth*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 7, Defense 6, Stun 3, Health 6, Sanity 6

Skills: Academics: History 7, Anthropology 5, Athletics 4, Bureaucracy 6, Diplomacy 6, Expeditions 6, Investigation 6, Linguistics 7, Streetwise 5

Talents: None

Resources: Contacts 1 (Antique dealers; +2 bonus), Contacts 1 (Museums; +2 bonus)*, Fame 1 (Egyptologist; +2 Social bonus)**, Rank 2 (Osiris Club; +2 Social bonus), Status 2 (Keeper at the British Museum; +2 Social bonus)

Flaws: Pacifist (+1 Style point whenever he is able to prevent violence or resolve a dispute peaceably)

Weapons: Punch 0N

* *Bonus resource from his Status*

** *Bonus Resource from his Rank*

CARNACKI, THOMAS

Born 1856; Died 1947

While some members of the Ghost Club prefer to operate in the shadows, Carnacki enjoys the public spotlight. Although he is an accomplished inventor in the field of electricity, he works as an occult detective. While he is prepared to consult folklore, he puts his faith in science, using devices of his own creation and items borrowed from the Ghost Club's stores. Like all good

scientists, he takes nothing at face value, preferring to rely on evidence rather than make presumptions.

Whereas his compatriots in the Ghost Club rank ethereal spirits in terms of Categories, Carnacki has divided such entities into two classes—the powerful “Saiitii” and the weaker “Aeirii,” names he learned from the Sigsand Manuscript, a 14th century occult volume.

Carnacki is vain by nature. Whenever he completes a case, he invites a number of friends to his house for dinner. Once the meal is finished (he won't speak of his investigation beforehand), Carnacki recounts his story, glowering fiercely at any guests who dare to interrupt him with questions.

Patron 2

Archetype: *Inventor*; **Motivation:** *Truth*; **Style:** 2

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 7, Defense 5, Stun 2, Health 5, Sanity 6

Skills: Academics: Occult 6, Art: Photography 6, Athletics 5, Brawl 5, Craft: Electrics 7, Empathy 5, Firearms 5, Investigation 6, Linguistics 6, Science: Engineering 6

Talents: Weird Science: Engineering

Resources: Artifact 0 (Ecto-Plasmic Bullets)*, Artifact 0 (Ethereic Glass Plates)*, Artifact 2 (Electric Pentagram)**, Rank 3 (Ghost Club; +4 Social bonus)

Flaws: Vain (+1 Style point whenever he steals the spotlight or is forced to confront her shortcomings)

Weapons: Punch 5N, Brass knuckles 6N, Heavy revolver 8L

* *Bonus Resources from his League Rank.*

** *When laid out, the device encompasses a 10 foot area. Anyone standing inside is granted Psychic Resistance 2 (+4 to resist rituals and psychic or supernatural powers).*

CARTE, RICHARD D'OYLY

Born 1844; Died 1901

It would be foolish to say that Carte single-handedly elevated British theater from a low profession into one enjoyed by all social strata, but he was most definitely a major driving force behind its ascent.

Dropping out of university in 1861, Carte turned his attention to music and acting. While he enjoyed composing and acting, his acute business sense led him to found a management agency. Arguably his greatest success was pairing William Gilbert (a dramatist) with Arthur Sullivan (a composer). It took time, but their comic and light operas soon propelled all three men into the limelight.

Carte had his eyes on more than just theatrical management. Using the profits from his ventures, Carte built the state-of-the-art Savoy Theater (1881) and the adjacent Savoy Hotel (1889). A firm believer in modern technology, both structures were the first of their kind to be illuminated entirely by electric lights.

The 1890s sees a change in Carte's focus. Gilbert and Carter suffer an acrimonious split in 1891 when it is discovered the impresario has been charging the Savoy

Theater's expenses to their business partnership. Carte's other theatrical ventures suffer poor reviews and returns. His business empire, however, continues to grow, with the acquisition of Simpson's restaurant and Claridge's hotel.

Ill health plagues Carte during the last years of his life. He turns the management of his opera company over to his wife, Helen, and son, Rupert.

Patron 1

Archetype: *Businessman*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Art: Music 5, Bureaucracy 7 (*Business* 8), Diplomacy 6 (*Leadership* 7), Empathy 5, Intimidation 4, Performance 5

Talents: None

Resources: Fame 1 (Impresario & hotelier; +2 Social bonus), Status 1 (Businessman; +2 Social bonus)

Flaws: Illness (+2 Style points whenever he is incapacitated by his illness)

Weapons: Punch 0N

CAVOR, PROFESSOR ARTHUR

Born 1847; Died 1929

The notion of walking on the Moon has long fascinated the eccentric genius. Knowing that he could not be the only scientist who thought that way, he founded the Lunar Exploration Society, a League that would allow inventors to work on their own methods of reaching the distant lunar sphere yet share ideas and resources. Unlike Professor Wells, Cavor has no illusions that the Moon can support any form of life.

Cavor's own plan for a Moon vehicle is a metal and glass sphere coated in a substance of his own invention—Cavorite. So far he has experimented only with minute quantities attached to the wings of aeroplanes—the substance requires pure selenite crystals, is difficult to produce in large quantities, and controlling the craft has proven exceptionally difficult.

Patron 2

Archetype: *Inventor*; **Motivation:** *Hope*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 7, Defense 6, Stun 3, Health 6, Sanity 6

Skills: Athletics 5, Brawl 4, Bureaucracy 5, Craft: Pharmacology 7, Expeditions 6, Investigation 6, Linguistics 5, Pilot: Moon Rocket, 6, Science 6, Survival 5

Talents: Weird Science (Can create weird science gadgets), Well-Educated (Treats Science as a general Skill)

Resources: Contacts 1 (Equipping; +2 bonus), Rank 3 (Lunar Exploration Society; +4 Social bonus), Refuge: Equipment 1 (+2 to rating)*

Flaws: Cautious (+1 Style point whenever he or his comrades suffer from his inability to make a quick decision)

Weapons: Punch 4N

* *Bonus Resource from his League Rank.*

LEAGUES OF ADVENTURE: GLOBETROTTERS' GUIDE TO LONDON

CHALLENGER, PROFESSOR GEORGE

Born 1856; Died 1930

A scholar and adventurer in equal measure, Challenger, formerly known as a jack-of-all-trades with no particular interest in any one field, is appointed an Assistant at the British Museum in 1892 and Assistant-Keeper of Comparative Anthropology in 1893. He resigns later that same year, having fallen out with his peers and superiors over his scientific views.

Many thought he had a promising academic career ahead of him, but two things have conspired to destroy that—his personality and his insistence that dinosaurs still roam the remote corners of the earth. His theories on the continued existence of prehistoric creatures have led to the formation of the Challenger Club, an organization Challenger refuses to acknowledge save to lambast them in the press for stealing his ideas.

He has been described as a homicidal manic with a turn for science. It is a fair description, for the bear of a man is rude to all who cross his path, crude in the extreme, and lacks any sense of moral or inhibition. He is also, however, a man of exceptional loyalty, with a deep love for his wife.

Despite his fearsome reputation, he is an erudite man, capable of getting out of any tight spot through his ingenuity and broad knowledge.

Patron 3

Archetype: *Academic*; **Motivation:** *Truth*; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 4, Intelligence 5, Willpower 4

Secondary Attributes: Size 0, Move 7, Perception 11, Initiative 8, Defense 6, Stun 3, Health 7, Sanity 8

Skills: Anthropology 6, Athletics 5, Brawl 6, Expeditions 6, Firearms 4, Intimidation 5, Investigation 6, Linguistics 5, Science 7 (*Paleontology* 8)

Talents: Fearsome (Temporarily frighten opponents), Jack of all Trades (Ignores untrained Skill penalty for general Skills)

Resources: Fame 1 (Fearsome reputation; +2 Social bonus), Rank 1 (Paleontological Society; +2 Social bonus), Well-Educated (Treats Science as a general skill)

Flaws: Boorish (+1 Style point whenever his lack of manners leads to rejection in a social situation or causes him or his friends trouble), Condescending (+1 Style point when he proves someone else wrong or establishes his own superiority), Righteous (+1 Style point whenever his actions alienate him and his friends, or cause others to publicly question his motives and moral judgment), Short Temper (+1 Style point whenever his short temper causes trouble)

Weapons: Punch 6N

CORELLI, MARIE

Born 1860; Died 1951

Born Mary Mackay, she changed her name when began her first career—a musician. Writing proved to be her true calling, and her first novel was published in

1886. Despite being labelled as a melodramatic writer by the literary elite, the public lapped up her work. Her popularity is such that her novels have, collectively, outsold those of Athur Conan Doyle, H. G. Wells, and Rudyard Kipling combined. Many of her works touch on the topics of mysticism, particularly astral projection and reincarnation. This is perhaps not surprising given that she is a member of the Ancient Order of Druids. Many are also thinly veiled social commentaries highlighting the woes of the age,

Although she has gained widespread fame, she has nothing but disdain for the press and contempt for those who seek to ingratiate themselves into society events.

Corelli lives with her close companion, Bertha Vyver.

Patron 1

Archetype: *Artist*; **Motivation:** *Wisdom*; **Style:** 1

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4, Sanity 5

Skills: Academics: Occult 5, Art: Writing 7, Athletics 4, Diplomacy 5, Firearms 4, Investigation 5, Linguistics 4, Performance 4

Talents: None

Resources: Fame 1 (Author; +2 Social bonus), Rank 1 (Ancient Order of Druids; +2 Social bonus)

Flaws: Shy (+1 Style point whenever she misses out on getting recognition or a reward for her actions because she won't assert herself)

Weapons: Punch 0N, Light revolver 6L

CRAWFORD, EMILY

Born 1831; Died 1915

Regarded as a "Queen Among Journalists," Crawford is not your typical female reporter. Unlike her peers, most of whom write from home and concern themselves with women's issues, Crawford has covered numerous political and globetrotting events. As the French correspondent for the *Daily News* she made her way through the barricades during the 1871 Paris Commune and interviewed leading members of the Communards as they gathered for a meeting.

Since returning to London in 1887, she has devoted herself to accompanying globetrotting expeditions to far-flung places.

Patron 1

Archetype: *Reporter*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Art: Writing 6, Bureaucracy 5, Diplomacy 6 (*Politics* 6), Empathy 5, Investigation 5 (*Interview* 6), Linguistics 5

Talents: None

Resources: Fame 1 (Journalist; +2 Social bonus), Rank 1 (The Press Club; +2 Social bonus), Rank 1 (The University Club for Ladies; +2 Social bonus)

Flaws: Overconfident (+1 Style point whenever she is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 0N

DOYLE, ARTHUR IGNATIUS CONAN

Born 1859; Died 1930

Born in Edinburgh, Scotland, Doyle was sent to a preparatory school by his wealthy uncles, who sought to elevate the boy from the poverty into which his family had fallen as a result of his father's alcoholism. Although he graduated from the University of Edinburgh Medical School and subsequently practised medicine, he soon turned toward writing as a more lucrative profession.

Doyle has written works of his own invention, but his fame and wealth are borne from turning the exploits of Sherlock Holmes and Doctor John Watson into narratives, a task made possible only by his friendship with Watson, a fellow medical man and an astute recorder of facts and details, but one lacking a writer's eye.

Doyle was recently approached by Professor Challenger, who hopes to persuade the author to fictionalize one of his expeditions. Doyle has yet to be convinced, despite Challenger's loud insistence. In the mean time, he concentrates on his Holmes stories and, during the detective's missing years, his own novels.

Patron 1

Archetype: Artist; **Motivation:** Fame; **Style:** 1

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4, Sanity 5

Skills: Art: Writing 7, Athletics 4, Diplomacy 5, Investigation 4, Medicine 7, Sports 5

Talents: None

Resources: Fame 2 (Author; +2 Social bonus)*

Flaws: Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his beliefs)

Weapons: Punch 0N

* Doyle has a bonus Resource from his Fame to assign as the Gamemaster wishes

ESCOFFIER, AUGUSTE

Born 1846; Died 1935

Born and raised in France, Escoffier began his career at his uncle's restaurant before moving to Paris. Having met and befriended César Ritz, he moved to London in 1890 to become head chef at the Savoy Hotel. His organizational skills coupled with his culinary ability turned the restaurant into an overnight success.

During his tenure he creates a number of famous dishes—*baisers de Vierge* (meringue with vanilla cream and crystallised white rose and violet petals), *bombe Néro* (a flaming ice), peach Melba, Melba toast, and *suprêmes de volailles Jeannette* (jellied chicken breasts with foie gras).

He leaves the Savoy in 1898 under a dark cloud, having been implicated in the theft of valuable spirits and wines. Escoffier had his revenge on his former employer a year later—the kitchens he established at the Carlton Hotel caused a drop in the Savoy's clientele.

In addition to his regular employment, Escoffier frequently displays his talents by hosting extravagant dinners at the Epicurean Society.

Patron 1

Archetype: Luminary; **Motivation:** Fame; **Style:** 1

Primary Attributes: Body 4, Dexterity 2, Strength 2, Charisma 2, Intelligence 6, Willpower 3

Secondary Attributes: Size 0, Move 2, Perception 9, Initiative 8, Defense 6, Stun 3, Health 7, Sanity 5

Skills: Art: Writing 6, Connoisseur 6, Craft: Cooking 8, Diplomacy 5, Empathy 4, Linguistics 4

Talents: None

Resources: Contacts 1 (Hoteliers; +2 bonus)*, Fame 2 (Chef; +2 Social bonus), Rank 2 (Epicurean Society; +2 Social bonus), Refuge: Equipment 1 (Kitchen; +2 Craft: Cooking bonus)**

Flaws: Blasé (+1 Style point whenever his indifference causes harm)

Weapons: Punch 0N

* Bonus Resource from his Fame

** Bonus Resource from his Rank

FOGG, PHILEAS

Born 1839; Died 1902

Fogg was the first person to travel around the world in 80 days (a feat he achieved in 1873), albeit on a bet rather than out of adventurous zeal.

Since his return and new-found fame, Fogg has become President of the Travelers Club. Although now getting on in years, he maintains a keen interest in travel, being an accomplished pilot (of all manner of vehicles) and navigator. His jaunts are largely limited to the area around London these days, though he is always prepared to help globetrotters planning a lengthy voyage.

Patron 2

Archetype: Luminary; **Motivation:** Hope; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Sanity 6

Skills: Athletics 4, Bureaucracy 5, Con 4, Diplomacy 4, Expeditions 6, Gambling 7, Linguistics 5, Pilot 5, Ride 5, Survival 5

Talents: Direction Sense (Always know the direction), Well-Educated (Treats Pilot as a general Skill)

Resources: Artifact 1 (Aerial Automobile), Contacts 1 (Transportation; +2 bonus)*, Rank 5 (Travelers Club; +8 Social bonus)

Flaws: Obsession: Timeliness (+1 Style point whenever his obsession causes her to do something dangerous or endanger someone else's life)

Weapons: Punch 1N

* Bonus Resource from his Rank

LEAGUES OF ADVENTURE: GLOBETROTTERS' GUIDE TO LONDON

FRAZER, JAMES GEORGE

Born 1864; Died 1941

Frazer was born in Glasgow and studied Classics at the University of Glasgow and Trinity College, Cambridge. Despite studying law at the Middle Temple, he developed an interest in mythology and religion.

For 20 years he has gathered mythological stories from around the world. Aside from brief visits to Greece and Italy, Frazer has remained in Great Britain—his information is collected from ancient texts and questionnaires mailed to British officials and missionaries working abroad. In 1890, he sums up his work so far in *The Golden Bough: A Study in Comparative Religion*, a two-volume work. A three volume edition is released in 1900.

The book focuses on totemism, the global concept of the Year-King (a deity that dies and is reborn, as found in myths across the globe), the link between religion and mythology, and a form of evolution that has mankind passing through three distinct stages—magic, religion, and science—each of which supersedes the previous one and renders it obsolete.

Although Frazer lives in Cambridge he is a frequent visitor to the British Museum. Despite his field of expertise, Frazer has no belief in the supernatural as a true power—he has turned down several invitations from Leagues with a supernatural bent, believing them to be charlatans.

Patron 1

Archetype: *Academic*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Academics: Law 4, Academics: Religion 6, Anthropology 7 (*Myths* 8), Diplomacy 5, Investigation 5 (*Research* 6), Linguistics 5

Talents: None

Resources: Contacts 1 (Mysticism; +2 Social bonus), Status 1 (Anthropologist; +2 Social bonus)

Flaws: Poor Vision (+1 Style point whenever his poor vision gets him into trouble or causes him to make a critical mistake), Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his beliefs)

Weapons: Punch 0N

FREER, ADA GOODRICH (AKA MISS X)

Born 1857; Died 1931

Ada has always enjoyed spinning an air of mystery about herself. Her origins are veiled in scant hints rather than hard facts, though she has suggested tie to Scottish gentry. a medium and telepath, she joined the Circle of Mediums in 1888 and the ghost Club in 1889.

In 1893, she became a regular contributor to *Borderland*, a quarterly spiritualist magazine. it was at this time she adopted the pseudonym Miss X, so as not to bring

the reputations of her clubs into disrepute with her public investigations into occult matters.

Her life as an occult investigator is not without its critics. The Marquess of Bute (1847-1900), a nobleman with a lay interest in the occult, hires Miss X's services in 1894. She travels to the Hebrides to investigate cases of second sight. Although she publishes a detailed report, it is merely a reworking of the investigations of Father Allan Macdonald, a roman Catholic priest and folklorist.

In 1895, the Marquess of Bute again hires her, this time to investigate an alleged haunting at Clandon House. She stayed at the house for several days, her reputation is tarnished when it is alleged she did nothing but question the staff and write up their responses.

Miss X's reputation may be stained, but it is a necessary evil. What she uncovered during her investigations would terrify the public.

Patron 1

Archetype: *Occultist*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Academics: Occult 6, Athletics 4, Diplomacy 5, Empathy 6, Investigation 6, Linguistics 5

Talents: Medium (Can communicate with the dead), Mentalism: Telepathy

Resources: Rank 1 (Circle of Mediums; +2 Social bonus), Rank 1 (Ghost Club; +2 Social bonus)

Flaws: Bad Reputation (+1 Style point whenever her bad reputation causes problems)

Weapons: Punch 0N

HOLMES, MYCROFT

Born 1847; Died 1929

The older brother of Sherlock Holmes by seven years, Mycroft is also his superior in the field of deductive reasoning.

He works for the British government, but his exact capacity is shrouded in mystery—he appears to be something of a human calculating engine, a man to whom all information is passed and from whom results are generated. Sherlock once remarked that while some men are masters of one discipline, Mycroft's specialty is omniscience, an exceedingly rare quality.

Were he so inclined, Mycroft could be the greatest detective on the planet. Unfortunately, he lacks both energy and ambition to the extent that if considered wrong he will not lift a finger to prove himself right again. Whereas his younger sibling is both a man of action and intelligence, Mycroft disdains physical activity. His corpulent body is just a housing for his immense brain, and is most often found in the Diogenes Club.

Patron 2

Archetype: *Government Official*; **Motivation:** *Duty*; **Style:** 2

Primary Attributes: Body 4, Dexterity 2, Strength 2, Charisma 2, Intelligence 6, Willpower 3

Secondary Attributes: Size 0, Move 2, Perception 9, Initiative 8, Defense 6, Stun 3, Health 7, Sanity 5

Skills: Academics 8, Bureaucracy 10, Connoisseur 9, Empathy 8, Investigation 11, Linguistics 8, Science 8

Talents: Intelligent (+1 Intelligence rating), Well-Educated 2 (Treats Academics and Science as general Skills)

Resources: Rank 4 (Diogenes Club; +4 Social bonus)*

Flaws: Obese (+1 Style point whenever his weight slows him down or causes him difficulty)

Weapons: Punch 0N

* *Mycroft has two bonus Resources from his Rank to assign as the Gamemaster wishes*

HOLMES, SHERLOCK

Born 1854; Died 1914?

Holmes' interest in deductive reasoning was born during his days as a chemistry undergraduate, his earliest clients being his fellow students. Formerly independent, the man now arguably the greatest detective in the world, now shares his lodgings with his only true friend, Dr. John Watson, who also assists him in his cases.

A man of bohemian tastes, he is fastidious about his grooming, though his lodgings are a chaotic mess. He smokes to excess and dabbles with cocaine, but has few true vices. Aloof when engaged on a case, and prone to taunting Scotland Yard's finest with his deductions, he can nonetheless being extremely amiable when required. While a man of morals, he is not beyond breaking into property, lying to or concealing evidence from the police, or manipulating others when the need arises.

Between 1891 and 1894 Holmes is believed dead, having tumbled from the Reichenbach Falls while grappling his arch-nemesis, Moriarty.

Patron 4

Archetype: *Law Man*; **Motivation:** *Truth*; **Style:** 4

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 4, Intelligence 5, Willpower 5

Secondary Attributes: Size 0, Move 7, Perception 11, Initiative 8, Defense 6, Stun 3, Health 8, Sanity 9

Skills: Academics: Law 6, Art: Sensational Literature 6, Athletics 5, Brawl 7, Con 6, Connoisseur 6, Empathy 6, Firearms 5, Investigation 9 (*Crimes 10*), Linguistics 7, Medicine 6, Melee 7, Performance 5, Science: Chemistry 7, Science: Geology 6, Stealth 6 (*Disguise 7*), Streetwise 6

Talents: Alertness (+2 Perception rating), Skill Aptitude (+2 Investigation rating), Total Recall (Never forgets anything)

Resources: Contacts 1 (Baker Street Irregulars; +2 bonus), Contacts 1 (Police; +2 bonus), Fame 1 (Consulting detective; +2 Social bonus)

Flaws: Obsession (Personal Grooming; +1 Style point whenever his obsession causes him to do something dangerous or endanger someone else's life), Righteous (+1 Style point if his actions alienate him and his friends, or cause others to question his motives and moral judgment)

Weapons: Punch 8N, Light revolver 7L

HUTTON, ALFRED

Born 1839; Died 1910

A keen student of fencing, Hutton, a retired army captain, spent his career advocating trying to improve the regiments' swordsmanship skills. Although the British Army turned down his treatise on bayonet fighting, he continued to speak out about its benefits.

Since retiring from the Army, Hutton has spent his time researching and lecturing on historical fencing styles, perfecting his art, and providing instruction to a growing number of pupils. His lectures serve to promote his personal theories regarding military fencing and as a means of raising money for various military charities.

In 1899 he becomes an instructor at the Bartitsu Club. His pupils are actors—Hutton decries the ludicrous and monotonous displays of swordsmanship performed on stage and wishes to promote proper fencing moves as means of keeping the old styles alive and giving the audience a more realistic experience in fight scenes.

Patron 2

Archetype: *Military Officer*; **Motivation:** *Preservation*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 7, Perception 5, Initiative 6, Defense 6, Stun 3, Health 5, Sanity 5

Skills: Academics: History 5, Art: Writing 6, Athletics 5, Bureaucracy 5, Diplomacy 5, Intimidation 5, Martial Arts: Judo 4, Melee 8 (*Knives 9, Swords 9*), Ride 5

Talents: Flurry (May attack same opponent twice with a -2 penalty), Parry (Perform Parry as reflexive action)

Resources: Fame 0 (Fencing instructor; +1 Social bonus), Rank 1 (Dueling Club; +2 Social bonus), Status 0 (Retired Army officer; +1 Social bonus)

Flaws: Fanatical (+1 Style point when his devotion causes harm or he converts someone to his way of thinking)

Weapons: Punch 4N, Arming sword 12L

IRVING, HENRY (SIR HENRY IN 1895)

Born 1838; Died 1905

Decades of hard work and performing with a myriad of small companies have seen Irving rise to become the preeminent actor of the age. As well as a celebrated actor, Irving has been the general manager of the Lyceum Theater since 1878 (Bram Stoker is the business manager). Under his guidance, the theater's ailing fortunes have been reversed. So much so that the entire Lyceum company tours America and Canada during the late 1880s and early 1890s.

Irving's dedication to his art is rewarded with a knighthood in 1895 (one was first offered in 1883), the first such award ever bestowed upon an actor. He is awarded honorary degrees by the universities of Dublin (1892), Cambridge (1898), and Glasgow (1899).

Patron 1

Archetype: *Artist*; **Motivation:** *Glory*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 2

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Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 4, Stun 2, Health 4, Sanity 6

Skills: Bureaucracy 6, Empathy 5, Expeditions 6, Linguistics 5, Performance 8 (*Acting* 9)

Talents: None

Resources: Contacts 0 (Theater; +1 bonus), Fame 1 (Actor; +2 Social bonus), Rank 1 (Performing Arts Club; +1 Social bonus), Rank 1 (Stratford Players; +2 Social bonus), Status 0 (Knight; +1 Social bonus)

Flaws: Superstitious (+1 Style point whenever one of his eccentricities cause him trouble, or if one of his beliefs turns out to be true)

Weapons: Punch 0N

KELVIN, LORD

Born 1824; Died 1907

Sir William Thompson (knighted 1866 and ennobled as Baron Kelvin in 1892) is a leading scientist in the fields of engineering, mathematics, and physics. He walks with a notable limp, a result of slipping on ice in 1861.

Despite his brilliance, he is not enamored of all inventions. In 1896, he turns down an invitation to join both the Lunar Exploration Society and the Society of Aeronauts, stating that he has no faith in aerial navigation beyond airships. He is also prone to scientific gaffs.

In 1898, he publicly proclaims that, given the rate at which combustible materials are being burned, the world's oxygen supply would be expended in 400 years (although this is yet to be proven wrong, gentle reader!). Basing his theory of the Earth's age on the laws of thermodynamics, he announces in 1897 that it is 20-40 million years old.

Patron 1

Archetype: *Scientist*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 4, Intelligence 5, Willpower 4

Secondary Attributes: Size 0, Move 7, Perception 11, Initiative 8, Defense 6, Stun 3, Health 7, Sanity 8

Skills: Weird Science: Engineering

Talents: Diplomacy 5, Investigation 6, Pilot: Nautical 6, Science: Engineering 7, Science: Mathematics 7, Science: Physics 7

Resources: Fame 1 (Scientist; +2 Social bonus), Rank 1 (Mariners Club; +2 Social bonus), Rank 3 (Society of Galvanists; +4 Social bonus)*, Status 1 (Baron; +2 Social bonus)

Flaws: Lame (+1 Style point whenever he is unable to outrun danger, or if his bad leg gets him into trouble)

Weapons: Punch 0N

* *Kelvin has a bonus Resource from his Rank to assign as the Gamemaster wishes*

KING, WILLIAM LEONARD

Born 1869; Died 1919

Despite being just 23 years old, King is appointed a curator in the British Museum's Department of Egyptian and Assyrian Antiquities in 1891. His duties do not keep

him tethered to working in the Museum, allowing him to make frequent journeys to the Near East, where he engages in his passion—collecting inscribed stones.

Patron 1

Archetype: *Academic*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Academics: History 6, Anthropology 5, Bureaucracy 5, Diplomacy 5, Expeditions 5, Investigation 4, Linguistics 5, Survival 4

Talents: None

Resources: Contacts 1 (Museums; +2 bonus), Rank 1 (Sumeria Club; +2 Social bonus), Status 1 (British Museum curator; +2 Social bonus)

Flaws: Aloof (+1 Style point whenever his business-like attitude causes problems)

Weapons: Punch 0N

KINGSLEY, MARY HENRIETTA

Born 1862; Died 1900

Exploration is in Kingsley's blood. Her father, a doctor, worked for several aristocrats and frequently accompanied them on their travels. Although she received little formal education, she was an avid reader and a keen audience for her father's stories of foreign climes and cultures. (Her father was invited to coin General Custer's last expedition, but was delayed due to bad weather.)

Her parents die in 1892, leaving Kingsley with a sizeable inheritance. Now able to travel freely, she decides to explore the African west coast. Beginning in Sierra Leone in 1893, she journeys south as far as Angola. Kingsley lacks the typical arrogance of a British explorer, especially with regard to native peoples. She has no qualms about living with the natives, and learns the vital arts necessary to survival from them.

She returns to England in 1893 to write an account of her travels. The Royal Geographical Society, impressed by her solitary exploits, is quick to offer her membership and sponsorship. In late 1894 Kingsley departs for Africa, this time to study cannibals and African religion. Among her exploits are an ascent of Mount Cameroon and a canoe trip up the Ogooué River (where she discovers three previously unknown species of fish). She returns to England again in 1895 as a celebrity.

The papers are quick to label her a New Woman (a form of Victorian feminist), a claim she rejects. In her eyes, women's suffrage is a trivial matter. As she tells reporters, so long as there are still men prepared to do things, women can wait their turn.

Her views are often at odds with the established lines of thought. She criticizes Anglican missionaries for demonizing native religion and attempting to convert the Africans to Christianity. She also discusses matters that polite Victorian society finds abhorrent, such as polygamy, arguing that they are a necessary part of African culture. Her two books describing her adventures and

discoveries (*Travels in West Africa* in 1897 and *West African Studies* in 1899) become best-sellers and earn her great respect.

Patron 1

Archetype: *Explorer*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 5, Stun 3, Health 6, Sanity 5

Skills: Anthropology 5, Art: Writing 4, Athletics 5, Diplomacy 4, Expeditions 5, Linguistics 5, Medicine 5, Survival 5

Talents: None

Resources: Fame 2 (Explorer; +2 Social bonus)*, Rank 1 (Royal Geographical Society; +2 Social bonus)

Flaws: Honest (+1 Style point whenever her honesty causes trouble)

Weapons: Punch 0N

* *Kingsley has a bonus Resource from her Fame to assign as the Gamemaster wishes*

LENO, DAN

Born 1860; Died 1904

Born George Wild Galvin, the son of music hall performers, Leno was just 4 years old when he first performed on the stage. Despite periods of hardship, Leno never lost his love for the stage. A natural talent, he earned ever increasing renown as a comedian, dancer, singer, and actor.

By the 1890s, Leno is regarded as the leading music hall performer of the age. Rather than merely telling jokes, Leno makes observations about life in London through a number of comedic characters (among whom numbers a Spanish bandit!). His fame is now such that not only can he afford to pay the best music hall composers for songs, but many composers gladly offer him their works as a means of increasing their own popularity.

Performing has brought Leno wealth and fame, but such things often come at a price. Working at a frenetic pace and heavily involved in charity work to support retired artists, he has begun drinking heavily. It is a curse that has blighted his family, for both his father and stepfather were alcoholics.

Patron 1

Archetype: *Luminary*; **Motivation:** *Charity*; **Style:** 1

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 2, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 5, Defense 6, Stun 3, Health 5, Sanity 5

Skills: Acrobatics 5, Athletics 4, Diplomacy 5, Empathy 4, Performance 7, Sports 5, Streetwise 4

Talents: None

Resources: Fame 2 (Performer; +2 Social bonus)*, Rank 1 (Christmas Society; +2 Social bonus), Rank 1 (Performing Arts Club; +2 Social bonus)

Flaws: Addiction: Alcohol (+1 Style point whenever his addiction hurts him or someone he cares about)

Weapons: Punch 0N

* *Leno has a bonus Resource from his Fame for the Gamemaster to assign as he wishes*



LESTRADE, INSPECTOR G.

Born 1855; Died 1926

Hailed by the press as one of Scotland Yard's finest detectives, Lestrade's popularity and crime-solving rate is not entirely due to his own talents. Having little taste for publicity, Sherlock Holmes allows the inspector to take the credit for several of his cases. Even without Holmes' assistance, Lestrade is a capable if unimaginative detective with 30 years service.

Born and raised in the country, Lestrade is a no-nonsense sort, as typified by his straight talking (flavored with occasional archaic terms, but never slang) and preference for physical work over mental deductions. He dresses well, but lacks Holmes' fastidiousness and has no qualms about getting dirty in the course of his duties.

Although he has worked with Holmes on six cases before 1890 and assists him in another four during the decade, he has little patience for Holmes' attitude, though he respects his methods.

Patron 1

Archetype: *Law Man*; **Motivation:** *Duty*; **Style:** 1

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Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 4, Defense 5, Stun 3, Health 6, Sanity 6

Skills: Athletics 4, Brawl 4, Diplomacy 4, Empathy 4, Firearms 4, Intimidation 5, Investigation 4, Streetwise 5

Talents: None

Resources: Fame 1 (Detective; +2 Social bonus), Rank 2 (Detective Inspector; +2 Social bonus)*

Flaws: Loyalty (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 4N, Light revolver 6L

* *Lestrade has a bonus Resource from his Rank to assign as the Gamemaster wishes*

LEVETT, LIEUTENANT BERKELEY

Born 1863; Died 1941

Scion of an ancient family whose line extends back to the Norman Conquest and a lieutenant in the Scots Guards, Levett is both a soldier and a dandy. A prominent member of the Dandy Club, he is often remarked as being the best dressed man in all of London.

In 1890 he becomes involved in a scandal. Sir William Gordon-Cumming, 4th Baronet, his comrade-in-arms, is accused of cheating at baccarat. The matter is hushed up, though news leaks out a few months later. Intent on saving his reputation, Sir William accuses those present, Levett included, of slander and takes them to court.

The trial is more than just a matter of law—baccarat, being a game of chance as opposed to skill, is illegal when money is involved, and one of the participants at the game was Prince Albert Edward (the future Edward VII). With both the Prince and Levett the dandy called as witnesses, the cream of London's society is drawn to the proceedings. As a result, only those with the written approval of the Lord Chief Justice are admitted into the courtroom. Those who attend do so in their finest clothes.

Under oath, Levett testifies that Sir William was indeed cheating by secretly raising his stake. The jury takes just 10 minutes to rule in the defendants' favor. Exposed as a cheat, though loved by the press and public, Sir William is forced to resign his commission and stand down from his clubs. Levett's reputation takes a nose-dive, as does that of Prince Albert Edward, whose love of gambling is now public knowledge.

Despite being reviled by the public, Levett continues to move in high circles. When German Emperor Wilhelm II visits London in 1891, Levett is among the guests at the garden party reception. In 1895 he is shipped out to India, where he serves as aide-de-camp to the Governor of Bombay until 1900. Nothing is ever printed concerning the reason for his sudden and unexpected departure to India, but rumors circulate that he was involved in another scandal.

Patron 1

Archetype: *Military Officer*; **Motivation:** *Duty*; **Style:** 1

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4, Sanity 5

Skills: Brawl 4, Bureaucracy 4, Connoisseur 5, Diplomacy 4, Expeditions 4, Firearms 5, Gambling 5, Melee 4, Performance 5

Talents: None

Resources: Fame 1 (Dandy; +2 Social bonus)*, Rank 3 (Dandy Club; +4 Social bonus), Rank 1 (Army Lieutenant; +2 Social bonus)

Flaws: Bad Reputation (+1 Style point whenever his bad reputation causes problems)

Weapons: Punch 4N, Heavy revolver 8L, Arming sword 7L

* *Bonus Resource from his League Rank*

MELVILLE, SUPERINTENDENT WILLIAM

Born 1850; Died 1918

Melville, an Irishman, joined the Metropolitan Police in 1872. Never afraid to speak his mind, he was dismissed for insubordination, only to be reinstated. His diligence saw him promoted to the CID.

A founder member of the Special Irish Branch, Melville has protected the Shah of Persia on a state visit (1888) and foiled an assassination attempt against Queen Victoria (1887). In 1891 he turned his attention to the growing threat of anarchists, destroying their underground clubs and printing presses.

He is promoted to Superintendent of Special Branch in 1893. His reputation is temporarily stained when Patrick McIntyre, a sergeant dismissed by Melville, accuses him of instigating the Walsall Plot of 1892, in which a group of anarchists were charged with manufacturing explosives. For the rest of the decade Melville embarks on more raids against anarchists.

Not every anarchist Melville hunts is what he seems at first glance. Although officially a member of Special Branch, the superintendent is a covert member of the secretive Ministry of Unusual Affairs, and those he hunts are as likely to be werewolves and vampires as they are terrorists.

Patron 2

Archetype: *Law Man*; **Motivation:** *Duty*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Sanity 6

Skills: Academics: Occult 4, Athletics 5, Brawl 5, Bureaucracy 5, Diplomacy 6, Firearms 6, Intimidation 5, Investigation 6, Linguistics 5, Stealth 5, Streetwise 6

Talents: Guardian (Grant a +2 Defense bonus to all allies within 10 feet as an attack action), Well-Connected (Can boost Contacts as if a Talent)

Resources: Contacts 1 (Informants; +2 bonus), Rank 1 (Ministry of Unusual Activities; +2 Social bonus), Rank 4 (Superintendent; +4 Social bonus)*

Flaws: Intolerance (Anarchists; +1 Style point whenever his intolerance causes trouble or he convinces someone else to detest the same thing he does)

Weapons: Punch 5N, Heavy revolver 9L

* *Melville has two bonus Resources from his Rank to assign as the Gamemaster wishes*

PETRIE, FLINDERS

Born 1853; Died 1942

Educated entirely at home, Petrie was instructed in languages (he speaks six) by a tutor and surveying by his father (who had surveyed the Australian coast). By the age of 8 he had developed an interest in archaeology, though he was mortified by the crude methods used to unearth man's past. Aged 13 he surveyed a Romano-British for within the grounds of his house and at 19 he produced the most accurate survey of Stonehenge.

After visiting Egypt and producing a site map of the Giza plateau in 1880, Petrie, then a young man of 27, was introduced to Amelia Edwards, a leading Egyptologist and co-founder of the Egypt Exploration Fund. Impressed by both his talent and his methodology, she offered Petrie a permanent post with the Society.

In 1892, Edwards bequeaths money to fund the Edwards Professor of Egyptian Archaeology and Philology at University College, London. Petrie, at Edwards request, is the first holder of the title. Despite his new role, Petrie continues to travel and excavate, visiting Palestine in 1890, Tell-el-Amarna (the city of the heretic pharaoh Akhenaten) in 1891, and Luxor in 1896.

Petrie's methods have revolutionized archaeology. Instead of shovelling dirt aside to reach the artifacts beneath, he has advocated a painstaking layer by layer excavation, carefully recording the strata and artifacts found in them. In his eyes, any artifact, no matter how insignificant it might seem, should be recorded and preserved for posterity.

Not all of Petrie's views are shared by his peers. Whereas Wallis Budge holds that the Ancient Egyptians had African roots, Petrie believes that a superior Caucasian race conquered the inferior native peoples and founded the Egyptian Dynasties. An affiliate of several far right groups, Petrie holds that Northern Europeans are the superior of all other branches of humanity.

Patron 2

Archetype: *Academic*; **Motivation:** *Preservation*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 5, Stun 3, Health 6, Sanity 6

Skills: Academics: History 7, Anthropology 7 (*Archaeology* 8), Art: Photography 5, Bureaucracy 5, Diplomacy 5, Expeditions 7 (*Excavations* 8), Investigation 6, Linguistics 8

Talents: Acclimated (Can resist extreme temperatures for longer)

Resources: Contacts 1 (Museums; +2 bonus)*, Contacts 1 (Science: Archaeology; +2 bonus), Rank 3 (Osiris Club; +4 Social bonus), Rank 1 (Society of Antiquarians; +2 Social bonus), Status 1 (Professor; +2 Social bonus)

Flaws: Delusion (White Superiority; +1 Style point whenever his delusion causes trouble)

Weapons: Punch 1N

* *Bonus Resource from his Rank*

PIKE, LANGDALE

Born 1864; Died 1916

A former university friend of Sherlock Holmes, Pike (a *nom de plume*) writes gossip columns a number of national newspapers. Despite spending his days seated in a bay window at his club and his nights in his apartment Pike knows much of transpires in London and at all levels of society.

Pike is always willing to sell information, but his price is high—he demands either a not inconsiderable sum or gossip in kind. Of course, in order to talk to Pike one must first find him. This isn't easy—Pike never visits the newspapers for which he writes and the editors are unaware of his true identity.

Patron 1

Archetype: *Luminary*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 4, Stun 2, Health 4, Sanity 6

Skills: Con 6, Diplomacy 6, Empathy 6 (*Intuition* 7), Investigation 6, Streetwise 8 (*Rumors* 9)

Talents: Well-Connected (Can boost Contacts as if a Resource)

Resources: Contacts 0 (High Society; +1 bonus), Contacts 0 (Political; +1 bonus)

Flaws: Gossip (Anarchists; +1 Style point whenever he spreads gossip that inadvertently causes trouble for himself or his friends), Stingy (+1 Style point whenever his reluctance to spend money or insistence on haggling causes trouble for himself or his friends)

Weapons: Punch 0NL

RAFFLES, ARTHUR J.

Born 1865; Died 1894, 1901, and 1937

An excellent spin bowler, Raffles prowess at cricket earns him many invites to high class social events. This suits him well, for his true occupation and passion is crime. A gentleman about town, Raffles is a member of several clubs, though his interest in them concerns only what he can steal from fellow members. No ordinary thief, his crimes are always ingenious and audacious. He maintains a studio apartment at the Albany, a bachelors only complex in London.

Raffles apparently dies in 1894 after jumping overboard from an ocean liner after being unmasked as a thief. It is no coincidence that this is the same year Sherlock Holmes reappears after his apparent death.

Raffles returns to London in 1897 under an assumed name and in disguise. Unable to reveal his true identity, and thus exiled from high society, Raffles devotes himself solely to larcenous activities.

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Finally tiring of his nefarious life, Raffles volunteers to serve in the Second Boer War in 1900. The "Amateur Cracksman" dies a second death the same year, but not before gaining a degree of fame by unmasking an enemy spy. Once again, Raffles adopts a new identity. This time he has a firm goal in mind—to discover the fabulous wealth of King Solomon's Mines!

Patron 2

Archetype: *Criminal Mastermind*; **Motivation:** *Greed*; **Style:** 2

Primary Attributes: Body 2, Dexterity 4, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 7, Perception 6, Initiative 7, Defense 6, Stun 2, Health 5, Sanity 6

Skills: Athletics 6 (*Throwing* 7), Brawl 4, Con 5, Diplomacy 5, Larceny 7, Linguistics 4, Sports 5 (*Cricket* 6), Stealth 7, Streetwise 4

Talents: Alternate Identity (Has a complete false identity)

Resources: Fame 1 (Cricketer; +2 Social bonus), Rank 1 (Self-Preservation Society; +2 Social bonus), Refuge: Equipment 1 (+2 bonus to Stealth: Disguise rolls)

Flaws: Secret (Thief; +1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 0N

REID, EDMUND

Born 1846; Died 1917

Reid joined the Metropolitan Police in 1872 as a constable. An insightful and dedicated officer, he rose steadily through the ranks, eventually reaching the rank of detective inspector. Between 1887 and 1894 he serves as the head of the CID in Whitechapel (H) Division, a post that saw him engaged in the hunt for the infamous Jack the Ripper. His final years in the force, 1895-96, are spent in Lambeth (L) Division. Retiring on the grounds of ill health, Reid spends a few months as a pub landlord before rejoining law enforcement as a private detective.

Although a highly decorated officer, there is more to Reid than catching criminals. He is a keen aeronaut (with a focus on balloons), a talented actor and singer, and a noted druid.

Reid has publicly stated that he believes the Ripper murders were committed by a drunk who, on sobering up, recalled nothing of his ghastly deeds. In truth, he suspects the murders had a ritualistic element. Unable to pursue this line of investigation while serving with the police, he takes early retirement so as to delve further into the mystery in a private capacity.

Patron 2

Archetype: *Law Man*; **Motivation:** *Duty*; **Style:** 2

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 6, Defense 5, Stun 4, Health 6, Sanity 7

Skills: Athletics 5, Brawl 5, Bureaucracy 5, Diplomacy 5,

Firearms 5, Intimidation 5, Investigation 5, Performance 5, Pilot: Balloons 5, Streetwise 5

Talents: Headstrong (Uses Willpower for stun rating)

Resources: Contacts 1 (Police; +2 bonus), Rank 1 (Ancient Order of Druids; +2 Social bonus), Rank 1 (Society of Aeronauts; +2 Social bonus), Status 2 (Detective Inspector; +2 Social bonus)*/**

Flaws: Code of Conduct (+1 Style point whenever his code forces him to make something much more difficult than might otherwise be necessary)

Weapons: Punch 5N, Light revolver 7L

* *Replace with Rank 2 (Detective Club; +2 Social bonus) in 1896*

** *Reid has a bonus Resource from his Status and then Rank (Detective Club) to assign as the Gamemaster wishes*

RITZ, CÉSAR

Born 1850; Died 1918

Looking at Ritz in his later life it is hard to believe that the acclaimed "king of hoteliers and hotelier to kings," was born the youngest of 13 children to a peasant family and dismissed from a hotel as a youth as being unsuitable for the hotel industry.

Five years in Paris saw him back in hotels. Working first as a waiter, he proved an adept student, learning the tricks of the trade. He then moved up the ladder, passing through *maître d'hôtel*, manager, and finally hotelier.

Ritz helped develop the notion of luxury hotels—before him hotels were generally considered fit only for the middle classes. His knack was to promote the notion that the customer is always right. He lives by a strict code where customers are concerned—"see all without looking; hear all without listening; be attentive without being servile; anticipate without being presumptuous. If a diner complains about a dish or the wine, immediately remove it and replace it, no questions asked."

From 1889 to 1897, Ritz is manager of the Savoy Hotel. During this time he assembles "a little army of hotel men for the conquest of London." Dismissed for alleged theft of wine, he returns to Paris, where he opens the Hôtel Ritz—the first of many hotels to bear his name.

Patron 1

Archetype: *Businessman*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Bureaucracy 8, Connoisseur 6, Diplomacy 7, Empathy 5, Linguistics 4

Talents: None

Resources: Contacts 1 (Hoteliers; +2 bonus), Status 1 (Hotelier; +2 Social bonus)

Flaws: Code of Conduct (+1 Style point whenever his code forces him to make something much more difficult than might otherwise be necessary)

Weapons: Punch 0N

SHAW, GEORGE BERNARD

Born 1856; Died 1950

Born, raised, and educated in Ireland, Shaw moved to London with his mother, a singer, at the age of 16. Initially finding employment as a clerk, he later spent much time at public libraries and the British Museum, where he began writing novels. In order that he might have some income, his mother paid him £1 a week to ghostwrite her singing coach's musical column for the *London Hornet*. In 1885, he found better paying employment as an art critic. His sharp tongue and honest critique earns him much regard and more than a little enmity.

Before the 1890s he pens five novels and two plays. During the 1890s, he writes a further 11 plays (though three of them are not printed until 1901).

Although a member of the middle-class, Shaw is a staunch socialist. Among the causes he advocates are equal rights for men and women, the improvement of the human race through interbreeding between racial groups and social classes, and a healthy lifestyle (he is a vegetarian). He has little love for the Victorian democratic system, which does little to benefit the downtrodden masses. An accomplished orator, he is elected as a member of London County Council in 1897.

Patron 1

Archetype: *Artist*; **Motivation:** *Charity*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 4, Stun 2, Health 4, Sanity 6

Skills: Academics: Literature 4, Art: Photography 4, Art: Writing 7, Diplomacy 6 (*Politics* 7), Empathy 5, Investigation 5, Performance 6 (*Oratory* 7)

Talents: E

Resources: Rank 1 (Fabian Society; +2 Social bonus), Rank 1 (Performing Arts Club; +2 Social bonus)

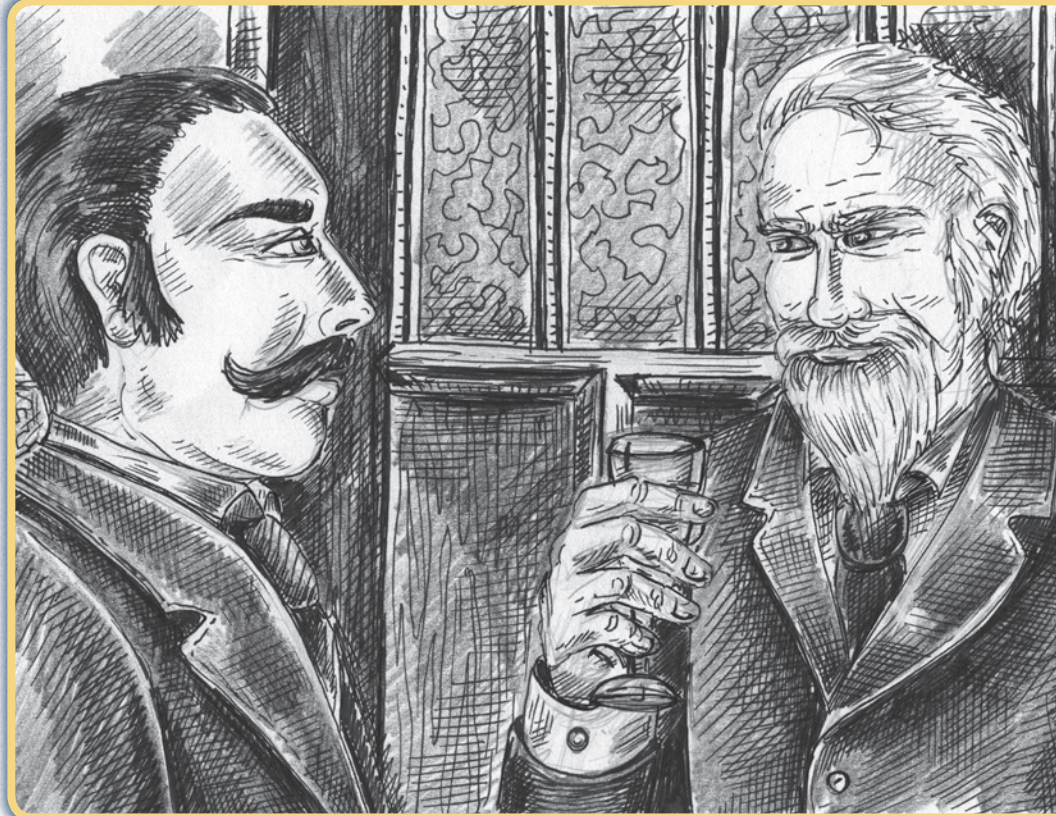
Flaws: Fanatical (Socialism; +1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N

SILENCE, DR. JOHN

Born 1849; Died 1920

Independently wealthy, Silence works as a philanthropist physician, offering his services to society's poor but never asking for anything as payment. Although trained as a doctor of medicine, his preferred cases are those



involving the mind. Calm and rational by nature, he accepts the existence of the supernatural (he detests the word "occult"). He has never explained how he came to learn of the supernatural, nor where he spent five years training his body, mind, and spirit for the rigors of facing strange entities. On his return to the world, he becomes a psychical investigator.

Silence refuses to wield weapons—his arsenal is the power of his mind and a deep understanding of the complex forces he faces. He has the power to exorcise spirits. Rather than employing faith, he faces them down and orders them to depart this plane of existence through his immense willpower.

Patron 2

Archetype: *Physician*; **Motivation:** *Charity*; **Style:** 2

Primary Attributes: Body 4, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 5, Defense 6, Stun 4, Health 8, Sanity 7

Skills: Academics: Occult 5, Alienism 8, Diplomacy 5, Empathy 6, Intimidation 6, Investigation 5, Medicine 6

Talents: Exorcism (Can banish spirits), Psychic Resistance (+2 bonus to resist rituals or psychic power)

Resources: Rank 1 (Christmas Society; +2 Social bonus), Rank 1 (Society of Metaphysicians; +2 Social bonus), Status 1 (Philanthropist physician; +2 Social bonus)

Flaws: Impulsive (+1 Style point whenever his impulsiveness gets him or his companions into serious trouble)

Weapons: Punch 0N

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STEAD, WILLIAM THOMAS

Born 1849; Died 1912

A renowned and controversial figure, Stead began his career writing articles for his local newspaper. A year later he became the editor. While he had no experience, he had a natural gift, significantly boosting the newspaper's circulation. He moved to London in 1880, when he took up editorship of the Pall Mall Gazette, a post he would hold until 1889.

His tenure would revolutionize journalism. Long articles were broken up with maps, diagrams, and sub-headings designed to catch the eye. He used the paper to put pressure on the government, brought politics to the public's attentions, and went so far as to create the new his newspaper would then report (as evidenced in the infamous Eliza Armstrong case of 1885).

Aside from a spell in Chicago in 1893-94, where he campaigned against the city's many vices, he spends the decade publishing short paperbacks (the trend being very lengthy volumes), promoting peace, and espousing his political views.

Stead has long maintained an interest in spiritualist matters. In 1893 he founds a quarterly spiritualist magazine, *Borderland*, and joins the Circle of Mediums. Through the Circle he fully develops his latent telepathy and ability to channel spirits through automatic writing. The magazine ceases publication in 1897. Many believe that the allegations of poor journalistic practices leveled against Miss X (see Freer, Ada, p. 48), his main contributor, forced his hand, but Stead never reveals the true reason.

Although it will take some years to prove it, Stead has a limited gift of foresight. As well as proclaiming that lynching or drowning would be the cause of his death, Stead published two stories concerning the sinking of ships. The first, published in 1886, involved a collision between ships and many lives lost due to lack of lifeboats. The second, published in 1892, involved the rescue of stricken passengers from a ship that hit an iceberg. Stead dies in 1912, a victim of the sinking of *RMS Titanic*.

Patron 1

Archetype: *Businessman*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Bureaucracy 5, Con 5, Diplomacy 5, Empathy 5, Intimidation 5, Investigation 7, Linguistics 4

Talents: Medium (Can contact the dead through automatic writing), Mentalism: Telepathy

Resources: Rank 1 (Circle of Mediums; +2 Social bonus)

Flaws: Pacifist (+1 Style point whenever he is able to prevent violence or resolve a dispute peaceably), Righteous (+1 Style point whenever his actions alienate him and his friends, or causes others to publicly question his motives and moral judgment)

Weapons: Punch 0N

STEPHENSON, ROBERT D'ONSTON

Born 1841; Died 1916

Little is known about Stephenson's early years. One account, given by a Scotland yard inspector, claims he is medically trained, having learned his skill in New York and Paris, that he had fought in Italy with Garibaldi in the 1860s, and that he was both learned and traveled. What is less known is that his first wife disappeared without a trace in 1886.

A writer and journalist, though one of little renown, it was his article concerning Jack the Ripper for the Pall Mall Gazette that earned him what little fame he has. According to Stephenson, the killer was a black magician who cut out his victim's body parts for diabolical purposes. Stephenson's use of language, his knowledge of black magic rituals, and his casual heartlessness toward the victims did little to rouse public interest, but it did attract the attention of William Thomas Stead, a noted newspaper editor with an interest in psychical research. Lacking any evidence to pin Stephenson to the crime, Stead made no formal accusations or insinuations.

While Stephenson was not Jack the Ripper, he does have an unhealthy interest in the occult, being a practising black magician. He has also committed several murders. The blood of some victims has been made into blood candles, while other candles (used in rituals but with no magical power) have been molded from their rendered fat.

Patron 2

Archetype: *Occultist*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 6, Defense 5, Stun 2, Health 6, Sanity 7

Skills: Academics: Occult 6, Art: Writing 5, Athletics 5, Brawl 4, Firearms 5, Investigation 5, Linguistics 4, Magic: Black Magic 7, Medicine 5, Melee 5

Talents: Magical Aptitude (Can cast rituals)

Resources: Artifact 1 (Blood Candle; +6 dice), Refuge: Equipment 1 (+2 Magic rating)

Rituals: Empower, Harm, Lesser Hex

Flaws: Callous (+1 Style point when he does something particularly selfish or refuses to help someone in need)

Weapons: Punch 5N

WARREN, GENERAL SIR CHARLES

Born 1840; Died 1927

Born to military stock, Warren was commissioned as a second lieutenant in the Royal Engineers in 1857. Trained as a surveyor, Warren was hired by the Old Testament Society to survey in Ottoman Syria, with a particular focus on the Holy Land. Citing ill-health, he returned to England in 1870, though not before first exploring tunnels beneath the Temple Mount. His closest friends comment that he is a changed man after his experiences in Syria, though Warren claims nothing unusual occurred.

Following a short spell at the School of Gunnery in Dover, he was sent to South Africa, where he again worked as a surveyor. In 1880 he returned once more to England, this

time taking up the post of Chief Instructor in Surveying at the School of Military Engineering. Although he held the post until 1884, he spent 1882 in Sinai, investigating the disappearance of an archaeological expedition. Warren, now promoted to major-general and acting as Her Majesty's Special Commissioner, commanded an expedition in Bechuanaland to thwart Boer and German activities.

Recalled to Great Britain after his successful expedition, Warren was appointed Commissioner of the Metropolitan Police. His career in the police was not without issue. His extravagant uniform ensured the press pilloried him, but it was his handling of the Bloody Sunday riot (1887) and failure to solve the infamous Ripper murders (1888) that turned public opinion against him. Retiring from the police before the Ripper had finished his ghastly work, Warren was promptly dispatched to Singapore in 1889 as the garrison commander.

Between 1895 and 1898 he serves as military commander of the Thames District. Finding the post boring, he spends a great deal of time in London. Field duties commence again in 1899, when he returns to South Africa to take part in the Second Boer War.

Patron 2

Archetype: *Military Officer*; **Motivation:** *Preservation*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Sanity 6

Skills: Academics: History 5, Anthropology 4, Art: Writing 4, Athletics 4, Expeditions 5, Firearms 4, Gunnery 4, Intimidation 5, Investigation 4, Linguistics 4, Pilot: Nautical 4, Science: Engineering 6, Survival 4

Talents: Acclimated (Can resist extreme temperatures for longer)

Resources: Contacts 1 (Military; +2 bonus), Contacts 1 (Police; +2 bonus), Rank 5 (General; +8 Social bonus)*, Rank 1 (Old Testament Society; +2 Social bonus)

Flaws: Bad Reputation (+1 Style point whenever his bad reputation causes problems)

Weapons: Punch 1N

* Warren has two bonus Resources from his military Rank for the Gamemaster to assign as he wishes

WATSON, DR. JOHN HAMISH

Born 1842; Died 1922

Educated at Barts and Netley Hospital, Watson served as an assistant surgeon in the British Army until 1880, when he was pensioned off following a bullet wound to his shoulder and a bout of enteric fever (typhoid). In 1881, he was introduced to and took up residence with Sherlock Holmes. A loyal friend and a man of good character, Watson lacks Holmes' deductive talents, though he learns something of his friend's methods.

Where as Holmes is tall and wiry, Watson is stockier, having gained a few pounds since his army days, with a strong neck and square jaw. An excellent physician, he is also a crack shot.

Watson has no aspirations of fame, but he believes his friend does himself a disservice by refusing to take the credit for his deductions. To that end he writes up his notes of their adventures and then gives them to Arthur Conan Doyle to publish.

Patron 2

Archetype: *Physician*; **Motivation:** *Honor*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Sanity 6

Skills: Brawl 5, Diplomacy 6, Firearms 8, Gambling 5, Investigation 5, Medicine 7, Stealth 5

Talents: Accuracy 2 (Ignore up to 4 points of Called Shot penalties)

Resources: Refuge: Equipment 1 (Doctor's surgery; +2 Medicine rating)

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 5N, Light revolver 10L

WELLS, PROFESSOR HERBERT GEORGE

Born 1866; Died 1946

One of the world's great scientific minds, Wells, still a young man, is greatly renowned for his wide knowledge, many lesser inventions, as well as for his designs of more fabulous machines, such as a Moon rocket and a time machine. While there are many prepared to finance his ingenious lesser creations, few patrons have the resources, or the belief, to support his grander schemes. Founder of the Temporal Society and member of the several scientific Leagues, Wells is also a professor of physics at the Royal College of Science.

Wells led the investigation into the failed Martian invasion of 1883. Convinced the Martians were only a scouting force but failing to convince the government to take immediate action, he writes *The War of the Worlds* in 1898. His other published works are fictionalized accounts of his inventions and designs, a means of promoting his ideas to the masses and raising funds, as well as cautioning against misusing science.

Patron 3

Archetype: *Inventor*; **Motivation:** *Truth*; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 4, Intelligence 5, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 8, Initiative 8, Defense 6, Stun 3, Health 6, Sanity 7

Skills: Art: Writing 8, Brawl 5, Bureaucracy 6, Craft 8, Diplomacy 7, Expeditions 7, Gambling 7 (*Wargames* 8), Investigation 7, Linguistics 7, Science 9 (*Engineering* 10)

Talents: Weird Science: Engineering, Well-Educated 2 (Treats Craft and Science as general Skills)

Resources: Fame 1 (Inventor; +2 Social bonus), Rank 1 (Aegis of Terra; +2 Social bonus), Rank 1 (Daedalus Society; +2 Social bonus), Rank 1 (Generals & Admirals Club; +2 Social bonus), Rank 1 (Society of Lunarnauts; +2 Social bonus), Rank 2 (Temporal Society; +2 Social bonus)*, Refuge: Equipment 1 (+2 to Science: Engineering rolls)**

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Flaws: Skeptic (+1 Style point when he proves an assertion wrong or convinces someone to question his beliefs)

Weapons: Punch 5N

** The Temporal Society is a small League. While Wells is the President, the League's lack of influence results in him having a reduced Rank Resource*

*** Bonus Resource gained from his Temporal Society Rank*

WHITELEY, WILLIAM

Born 1831; Died 1907

Young Whiteley had a passion for animals. His early dream was to become either a veterinary surgeon or a jockey, but he ended up following his parents wishes and became a draper. Though it was not his first career choice, he threw himself into his work, an early sign of his attitude toward any task set before him.

A visitor to the Great Exhibition of 1851, Whiteley, a Yorkshireman, was astounded both by the magnificent Crystal Palace and the wealth of manufactured goods on display. There and then he decided that he would become the most important shopkeeper in the world, a feat he would achieve by opening a grand store that sold all manner of goods under a single roof.

That dream became a reality in 1863, when he opened a "fancy goods" store in the Bayswater area of London. By 1867 his empire consisted of a row of shops divided in 17 departments. Over the next decade he added dress-making, food, and building and decorating departments, the latter proving a great success. Whiteley further expanded his customer base by implementing a delivery service that stretched 25 miles in all directions.

The store, known simply as Whiteleys, burned down in 1887. His dramatic rise to prosperity and his selling of a wide variety of goods did not sit well with smaller businesses in the area, and while arson was never proved, it was not the fire, nor the last, the store suffered. Down but not out, the businessman quickly rebuilt his empire.

In 1896, Queen Victoria grants him a Royal Warrant to supply the royal household. This honor is all the more special because it is unsolicited.

Whiteley understands the power of marketing. He has dubbed himself "The Universal Provider," claiming that he can lay his hands on everything from a pin to an elephant.

Patron 1

Archetype: *Businessman*; **Motivation:** *Fame*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Bureaucracy 5, Connoisseur 4, Craft: Drapery 6, Diplomacy 7, Performance 5, Streetwise 6

Talents: None

Resources: Contacts 1 (Equipping; +2 bonus), Status 1 (Noted businessman; +2 Social bonus)

Flaws: Competitive (+1 Style point whenever his competitive streak gets him in over his head or leads to problems)

Weapons: Punch 0N

WILDE, OSCAR

Born 1854; Died 1900

Celebrated writer, poet, and aesthetic, Wilde's rise to fame begins with *The Picture of Dorian Gray*, a narrative biography. His work leads the Ghost Club to Gray's corpse and a mysterious portrait.

Although married, Wilde becomes infatuated with Alfred Douglas in 1893 and engages in a homosexual relationship (a criminal offense at the time). From there Wilde entered the male prostitute scene, engaging in many affairs with younger boys. Unfortunately, Alfred's father, the Marquess of Queensberry, learned of the relationship and publicly proclaimed Wilde to be a sodomite. Wilde, against the advice of his inner circle of friends, responds by taking the Marquess to court for libel.

The trial, which begins in 1895, makes headlines in London. The result does not go in Wilde's favor—the Marquess is acquitted and the resulting legal expenses force Wilde into bankruptcy. Worse, Wilde is arrested for sodomy, duly tried, and sentenced to two years imprisonment with hard labor. Released in 1897, Wilde, a broken man by the hardship of his imprisonment, moves to France. He remains there until his death in 1900.

Patron 2

Archetype: *Artist*; **Motivation:** *Glory*; **Style:** 2

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 4, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 7, Defense 5, Stun 2, Health 5, Sanity 7

Skills: Art: Writing 7, Brawl 4, Con 6, Connoisseur 7, Diplomacy 8, Empathy 7, Linguistics 5, Performance 6

Talents: None

Resources: Contacts 1 (Homosexual underground; +2 bonus), Fame 1 (Playwright; +2 Social bonus), Rank 1 (Dandy Club; +2 Social bonus)

Flaws: Vain (+1 Style point whenever he steals the spotlight or is forced to confront her shortcomings)

Weapons: Punch 4N

STOCK CHARACTERS

Whether they are faceless extras or named individuals, stock characters are neither heroes or major villains. They are the cab driver who'll follow that cab or shake a tail for a few extra coins, the dogged reporter who thinks the globetrotters are up to no good, and the petty thief who relives incautious visitors to London of their wallets and watches.

These characters differ from henchmen of the same name in that they are better trained.

CAB DRIVER

Cab drivers, more commonly referred to as cabbies, are ubiquitous in London. Since 1865, London's cabbies have had to master the "Knowledge," an in-depth study

of major routes and shortcuts and locations of interest. It can take years to pass the course and cabbies grow rightfully furious at unlicensed operators. The same statistics can also be used for coachmen in private employment.

Ally 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Animal Handling 4 (*Horses* 5), Brawl 4 (*Punch* 5), Ride 4 (*Vehicles* 5), Streetwise 4 (*Rumors* 5)

Talents: Callous Rider (Can exert his mount to gain a Ride bonus)

Resources: None

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 5N

CLERGYMAN

While predominantly members of the Anglican Church of England, London's population includes Baptists, Catholics, Methodists, Presbyterians, Quakers, and Unitarians (as well as atheists and spiritualists). Whether they work in one of the city's great places of worship or minister to the poor in the East End, they preach the Word of God and try to minister to their parishioners' spiritual needs. These statistics represent deans, ministers, priests, and vicars, as well as rabbis.

Ally 1

Archetype: *Clergyman*; **Motivation:** *Hope*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Academics: Religion 5, Bureaucracy 4, Diplomacy 5, Empathy 4

Talents: None

Resources: Contacts 0 (Church; +1 bonus), Status 0 (Clergyman; +1 Social bonus)

Flaws: Merciful (+1 Style point whenever he shows compassion to an enemy or refuses to retaliate when wronged)

Weapons: Punch 0N

DOCTOR

Injury, privation, and disease are part and parcel of a globetrotter's life, even in the relative comfort of London. While doctors are quick to tend to wounds and treat infections, they are just as quick to present a bill for their services.

Ally 1

Archetype: *Physician*; **Motivation:** *Hope*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Craft: Pharmacology 4, Empathy 4 (*Body Language* 5), Medicine 4 (*First Aid* 5), Science: Biology 4

Talents: Lifesaver (Improved healing ability)

Resources: None

Flaws: Pacifist (+1 Style point whenever he shows compassion to an enemy)

Weapons: Punch 0N

DYNAMITER

Anarchists, Fenians, foreign agents, and the henchmen of the villainous curs Doktor Carnage and Uriel all have London in their sights. Random shootings have been cast aside in favor of dynamite, a weapon far more destructive and far better at instilling terror in the masses. Collateral damage means nothing to these fanatics and they have no regard for the well being innocent bystanders.

Ally 1

Archetype: *Everyman*; **Motivation:** *Revenge*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 4, Brawl 4, Demolitions 4, Stealth 4, Streetwise 4

Talents: None

Resources: Contacts (Criminal; +2 bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 4N

GALLERY OR MUSEUM CURATOR

London is a city with its eyes fixed not only on the future, but also the past. From pottery to paintings, mummies to manuscripts, the city's museums and galleries have collected a treasure trove of historical artifacts. The responsibility for looking after these valuables falls to the institutions' curators.

None of the storehouses is content with its current collections—all are interested in acquiring new objects to preserve, study, and display, making them ideal patrons and sources of adventure for globetrotters. The heroes might also seek one out to help decipher an ancient manuscript or date an artifact.

The collected treasures are also a lure for thieves. Globetrotters based in London might encounter a curator as a patron in search of help.

Ally 1

Archetype: *Academic*; **Motivation:** *Truth*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills*: Academics: History 4, Bureaucracy 4, Investigation 4

Talents: None

Resources: Status 1 (Academic; +2 Social bonus)

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Flaws: Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his beliefs)

Weapons: Punch 0N

**The curator has four Skill points left to spend. These should be assigned to one or two Skills that best suit the museum's specialty. For example, a curator at the Natural History Museum might have Science: Paleontology 6, one at the Museum of Practical Geology would have Science: Geology 6, and one at the British Museum could have Anthropology 4 and Linguistics 4 or Academics: Literature 4 and Linguistics 4.*

INFORMER OR RUMORMONGER

London is a big city. Even the most well connected globetrotter cannot hope to know the identity of every inhabitant or the location of every business, yet alone hear every juicy piece of gossip. While common information might be gleaned from the newspapers or with a little research, some information remains hard to acquire. Fortunately there are men and women prepared to sell information for hard coin.

Of course, any citizen may happen to overhear or see something of interest to globetrotters. Where informers vary from the crowd is that they deal in information as their livelihood. As well as going to an informant to see what he knows on a particular matter, they can be hired to track down people who have gone to ground and enterprises that do not advertise their existence.

If known to the globetrotters (such as being an Ally or Follower), an informant may turn up on their door unexpectedly armed with information he thinks may be of interest to them. Thus, they make an ideal source of adventures.

Ally 1

Archetype: *Everyman*; **Motivation:** *Greed*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Empathy 4 (*Intuition* 5), Linguistics 4 (*Gestures* 5), Stealth 4 (*Shadowing* 5), Streetwise 4 (*Rumors* 5)

Talents: None

Resources: Contacts 0 (pick one; +1 bonus), Contacts 0 (pick one; +1 bonus)

Flaws: Skeptic (+1 Style point whenever he spreads gossip that inadvertently causes trouble for him or his friends)

Weapons: Punch 0N

NEWSPAPER EDITOR

An editor-in-chief doesn't own the business, but he's responsible for its smooth day-to-day running, as well as editing articles and dealing with angry readers.

Newspapers and magazines in the Victorian Era don't just accept globetrotters' reports for publication—they actively sponsor expeditions, albeit in return for sole

rights to publish articles and photographs. As such, the most common way an editor will interact with the globetrotters is as a patron.

Ally 1

Archetype: *Businessman*; **Motivation:** *Truth*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Art: Writing 4, Bureaucracy 4, Diplomacy 4, Empathy 4, Intimidation 4

Talents: None

Resources: Contacts 0 (Newspaper Industry; +1 bonus), Status 0 (Editor; +1 Social bonus)

Flaws: Competitive (+1 Style point whenever his competitive streak gets him in over his head or leads to problems)

Weapons: Punch 0N

ORIENTAL THUG

Limehouse is the heart of London's growing Chinese community. While the great majority of immigrants is honest and law-abiding, if somewhat insular, the neighborhood is plagued with crime.

The two powerhouses of nefarious activity are the hydra-like Seven Dragon Brotherhood and the insidious Doctor Tai Min. They may dominate the scene, but they are not the only criminals at work in the crowded streets. Numerous secret societies known as *tongs* seek to carve out a small slice of the pie for themselves. Most are involved in protection rackets, running opium dens, and slavery.

Ally 1

Archetype: *Warrior*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Intimidation 4, Martial Arts: Pick one 4, Melee 4, Stealth 4

Talents: None

Resources: Rank 1 (Criminal organization; +2 Social bonus)

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 4N, Kick 4N, Hand axe 6L

PERFORMER

Whatever one's taste in entertainment, London's plethora of music hall and theaters are guaranteed to satisfy one's appetite. From bawdy comedies to lavish operas to wondrous acts of prestidigitation, the city hosts a variety of entertainers all seeking fame and fortune.

The stats below represent a variety of performers, with only the Skills changing to suit the needs of their profession. These performers are popular with the public, but not yet at the top of their game.

Among the many other performers one might witness are aerial acrobats (trapeze artists), Adagio dancers (a male dancer who throws around a young girl), ballet dancers, comedians, fire eaters, impressionists, jugglers, knife throwers, memory men, mentalists, opera singers, puppeteers, strongmen (and women), sword-swallowers, trapeze artists, trick cyclists, ventriloquists, and wrestlers.

Ally 1

Archetype: *Artist*; **Motivation:** *Fame*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills (Acrobat): Acrobatics 6, Athletics 4, Empathy 4, Performance 4

Skills (Actor): Athletics 4, Empathy 4, Melee 3 (*Swords* 4), Performance 5 (*Acting* 6)

Skills (Singer): Art: Music 3 (*Music hall songs* 4), Con 4, Empathy 4, Performance 5 (*Singing* 6)

Skills (Stage Magician): Acrobatics 3 (*Contortion* 4), Athletics 4, Empathy 4, Larceny 5 (*Sleight of Hand* 6)

Talents: None

Resources: Fame 1 (Performer; +2 Social bonus)

Flaws: Vain (+1 Style point whenever she steals the spotlight or is forced to confront her shortcomings)

Weapons: Punch 0N

PETTY THIEF

The petty thief represents cat burglars, pickpockets, safecrackers, and a wealth of other common criminals. Some are independent operators, plying their trade to line their own pockets or, in rarer cases, avoid starvation and homelessness. Others are part of a gang or serve as the lowly minions of a criminal mastermind and who take all the risks for little reward. While most criminals usually refrain from violence, preferring to run rather than fight, they would steal the last farthing from their dying grandmother.

Ally 1

Archetype: *Everyman*; **Motivation:** *Greed*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 4, Demolitions 4*, Larceny 4, Stealth 4, Streetwise 4

Talents: None

Resources: Contacts (Criminal; +2 bonus)

Flaws: Envious (+1 Style point whenever his envy causes trouble for him or his companions)

Weapons: Punch 0N

* Swap for Brawl 4 or Melee 4 and add a weapon if the criminal favors violent crime.

POLICE: CONSTABLE

Police constables (aka Bobbies or Peelers in Great Britain) are at the bottom end of Victorian law enforce-

ment. Their primary duties is to patrol the streets as a deterrent to crime and catch criminals in the act of their nefarious activities. Unlike detectives, they rarely investigate crimes. They may chase after a suspected burglar or murderer or take statements, but they do not dust for fingerprints or interrogate suspects—those are the duties of detectives.

Police constables can serve as allies or foes. As allies, they bring with them an air of authority and the power of the law. They can enter places where civilians can not and, more importantly, keep them away from crime scenes. Patrolling their daily beat, they know the local villains by name and are a great source of local knowledge.

As foes, they are a nuisance rather than a dire threat or minions of the villain. The law dislikes amateurs sticking their noses into police business, such as murder and theft. As such, they are an obstacle to the globetrotters' investigations.

To create a standard detective, swap Empathy for Investigation and Melee for Firearms.

Ally 1

Archetype: *Policeman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Brawl 4, Empathy 4, Intimidation 4, Melee 4, Streetwise 4

Talents: None

Resources: Rank 1 (Constable; +2 Social bonus)

Flaw: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or others)

Weapons: Punch 4N, Truncheon 6N

POLICE: SPECIAL BRANCH DETECTIVE

Special Branch, whilst separate from the regular bobbies and CID branch of the Metropolitan Police, answers to the same Commissioner. They are tasked with dealing with the threat from Irish Republicans, anarchists, foreign spies and saboteurs, and other forms of terrorist who seeks to threaten the stability of the United Kingdom.

As well as dealing openly with the menaces mentioned above, they infiltrate and spy on organizations deemed to have objectives contrary to those of the establishment. Their main target is the growing number of socialist groups and those in favor of an Irish republic.

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Brawl 4, Firearms 4, Intimidation 4, Investigation 4, Streetwise 4

Talents: None

Resources: Rank 1 (Detective Sgt; +2 Social bonus)

Flaws: Dominant (+1 Style point whenever his need to dominate others brings unnecessary strife)

Weapons: Punch 4N, Heavy revolver 7L

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POLICE: SURGEON

Every police division has a number of police surgeons at its disposal. Police surgeons do not certify deaths, nor do they investigate murders—those responsibilities fall to coroners. A police surgeon is responsible for determining the cause of death when it occurs in unusual circumstances and, if necessary, preparing evidence for the coroners' courts.

Whereas coroners require no medical training, police surgeons must be qualified physicians. Despite their title, no great experience in surgery is necessary—their patients are beyond mortal medical help. A thorough knowledge of anatomy is essential, however.

Globetrotters investigating a murder are quite likely to run into a police surgeon. Treated well, they can be a source of information, even bending the rules to allow further examination of a corpse. Mistreated, they can be a formidable barrier to the heroes' investigations.

Ally 1

Archetype: *Physician*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Bureaucracy 4, Diplomacy 4, Investigation 4, Medicine 4, Science: Biology 4

Talents: None

Resources: Status 1 (Surgeon; +2 Social bonus)

Flaw: Stubborn (+1 Style point whenever his inflexibility causes him trouble or he forces others to go along with his idea)

Weapons: Punch 0N

PROSTITUTE

Baggage, blowings, bobtails, chicksters—whatever name they go by, prostitutes sell their bodies for hard coin. Numbering among the lowest of the low and easily bought (for the most part), most live a thoroughly miserable life—whether they can afford a room for the night, a pint of gin, or a hot meal requires long hours pounding the streets and entertaining all manner of men. Unless they work for a pimp or, can afford to hire a guardian, those who trawl the streets risk being beaten by their clients and robbed by criminals seeking easy targets unlikely to call for police.

Some prostitutes have the relative luxury of working in a brothel. While the madam takes a sizeable cut of their earnings, they at least have room and board, and protection from rough clients.

Ally 1

Archetype: *Everyman*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 3, Con 4 (*Lying* 5), Gambling 4, Larceny 4, Streetwise 4 (*Haggling* 5)

Talents: None

Resources: Contacts 1 (Criminal; +2 Social bonus)

Flaws: Bad Reputation (+1 Style point whenever her bad reputation causes problems)

Weapons: Punch 0N

REPORTER

It is a rare expedition that does not include a reporter. Even if the party does not bring one along to record their adventure for posterity (and glory, of course), a local newshound is likely to get wind of their arrival and ingratiate himself into the group.

A reporter can be a powerful ally. He can spread news of globetrotters' deeds to the public and boost their reputations with favorable words or help uncover information pertinent to an investigation through his many (and not always legal) sources.

Conversely, reporters can drag globetrotters' names through the mud if they feel they have been mistreated or lied to (or if they just take a dislike to members of the expedition), or hamper investigations by trailing the globetrotter across London as he investigates some dastardly crime or scandal.

Ally 1

Archetype: *Reporter*; **Motivation:** *Truth*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Art: Writing 4, Empathy 4, Investigation 4 (*Interview* 5), Streetwise 4 (*Rumors* 5)

Talents: None

Resources: Contacts 0 (pick one; +1 bonus), Contacts (pick a different one; +1 bonus)

Flaws: Gossip (+1 Style point whenever he spreads gossip that inadvertently causes trouble for himself or his friends)

Weapons: Punch 0N

RIVER SAILOR

The most common mariners on the Thames are watermen (who carry passengers), lightermen (who transport cargo on unpowered barges), and bargemen (who carry goods on sail-powered barges). Whether hauling cargo or passengers, life on the river is tough. Such men tend to live near the river and in rough lower class areas. Although competitors for the same business, they share a common bond and a strong sense of camaraderie.

Ally 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 5, Brawl 5, Intimidation 4, Pilot: Nautical 4, Streetwise 4

Talents: Strong (+1 Strength rating)

Resources: None

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 5N

SOLICITOR OR BARRISTER

Whether one is writing a will, setting down a contract, or needing the services of a barrister, the first stop is always to employ a solicitor. As a general rule of thumb, solicitors deal with legal paperwork and civil matters, while barristers act as advocates in court. The same statistics can be used for both.

Ally 1

Archetype: *Businessman*; **Motivation:** *Greed*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Academics: Law 4, Bureaucracy 4, Diplomacy 4, Intimidation 4, Investigation 4

Talents: None

Resources: Contacts 1 (Legal; +2 bonus)

Flaws: Honest (+1 Style point whenever his honesty causes trouble)

Weapons: Punch 0N

STREET ARAB

Street Arabs, also known as ragamuffins and urchins, are a common sight in London. In 1848, it was reckoned there as many as 30,000 “naked, filthy, roaming lawless and deserted children” in the capital. Most are orphans, many are organized into gangs, and for almost all survival requires begging, petty theft, and even prostitution.

Common urchins are best represented by Follower 0 statistics (p. 72). Those that operate in gangs need a leader, which the statistics below represent. The entry can also represent an urchin who has managed to survive on his wits, dextrous fingers, and luck for an extended period.

While they can be a nuisance and even a menace, they are not without their uses, for they see and hear much of what transpires on London’s crowded streets. Sherlock Holmes employed street Arabs as a source of intelligence, referring to them as his Baker Street Irregulars. Although still urchins, they at least had an income—Holmes paid their leader, Wiggins, a shilling a day plus expenses, with an additional guinea reward for vital information.

Ally 1

Archetype: *Everyman*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 6, Perception 4, Initiative 4, Defense 5, Stun 2, Health 3, Sanity 4

Skills: Athletics 4, Brawl 4, Larceny 4, Stealth 5*, Streetwise 4

Talents: Swift (+2 Move rating)

Resources: None

GLOBETROTTERS & STREET ARABS

Globetrotters seeking to run a gang of urchins as an intelligence network can take them as Allies or Followers if they so wish, but Contacts (Urchins) is a better fit as it specifically relates to a network of associates. As extra sets of eyes and ears, the youths would typically grant a bonus to Investigation: Search, Streetwise, and Stealth: Shadowing rolls, with the added bonus of being able to purloin common objects. As a rule, such Contacts would extend only to a single city—urchins rarely get to travel far and establish allies in other regions.

Flaws: Young (+1 Style point whenever his size causes him difficulty or he is patronized because of his age)

Weapons: Punch 5N

* Has a +1 Size bonus to Stealth rolls

THEATER MANAGER

Whether he runs a theater catering to the high-brow arts of opera and ballet or a music hall catering to the less enlightened entertainment needs of the masses, the manager is always on the look-out for new talent to bring patrons to his establishment.

Globetrotters may encounter him in a professional capacity as a potential patron, one keen to have a noted adventurer give a lecture or reenactment of his perilous travels. As a businessman, he is keen to make as much money as he can, which often means haggling with performers.

Ally 1

Archetype: *Businessman*; **Motivation:** *Greed*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Bureaucracy 4, Con 4, Diplomacy 4, Empathy 4, Performance 4

Talents: None

Resources: Contacts 1 (Entertainment; +2 bonus)

Flaws: Stingy (+1 Style point whenever his reluctance to spend money or insistence on haggling causes trouble)

Weapons: Punch 0N

WEIRD SCIENTIST

London doesn’t have a monopoly on weird scientists, but given the city is home to several technologically minded Leagues and institutions it is little surprise that dozens choose to live here.

Weird scientists may provide a villain with gadgets to help fulfill his diabolical schemes, accompany an expedition in order to maintain weird science artifacts, hire the

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heroes to help recover their stolen inventions or plans, or be someone the heroes must protect from being kidnapped by hostile powers. Regardless of how they are used in an adventure, they are entirely focused on their latest project and have little time for social niceties.

Ally 1

Archetype: *Inventor*; **Motivation:** *Glory*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 2, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 5, Defense 4, Stun 2, Health 4

Skills: Craft: (pick one) 6, Craft: (pick one) 5, Science: (pick one) 6, Science: (pick one) 5

Talents: Weird Science

Resources: None

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 0N

DIGNITARIES

Globetrotters may be best known for adventure and exploration, but they are men and women of exceptional and versatile talents. There are times when, for various reasons, men of power cannot work through official channels. When such times arise, globetrotters may find themselves standing before the movers and shakers of the British Empire.

This section gives the names and dates in office of important persons residing in London with whom globetrotters may have reason to interact during their adventures. Note that in some instances an individual holds multiple posts simultaneously.

Should Attributes be required, these individuals have Rank or Status of 3+ by dint of their profession or position, good bureaucratic and social Skills (ratings of 7+), and good mental Attributes (3+).

AMBASSADORS

The following persons are the senior foreign diplomats to Great Britain. Out of long-standing tradition, senior diplomats are said to be ambassadors to St. James's Court, the official residence of the British monarch, rather than to Great Britain. Regardless of their exact title, these individuals are addressed as Your Excellency out of respect to their position.

Austria-Hungary: Ambassador Extraordinary and Plenipotentiary Count Franz von Deym von Stritez (1888-1903)

France: Ambassadors William Henry Waddington (1883-1893), Alphonse Chodron de Courcel (1894-1898), Paul Cambon (1898-1920)

Germany: Ambassador Paul von Hatzfeldt (1885-1901)

Japan: Ministers Plenipotentiary Kawase Masataka (1884-1893), Aoki Shuzo (1894), Kato Takaaki (1895-1900)

Russia: Ambassador Egor Egorovich Staal (1884-1902)

United States of America: Envoy Extraordinary Robert Todd (1889-1893), Ambassadors Extraordinary Thomas F. Boyard, Sr. (1893-1897), John Hay (1897-1898), Joseph Choate (1899-1905)

BRITISH GOVERNMENT OFFICIALS

Prime Minister: Robert Gascoyne-Cecil, Marquis of Salisbury (1886-1892), William Gladstone (1892-1894), Archibald Primrose, Earl of Rosebery (1894-1895), Robert Gascoyne-Cecil, Marquis of Salisbury (1895-1902)

Chancellor of the Exchequer: The Chancellor is responsible for Britain's economy and finances.

George Goschen (1887-1892), Sir William Vernon Harcourt (1892-1895), Sir Michael Hicks Beach, Bt (1895-1902)

Foreign Secretary: Her Majesty's Principal Secretary of State for Foreign Affairs is in charge of matters concerning Britain's relationships with foreign nations.

Robert Gascoyne-Cecil, Marquis of Salisbury (1887-1892), Archibald Primrose, Earl of Rosebery (1892-1894), John Wodehouse, Earl of Kimberley (1894-1895), Robert Gascoyne-Cecil, Marquis of Salisbury (1895-1900)

Home Secretary: More fully Her Majesty's Principal Secretary of State for the Home Department, the Home Secretary is in charge of Britain's internal affairs.

Henry Matthews (1886-1892), Herbert Henry Asquith (1892-1895), Sir Matthew White Ridley (1895-1900)

Lord High Chancellor: Presides over the House of Lords and responsible for the courts of law.

The Lord Halsbury (1886-1892), The Lord Herschell (1892-1895), The Lord Halsbury (1895-1905)

Secretary of State for the Colonies: Minister in charge of managing Britain's colonial interests outside of the Indian sphere of influence.

The Lord Knutsford (1887-1892), The Marquess of Ripon (1892-1895), Joseph Chamberlain (1895-1903)

Secretary of State for India: Responsible for overseeing the territories of Aden, Burma, and British India.

Viscount Cross (1886-1892), John Wodehouse, Earl of Kimberley (1892-1894), Henry Fowler (1894-1895), Lord George Hamilton (1895-1903)

Secretary of State for War: In charge of overseeing the armed forces of Great Britain.

Edward Stanhope (1889-1892), Henry Campbell-Bannerman (1892-1895), The Marquess of Lansdowne (1895-1900)

Speaker of the House: Responsible for presiding over debates and maintaining order in the House of Commons.

Arthur Wellesley Peel (1884-1895), William Court Gully (1895-1905)

MILITARY LEADERS

The president of the Board of Admiralty, known as the First Lord of the Admiralty, is actually a civilian. The highest ranking military officer holds the title First Naval Lord. The Commander-in-Chief of the Forces commands

the British Army and the First Air Lord commands the Air Force and its fleet of airships.

Commander-in-Chief of the Forces: Field Marshals Prince George, Duke of Cambridge (1856-1895), Garnet Wolseley, 1st Viscount Wolseley (1895-1901)

First Air Lord: Air Chief Marshal Sir Geoffrey Williamson (1887-1900)

First Lord of the Admiralty: Lord George Hamilton (1885-1892), The Earl Spender (1892-1895), George Goschen (1895-1900)

First Naval Lord: Admiral Sir Richard Hamilton (1889-1891), Admiral Sir Anthony Hoskins (1891-1893), Admiral (Admiral of the Fleet after 1898) Sir Frederick Richards (1893-1900)

MUSEUMS, GALLERIES & LIBRARIES

British Museum: Principal Librarian Sir Edward Maunde Thompson (1888-1898), Director and Principal Librarian Sir Edward Maunde Thompson (1898-1909)

- **British & Medieval Antiquities:** Keepers Augustus Wollaston Franks (1878-1896), Charles Hercules Read (1896-1921)

- **Coins & Medals:** Keepers Reginald Stuart Poole (1870-1893), Barclay Vincent Head (1893-1906)

- **Egyptian & Assyrian Antiquities:** Keepers Peter le Page Renouf (1886-1891), Sir Edward Maunde Thompson (1891-1894), E. A. Wallis-Budge (1894-1924)

- **Greek & Roman Antiquities:** Keeper Alexander Stuart Murray (1886-1904)

- **Prints and Drawings:** Keeper Richard Garnett (1890-1900)

London Library: Directors Alfred, Lord Tennyson (1885-1892), Sir Leslie Stephen (1892-1904)

Museum of Practical Geology: Director Sir Archibald Geikie (1881-1901)

National Gallery: Directors Sir Frederick Burton (1874-1894), Edward Poynter (1894-1904; Sir after 1896)

Natural History Museum: Directors Sir William Henry Fowler (1884-1898), Sir Roy Lankester (1898-1907)

- **Botany:** Keepers William Carruthers (1871-1895), George Robert Milne Murray (1895-1905)

- **Zoology:** Keepers Albert Karl Ludwig Gotthilf Günther (1875-1895), William Henry Flower (1895-1898), Edwin Ray Lankester (1898-1907)

National Portrait Gallery: Directors Sir George Scharf (1857-1895), Lionel Cust (1895-1909)

Science Museum: Directors Sir Philip Cunliffe-Owen (1874-1893), Major-General Edward R. Festing (1893-1904)

South Kensington Museum: Director Sir Philip Cunliffe-Owen (1874-1893), John Henry Middleton (1893-1896), Sir Caspar Purdon Clarke (1896-1905)

NEWSPAPER EDITORS

The Daily Mail: S. J. Pryor (1896-1899), Thomas Marlowe (1899-1922)

The Daily Telegraph: John le Sage (1888-1923)

The Financial Times: William Ramage Lawson (1890-1892), Sydney Murray (1892-1896), A. E. Murray (1896-1909)

The Guardian: Charles Prestwich Scott (1872-1929)

Illustrated London News: John Lash Latey (1863-90), Clement King Shorter (1891-1900)

News of the World: Emsley Carr (1890-1941)

The Observer: Henry Duff Traill (1889-1891), Rachel Beer (1891-1904)

Pall Mall Gazette: Edward Tylas Cook (1890-1892), Henry Cust (1892-1896), Douglas Straight (1896-1909)

The Times: George Earle Buckle (1884-1912)

RELIGIOUS LEADERS

Archbishop of Canterbury (Anglican): Edward Benson (1883-1896), Frederick Temple (1896-1902)

Archbishop of Westminster (Catholic): Cardinals Henry Edward Manning (1865-1892), Herbert Vaughn (1892-1903)

Bishop of London (Anglican): Frederick Temple (1885-1896), Mandell Creighton (1897-1901)

Chief Rabbi of England: Rabbis Nathan Marcus Adler (1845-1890), Hermann Adler (1891-1911)

OTHER NOTABLE OFFICES

Astronomer Royal: William Christie (1881-1910)

Bank of England: Governors William Lidderdale (1889-1892), David Powell (1892-1895), Albert Sandeman (1895-1897), Hugh Smith (1897-1899), Samuel Gladstone (1899-1901)

City of London Police: Commissioners Colonel Sir James Fraser (1863-1890), Lieutenant-Colonel Sir Henry Smith (1890-1902)

Freemasons: Grand Master Albert Edward, Prince of Wales (1874-1901); Pro Grand Masters (appointed when the Grand Master is a member of the royal family) Edward Bootle-Wilbraham, 1st Earl of Lathom (1890 to 1898), William Amherst, 3rd Earl Amherst (1898 to 1908)

Postmaster Generals: Henry Cecil Raikes (1886-1891), Sir James Fergusson (1891-1892), Arnold Morley (1892-1895), Henry Howard, 15th Duke of Norfolk (1895-1900)

Private Secretary to the Sovereign: Major-General Sir Henry Ponsonby (1870-1895), Lieutenant-Colonel Sir Arthur Bigge (1895-1901)

Royal Botanic Gardens, Kew: Director Sir William Turner Thiselton-Dyer (1885-1905)

Royal Institution: Presidents Algernon George Percy, 6th Duke of Northumberland (1873-1899), Henry George Percy, 7th Duke of Northumberland (1899-1918)

Royal Society: Presidents Sir William Thomson (1890-1895; Baron Kelvin in 1892), Sir Joseph Lister, Bt. (1895-1900; Baron Lister in 1897)

Tower of London: Constables of the Tower Sir Daniel Lysons (1890-1898), Sir Frederick Stephenson (1898-1911)

AUTOMATON

Archetype: *Automaton*Motivation: *Truth*

Style: 3

Sanity: 4

Health: 3

Primary

Body: 2

Charisma: 2

Dexterity: 5

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: -1

Initiative: 8

Move: 7

Defense: 8

Perception: 5

Stun: 2

Skill	Base	Levels	Rating	Average
Acrobatics	5	2	7	(3+)
Athletics	2	3	5	(2+)
Brawl	2	2	4	(2)
Con	2	3	5	(2+)
Larceny	5	2	7	(3+)
Spying	3	1	4	(2)
Stealth	5	2	8*	(4)
Streetwise	2	2	4	(2)

Talents

Agile (+1 Dexterity rating)

Escape Artist (Can attempt to escape from its bonds by contorting its body)

Resources

Followers 0 (Mechanic)

Rank 0 (Automaton Society; +1 Social bonus)

Flaw

Amnesia (+1 Style point whenever it suffers a traumatic flashback or when something from its past comes back to haunt it)

Dwarf (+1 Style point whenever its size causes it severe difficulty or when it is rejected because of it)

Weapons	Rating	Size	Attack	Average
Punch	0N	+1	5N	(2+)N

* +1 Size bonus to Stealth rolls

“MY CREATOR BETRAYED ME, HIS CHILD. IS THERE A MORE VILE CRIME IN ALL OF EXISTENCE?”

CHARACTER BACKGROUND

I remember nothing about my creator. From the skills I possess and the periodic flashbacks I suffer I have deduced that he was not entirely an honest man. I wish I could say that I was created as a beloved child, but the truth is that I was constructed to make my master wealthy. I am, at my very core, nothing more than a diminutive thief, a mechanical burglar and pilferer.

Beyond that, my only memory is being arrested and dragged to jail. My creator visited me there. I have no memory of his face, but I am sure it was here. To ensure I could reveal his identity, he damaged my memory. I recall overhearing my jailors discuss my fate. As a machine I would not serve time in jail, but would instead be dismantled and melted down for scrap. I had, in short, been sentenced to what you call death.

Until that time I had hoped my creator would find a way to liberate me, but that hope had been dashed. I am a complex machine, capable of lasting one full week without maintenance. When that time expired, I would be paralyzed and my fate would be sealed. Time was running out in more ways than one.

Escape was not too difficult—I appear human in form but have multi-jointed limbs and can exude a thin coating of lubricant to help me slip through narrow gaps. I lasted two days on the streets before my gears seized. Fortune, if automata can lay any claim to such a concept, favored me. I could have been found by a scrap merchant, but instead it was a mechanic who saved me.

We spoke at length and I held nothing back. With a smile, he promised to reform me. I, a mechanical thief, was even accepted into a gentleman's club. I am not human, but I shall endeavor to do my new friends proud.

ROLEPLAYING

You were constructed as a machine by an uncaring creator, but you have become more than that. While other automata blindly obey orders, you have a deep desire to learn more about the world and its many people. You have never forgotten your creator's betrayal. One day you will discover his identity, and then you will make him pay for what he did to you.

ARTIFACT 2

Enhancements: Ally 2 (+4 Enhancements), Increased Duration: One Week (+4 Enhancements)

Limitations: Flaw: Dwarf (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

FIXATED DETECTIVE

Archetype: *Law Man*Motivation: *Fame*

Style: 3

Sanity: 5

Health: 4

Primary Attributes

Body: 2 Charisma: 3

Dexterity: 3 Intelligence: 3

Strength: 2 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 6

Move: 3 Defense: 5

Perception: 5 Stun: 2

Skill	Base	Levels	Rating	Average
Brawl	2	2	4	(2)
Diplomacy	3	2	5	(2+)
Empathy	3	2	5	(2+)
Firearms	3	2	5	(2+)
Investigation	3	3	6	(3)
<i>Crimes</i>			7	(3+)
Spying	3	2	5	(2+)
Stealth	3	1	4	(2)
Streetwise	3	2	5	(2+)
<i>Rumors</i>			6	(3)

Talents

Rapid Shot (Reduced penalty for multiple shots)

Resources

Artifact 1 (Mechanical dog)

Followers 0 (Mechanic)

Rank 0 (The Detective Club; +1 Social bonus)

Flaw

Fanatical (+1 Style point whenever his devotion causes harm or he converts someone to his way of thinking)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	4N	(2)N
Heavy revolver	3L	0	8L	(4)L

“IT MAY APPEAR TO BE AN ORDINARY BURGLARY TO YOU, BUT THIS HAS ALL THE HALLMARKS OF BEING THE WORK OF THE BRAIN.”

CHARACTER BACKGROUND

I began my career as an ordinary policeman. My insights into the workings of the criminal mind, coupled with my relentless pursuit of larcenous individuals, quickly led to me becoming a detective. From there I rose through the ranks ahead of those of lower intellect to the rank of detective inspector. I took great pride in apprehending criminals, but if truth be told, I loved the respect of my superiors and the adulation of the general public more.

I resigned from the force after those same superiors forced me to cease my investigations into a mysterious crime lord known only as The Brain. More than once the name had cropped up during my investigations, but the trail soon went cold in every case. In many cases it literally went cold, with suspected henchmen committing suicide by an astounding variety of means rather than risking interrogation. Whoever The Brain is, it is obvious he has a firm grip over his minions, with enough influence and power to ensure the entire criminal underworld remains silent.

Perhaps it is as my former superiors said: maybe I have become fixated on capturing the rogue. I believed then, and still do now, that he is a more dangerous menace to society than Professor Moriarty ever was. Not only that, but apprehending such a criminal genius would undoubtedly boost my reputation to dizzying heights. No longer able to use the Yard's resources to pursue my nemesis, I've become a consulting detective, a role well suited to my desire for fame and my preference to work alone. Since leaving the force, I have earned a good living pitting my intellect and wits against numerous foes. Aside from The Brain, whose trail I pursue when time and clues permit, no villain has yet escaped my long reach.

My dealings with The Brain are not those of ordinary hunter and hunted. My foe is a devious individual, utterly dedicated to criminal pursuits, and I suspect that he takes great pleasure in causing me to piece together a trail through what appears to dull witted policemen to be a series of unrelated crimes. The game The Brain and I play is a long and complicated one—but be assured that I shall emerge victorious, no matter how long it takes.

ROLEPLAYING

Catching ordinary criminals may receive a few column inches in the newspapers, but you desire the fame that comes with apprehending a true master criminal, and The Brain is exactly that. Your desire to see him behind bars borders on an obsession, causing you to see his nefarious influence where it might not exist.

MASKED AVENGER: SPRING-HEELED JOCK

Archetype: *Aristocrat*Motivation: *Revenge*

Style: 3

Sanity: 5

Health: 4

Primary

Body: 2

Charisma: 3

Dexterity: 3

Intelligence: 2

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 6

Defense: 5

Perception: 4

Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	3	3	6	(3)
<i>Jumping</i>			7	(3+)
Brawl	3	2	5	(2+)
Connoisseur	2	2	4	(2)
Diplomacy	3	3	6	(3)
Intimidation	3	2	5	(2+)
Melee	3	2	5	(2+)
<i>Swords</i>			6	(3)
Stealth	3	2	5	(2+)

Talents

None

Resources

Artifact 1 (Spring Boots)

Followers 0 (Butler)

Rank 0 (Masked Avengers; +1 Social bonus)

Status 1 (Laird; +2 Social bonus)

Flaw

Righteous (+1 Style point whenever his actions alienate him and his friends)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Arming sword	3L	0	9L	(4+)L

"AYE, I HAVE A SWORD AND YOU DON'T,
BUT MY PARTICULAR BRAND O' JUSTICE
DOESNA CARE IF YE'RE ARMED OR NOT,
LADDIE."

CHARACTER BACKGROUND

It was not the hand of God or an act of blind fate that robbed me of my true love—it was the work of man. My fiancée, feeling unwell while we were at the theater, decided to return to our hotel. I offered to accompany her, but she insisted I stay and watch the conclusion of the show. It was a terrible mistake on my part to agree. The newspapers claimed it was a simple robbery gone wrong, the prize being my fiancée's jewels. I suspect there is more to her death, for she was a notable inventor who had frequently worked for the British government.

The police did their best, but with few resources and a list of unsolved crimes growing daily there was little chance of securing a conviction. So it was I took matters into my own hands. It was while questioning a suspect with my fists that I first met a Masked Avenger. He cautioned me that my actions would not end well and explained there was another way to fight crime.

Wealthy, and with time on my hands, I devoted myself to improving my body and mind. I learned to use a pair of Spring Boots, a marvellous invention that enabled me to leap tall walls and bound over obstacles.

I do not pretend to share the same views as my peers. Many criminals have served jail sentences, yet they are not dissuaded from resuming their nefarious career on release. If they are to be persuaded that crime does not pay they must pay a heavier price than the temporary loss of freedom. It is a price I am more than willing to impose upon them for the betterment of decent citizens.

To protect my identity, and thus my reputation, I am forced to wear a mask. The one thing I cannot conceal is my accent. As a result, the gutter press has named my alternate persona "Spring-Heeled Jock." Aye, it proved a source of amusement at first, but criminals are learning that it is a name to be feared.

I have yet to find the criminal responsible for my fiancée's death, but I am not despondent. It remains my focus, my driving force, my consuming passion. When I do there will be no trial of his peers, only the cold steel of my blade to enact the justice she has been so long denied. What I have yet to consider is whether my desire for justice for all will remain as strong when he lies dead at my feet.

ROLEPLAYING

All that you truly loved has been cruelly taken from you. Your heart and soul boils with a black desire for vengeance. You are prepared to do whatever is required to sate your dark appetite, and in doing so ensure others need not suffer your fate.

NANNY

Archetype: *Guardian*Motivation: *Duty*

Style: 3

Sanity: 5

Health: 5

Primary Attributes

Body: 2 Charisma: 3

Dexterity: 3 Intelligence: 3

Strength: 2 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 5

Move: 5 Defense: 5

Perception: 5 Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Brawl	2	3	5	(2+)
Empathy	3	2	5	(2+)
<i>Motives</i>			6	(3)
Firearms	3	3	6	(3)
Intimidation	3	2	5	(2+)
<i>Staredown</i>			6	(3)
Linguistics	3	2	5	(2+)
Medicine	3	1	4	(2)
Melee	2	1	3	(1+)

Talents

Danger Sense (Reduced surprise penalty)

Guardian (Provide Defense bonus to allies)

Resources

Followers 0 (Chauffeur)

Rank 0 (Circle of Nannies; +1 Social bonus)

Flaws

Stubborn (+1 Style point whenever her inflexibility causes her trouble, or she forces others to go along with her idea)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Light revolver	2L	0	8L	(4)L

“LET’S SEE: KITE, MONEY TO BUY BIRD SEED, AND REVOLVER. NOW WE’RE READY FOR OUR STROLL IN THE PARK, YOUNG MASTER.”

CHARACTER BACKGROUND

No, we shall sit on this bench. If we sit on the bench you suggest the sun shall be directly in our eyes shortly, and that simply won’t do. Be a dear and keep an eye on that man flying the kite, would you? There is something very odd about a grown man flying a kite.

It is a sad fact that sometimes the sins of the father bring children into danger. Of course, even without sin, the children of a prominent citizen are targets for anarchists and other ne’er-do-wells. Before I accepted this assignment, I was nanny to the children of a bank clerk who managed to run up gambling debts with a rather unsavory figure he really should have known better than to have any dealing with. Still, it is not my place to scold adult men on the decisions they make, but it was certainly my duty to ensure that the aforementioned unsavory character did not succeed in his attempt to kidnap the clerk’s children in order to ensure prompt payment—which I thwarted rather smartly, thanks to a tip-off from their previous nanny.

Someone in my position has chosen a tough but rewarding life. Children need discipline from a young age, and you must never spare the rod. If you have carried out your duties properly, you will reap the reward of seeing them grow to fine gentlemen and women. Of course, you may be required to leap in front of a bullet or knife at some point in the course of your duties, but this is not a job without certain risks. You may also be called upon to aid your former charges once they leave your care. No man or woman ever forgets his nanny, and they know full well that they may call on her services at any point in their life. As nannies, it is our duty and moral responsibility to provide whatever assistance we can.

Yes, I’ve already noticed, by the way he is glancing over here, that the man with the kite clearly has some malicious intentions toward you, young master. I think it will be best for all concerned if I shoot him first. Here, hold my bag, whilst I draw my revolver. I believe I can time my shot to coincide with the train whistle as it passes so as not to disturb those enjoying the fresh air...

ROLEPLAYING

You are not just a governess to young children, responsible for teaching them to good manners and cleanliness—you are also a bodyguard for hire. You are stern but fair, and prepared to go to any lengths to keep your young charges safe from harm. Parents may not always agree with your decisions, but you are a firm believer that nanny always knows best.

POLICE SURGEON

Archetype: *Physician* Motivation: *Redemption*

Style: 3 Sanity: 5 Health: 4

Primary

Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 5	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Occult	3	2	5	(2+)
Bureaucracy	3	2	5	(2+)
<i>Police</i>			6	(3)
Diplomacy	3	2	5	(2+)
Firearms	3	2	5	(2+)
Investigation	3	2	5	(2+)
Medicine	3	4	7	(3+)
<i>Autopsy</i>			8	(4)
Science: Biology	3	2	5	(2+)

Talents

Lifesaver (Improved healing ability)

Resources

Contacts 0 (Police; +1 bonus)

Followers 1 (Vengeful Slayer)

Rank 0 (The Vengeants' Guild; +1 Social bonus)

Flaw

Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	7L	(3+)L

“THE WOUNDS ARE CERTAINLY INDICATIVE OF A WEREWOLF. I SHALL INFORM THE POLICE THERE IS A RABID DOG ON THE LOOSE.”

CHARACTER BACKGROUND

My father was a major in the British Army, and I spent much of my youth in India. It was there I began my studies in medicine, though I returned to London to complete them. Business was good, but I felt it lacked interest. Fortunately, the police were in need of a surgeon, and my skills were sufficient to earn me the post. The pay was lower and the hours longer, but the work was certainly more to my liking. At last I felt I was truly making a difference, albeit too late to save those unfortunate enough to find themselves under my knife.

One case in particular changed my life forever. The corpse of a woman had been found in the gutter. The cause of her demise was quite obviously extreme anemia, and I duly recorded death by natural causes in my report to the coroner. She had two small incisions on her neck, but I put these down to the bite of a hungry dog.

Later, a stranger forced his way into my laboratory. He demanded to see the corpse, and made wild claims that the woman was the victim of a vampire. Naturally, I demanded he leave at once and return to whatever gin house or opium den he had just vacated. To my shame, it took three more deaths of a similar fashion before I took him seriously. Three lives I could have saved.

Though I have lost no one to the supernatural horrors that stalk the night, I was contacted by and welcomed into the Vengeants' Guild. As a police surgeon, I have access to corpses, crime scenes, and police files. Through these I am able to inform my colleagues as to any unusual deaths and alter or erase evidence pointing to a supernatural origin. Do you honestly think the police would listen if I claimed a murder victim was actually slain by a werewolf? They would confine me to a lunatic asylum and throw away the key!

Of course, my skills as a healer are also of great use to the Guild. Some of the injuries I have treated are more akin to those found on a battlefield. Now sit still, or when the stitches are removed you will have a most ugly scar.

ROLEPLAYING

You have helped save many dozens of lives, but your past reluctance to accept the existence of the supernatural still haunts you. Now you serve to cover up the existence of monsters from the authorities you serve, while simultaneously passing on information to those equipped to deal with such fiends. Keeping your secret is vital—if anyone found out about your activities and beliefs you would be fired and ridiculed in the press.

THEATER MANAGER

Archetype: *Businessman*Motivation: *Fame*

Style: 3

Sanity: 6

Health: 4

Primary Attributes

Body: 2

Charisma: 4

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 4

Perception: 5

Stun: 2

Skill	Base	Levels	Rating	Average
Bureaucracy	3	1	4	(2)
Con	4	3	7	(3+)
Bluff			8	(4)
Connoisseur	3	1	4	(2)
Diplomacy	4	3	7	(3+)
Negotiation			8	(4)
Empathy	3	2	5	(2+)
Expeditions	3	1	4	(2)
Performance	3	3	6	(3)
Streetwise	4	2	6	(3)

Talents

Captivate (Can temporarily entrance opponents)

Resources

Contacts 0 (Entertainment; +1 bonus)

Followers 0 (Circus Performer)

Rank 0 (The Performing Arts Club; +1 Social bonus)

Refuge: Size 0 (Small theater)

Flaw

Coward (+1 Style point whenever he gives up without a fight or abandons his friends to save his own skin)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“STEAL YOUR IDOL? DEAR ME, NO!
I’M HERE TO OFFER YOU A SIX MONTH
CONTRACT, TWO SHOWS A NIGHT, AT
5% OF NET TAKINGS.”

CHARACTER BACKGROUND

An explorer and treasure hunter? Dear me, no, I practice neither of those admirable occupations. Neither am I an erudite academic or studious scholar. I, sir, am the owner and master of ceremonies of a popular palace of pleasurable pastimes—otherwise known as a theater. Some might say it is a small establishment, but I prefer to think of it as a keenly intimate one.

Competition between myself and those who consider themselves my peers is constant. I admit that my paying patrons have diminished of late, though not through any incompetency on my part as proprietor, you understand. The perplexing problem that plagues my program is finding acts as yet unseen. Singers, dancers, jugglers and magicians are two a penny, and the public have seen their like too many times over. Oh, every now and then someone comes along with something new to offer, but to produce performers that will consistently astound and amaze apathetic audiences I’ve been forced to depart my homeland and search the globe far and wide for the latest and greatest.

And I have seen some wondrous works on my travels! In India I witnessed with my own eyes a man levitate, and yet another climb a rope suspended in mid-air by some unseen force. I have seen African warriors jump up and down on the spot until they bound higher than a giraffe. I have heard nomads in Mongolia whistle two notes of different pitch simultaneously—one using their mouth and the other their nose. I even discovered a troupe of primates—apes!—who could play musical instruments. A few of these acts I have persuaded to sign contracts and enjoy the acclaim they deserve, but the audience’s thirst for spectacle can never be slaked, so my search is relentless.

Of course, my travels are not only for my own benefit. I am by nature an affable individual and possessed, if I do say so myself, of jocular spirit, and thus I serve globetrotters as a diplomat of sort, smoothing ruffled feathers and that sort of thing. And now, most honorable tribal chieftain, may I politely request that you release me from this stewpot so that we might discuss a contract of lasting mutual benefit?

ROLEPLAYING

You travel the globe in the hope of finding acts that will attract huge audiences to your theater. While not exactly typical globetrotting material, your gift of gab and eloquent manner has served you and the expeditions you have accompanied well. You are not one accustomed to physical danger, however: surrender is always high on your list of priorities when encountering hostile forces.

SAMPLE HENCHMEN

BUTLER

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3, Sanity 4

Skills: Diplomacy 4 (*Etiquette* 5), Empathy 4 (*Intuition* 5)

Talents/Resources: None

Flaws: Obssequious (+1 Style point when he is tormented for his grovelling nature or when his blind obedience causes him problems)

Weapons: Punch 0N

COACHMAN

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3, Sanity 3

Skills: Animal Handling 4 (*Horses* 5), Riding 4 (*Vehicles* 5)

Talents/Resources: None

Flaws: Overconfident (+1 Style point when he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 0N

DILETTANTE

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2, Sanity 3

Skills: Academics: Literature 4, Anthropology 4, Art: Painting 4, Art: Sculpture 4, Linguistics 4

Talents/Resources: None

Flaws: Condescending (+1 Style point whenever he proves someone else wrong or establishes her own superiority)

Weapons: Punch 0N

PETTY CRIMINAL

Follower 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 5, Defense 4, Stun 1, Health 2, Sanity 2

Skills: Athletics 4, Larceny 4, Stealth 4

Talents/Resources: None

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 0N

POLICE CONSTABLE

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3, Sanity 2

Skills: Athletics 3, Brawl 4, Melee 4

Talents/Resources: None

Flaws: Honest (+1 Style point whenever his honesty causes trouble)

Weapons: Punch 4N, Baton/truncheon 6N

REPORTER

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Art: Photography 3, Art: Writing 4, Investigation 4

Talents/Resources: None

Flaws: Curious (+1 Style point whenever her curiosity gets her or her companions into trouble)

Weapons: Punch 0N

STREET URCHIN

Follower 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size -1, Move 4, Perception 2, Initiative 4, Defense 5, Stun 1, Health 1, Sanity 3

Skills: Larceny 4 (*Pickpocketing* 5), Stealth 5*, Street-wise 4 (*Scrounging* 5)

Talents/Resources: None

Flaws: Young (-1 Size; +1 Style point when his size causes him difficulty or he is patronized because of his age)

Weapons: Punch 0N

* +1 Size bonus to Stealth rating.

URBANE SOCIALITE

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 3, Sanity 3

Skills: Connoisseur 4 (*Cuisine* 5), Performance 4 (*Dancing* 5)

Talents/Resources: None

Flaws: Gossip (+1 Style point whenever she spreads gossip that inadvertently causes trouble for herself or her friends)

Weapons: Punch 0N



ADVENTURES



"London and Fog! When these two come together, it is time to be a writer!" —Mehmet Murat Ildan

For some globetrotters, London is home, a familiar if not always welcoming city to which they can retreat to rest and recuperate after their epic globe-spanning adventures. For a small few, London is not just home—it is the only city they have ever visited. While locals, they may not know every nook, cranny, and establishment to the same extent as Sherlock Holmes. Still, they are at least familiar with the crowded streets, being converse with the location of major locations and the names of the most important people.

Others will be strangers. To them, London is foreign territory—a sprawling maze of wide streets and narrow alleys dotted with grand buildings and populated by people with odd customs and who use indecipherable slang. London has thousands of immigrants, many of whom prefer to stick to their own neighborhoods. Thus, it is quite possible to be a Londoner *and* a relative stranger simultaneously.

Whatever London means to the globetrotters, the heaving metropolis presents a wealth of opportunities for exciting adventures. Indeed, it is possible to run an entire campaign without the globetrotters needing to step foot beyond its suburbs.

Below is Gamemaster advice for running adventures not only in London, but in any city.

MAKE YOUR ADVENTURES EXCITING

Given the urban nature of the environment, action and investigative adventures will be the norm. True, the Gamemaster could have the party explore recently unearthed Roman ruins buried deep beneath the modern city (perhaps revealed during construction of a new underground railway tunnel), but there is little opportunity for true exploration adventures.

One common danger is that in the heat of an exciting session the Gamemaster might forget the city setting.

Sure, a chase through empty streets or a gunfight against a band of vicious thugs in an empty warehouse can be fun, but making the location interesting is likely to make the session much more memorable. Take a look through the **Interesting Locomotives** section in *Leagues of Adventure*. London presents an ideal opportunity for using interesting locations, and a wise Gamemaster will employ them in his stories at every possible opportunity.

For instance, even if a chase starts in the streets, it can still involve a wide variety of locations. Perhaps the person the globetrotters are chasing ducks into a brothel. Now instead of just running as their action for the combat turn the heroes might have to fend off the advances of an eager prostitute. They might follow their prey into a room, only to discover a friend or important person in a compromising position—cue an awkward social moment and the possibility for a roleplaying scene in the near future. For added drama (and both fun and a chance to use their social Skills in unusual circumstances), the brothel might be raided by the police while the characters are present. The police have heard a wide range of excuses in their time, though "Honestly, I only came in because I was chasing someone, officer" might be a new one on them.

Or maybe their quarry ducks and dives through a busy market, upsetting stalls and wagons as he goes. He might head onto the rooftops during a thunderstorm, braving slippery tiles and lightning in a bid to escape. Perhaps he tries to hide among the teetering stacks of a library or mingle with a church congregation.

ACTIONS CARRY CONSEQUENCES

In some roleplaying games, the law of the land is something that never rears its ugly head. Indeed, many scenarios expect the heroes to commit robbery or cut down their quarry in cold blood without thought for legal repercussions. Of course, such adventures are designed to suit the game they are written for.

In *Leagues of Adventure* actions have consequences,

LEAGUES OF ADVENTURE

and that is especially true in city-based adventures. Great Britain is a civilized land and the globetrotters are expected to behave like civilized men and women. Unless they rank among the very highest echelons of society or have very powerful patrons they can call upon, the globetrotters have no special protection from the law. Even if they have the former, there are limits to the amount of protection one can claim.

Threatening a lower-class citizen might well go unpunished (especially if the person is a criminal and the threat involves his incarceration), but try the same on a middle- or upper-class citizen and he is likely to call for the police at the earliest opportunity. Assuming he is caught, the best a globetrotter can hope for is a stern warning from the responding constable. At worst, he will be arrested, charged with threatening behavior, a misdemeanor, and hauled before the police courts. Acts of physical violence are likely to involve a full trial.

Committing murder, regardless of the victim's social class, is sure to draw the attention of the police. Great Britain still imposes capital punishment for such dastardly crimes. Note that while it is legal to own and carry a firearm, it is illegal to fire it at other people except in matters of self-defense, and even then probing questions will be asked.

When interacting with important people, a category that includes those in the upper class simply by dint of their wealth and contacts, one is expected to follow the rigid Victorian rules of social decorum. Rudeness and aggression toward the wrong person, even when the police are not involved, should result in a globetrotter's social standing suffering. Foreigners might be given more leeway, but there are limits to society's tolerance.

There is an old adage that applies well to gaming—show, don't tell. We actually suggest the Gamemaster does *both*.

In terms of *telling* the player his character has made a social *faux pas* and must now suffer the consequences, the globetrotter should temporarily receive the Bad Reputation Flaw. How long it remains in play for depends on the severity of the offense. A minor stain on his name might last only for the current adventure, whereas a major blunder might cause the globetrotter to become a social pariah for many months, if not years.

Showing the character's loss of status should come through the words and deeds of non-player characters. The globetrotter might receive cold stares or knowing shakes of the head at his club, find his invitation to an event is revoked, or even be openly chastised by a social superior for his poor conduct.

PLAY UP THE ENVIRONMENT

Even if your players happen to live in London, they are not natives of Victorian London. Times have changed somewhat in the last 125 years.

Make sure you drive home the general environment the first few times you run an adventure in London. After that, the players should have a good image in their mind,

leaving you to focus on the places in the adventure. Use as many of the five senses as necessary and don't be afraid of adjectives.

London is not a pristine or quiet city. Smoke from chimneys and steam trains hangs heavy in the air and stains the facades of buildings, turning once clean stone into a humorless gray. The all-pervasive fog so beloved by writers and directors hangs over the city like a shroud, leaving a thin greasy film over everything it envelops. All those horses that draw cabs and trams need to relieve themselves somewhere, resulting in rather messy streets, especially during dry spells. Filthy urchins loiter on street corners, their grubby faces and thin frames speaking of a harsh, unsanitary life. During the day, the sounds of passersby and vehicles mingle with the cries of costermongers, newspaper vendors, and beggars seeking alms. At night, they are replaced with the songs and curses of rowdy drunks, the brazen appeals of prostitutes, and the shrill cry of police whistles.

When it comes to buildings, play up the exterior and the interior. The British Museum is not just a museum. Its Greek Revival façade, supported by towering Ionic columns, exudes a false antiquity while simultaneously speaking of the power of empire. Its once white-gray limestone is stained by the grime of the modern age.

Similarly, its Egyptian gallery is not full of "historical artifacts." It contains treasures already marked by the passage of millennia when Rome clawed its way to prominence, withered mummies who blackened faces give them an air of peaceful slumber rather than death, gold jewelry that once adorned the mortal bodies of living gods, and fragile papyri on which are written the cryptic language of long dead scribes and priests.

A walk through the feared slums of the East End is not the same as taking a stroll through the affluent West End. The slums of the East End are not simply dirty and crowded. The houses are squalid, rat-infested hovels inhabited by the dregs of society in their dozen. Prostitutes ravaged by time and gin stand on street corners, offering their wares to everyone who passes. Rough-looking men eye those who are better dressed with a hostile mix of contempt and envy, following those who look like easy marks. Mangy dogs and cats prowl through the detritus on the hunt for their next meal. The stench of cheap tobacco and gin hangs heavily on the breath of anyone the heroes talk with, while the sounds of cursing, fighting, and scolding fill the air.

Naturally, the Gamemaster is not expected to be an expert on London and its many distinct districts and buildings. While research is easily done through the internet, colorful descriptions that touch on the senses and employ a little common sense cover a multitude of sins. It doesn't matter if you don't know what St Paul's Cathedral looks like. Most cathedral exteriors have spires and elaborately carved ornamental stonework. The interior of any cathedral is a large open space where loud voices echo like thunder, forcing visitors to speak in hushed whispers, with lavishly decorated walls, floor, and ceiling in honor of God's majesty that are adorned with magnificent tombs and memorials.

ENTER THE GLOBETROTTERS

This section takes a look at the globetrotters and urban adventures. If you intend to use London as a major focus for your campaign, don't forget to tell the players in advance so they can tailor their characters appropriately to the environment.

SKILLS

It shouldn't come as much surprise that every adventure set in London is likely to involve interacting with its varied inhabitants in some form or another. While Expeditions and Survival might see limited use on the crowded streets, a globetrotter in an urban environment will get much more mileage from his social Skills, such as Con, Diplomacy, and Streetwise.

City-based adventures also present an ideal opportunity for globetrotters to employ Skills such as Bureaucracy, Gambling, Larceny, Performance, and Spying more frequently than in the wilds. Of all the Skills, Gunnery is the hardest one to employ in a city, though that won't stop ingenious players from trying to find a way.

While social Skills will be important, they should not become essential for every character. Setting an adventure in London doesn't mean you can't have fast-paced action. Players who like to play characters with a combat or physical bent should not be made to feel impotent. Regardless of whether you're running a murder mystery in the East End or a tale of political intrigue at a grand ball, make sure you throw in a chase or fight scene to give them their time in the spotlight.

RESOURCE: CONTACTS

One deliberate design decision we made when writing *Leagues of Adventure* was that Contacts should apply not to a specific individual, as does Ally, Follower, and Patron, but to an entire group of people. This inherently makes them more useful in any type of campaign.

The largest city and busiest port in the world, London accommodates every type of Contact. Unfortunately, that blanket statement does not necessarily mean a globetrotter will be able to access his network of friends and associates. Contacts (Police), for example, specifically covers law enforcement only in one country and its overseas colonies. That's great if the globetrotter happens to be British, but unless he has specifically chosen Contacts (British Police) it is of absolutely no use if he is American, French, or Japanese.

Conversely, Contacts such as Equipping, Museums (see the New Group Contacts sidebar opposite), and Mysticism represent minor acquaintances spread across the globe, meaning they can be used anywhere.

Resources are not optional bonuses. Unless there is a very good reason why he cannot (such as his being incarcerated or kidnapped), a globetrotter should always have access to his Contacts.

NEW GROUP CONTACTS

Below are new groups globetrotters may wish to take as a Contacts Resource. When creating their own groups, players should try to keep them broad. A globetrotter with Artistic Contacts doesn't just know painters, for instance—he has friends among sculptors, painters, writers, and musicians.

Artistic: Whether he is a patron, scholar, or practitioner of the arts, the globetrotter has contacts in the fields of everything from literature to photography, as well as art critics and historians. Through them he can secure permission to view works in private collections, hire artists for a task, borrow equipment, and so on.

Financial: The heroes knows people in the world of finance, be they bankers, stockbrokers, insurance agents, or even wealthy philanthropists. They may be able to provide information on bank accounts or the contents of safety deposit boxes that would normally be unavailable, but most often serve as a source of finances, either through sponsorship (in return for a profit on their investment, of course) or quick loans with no questions asked.

Museums: The globetrotter has friends and acquaintances in museums, as well as among historians and antiquarians. Through them he can gain access to private collections (and public ones out of hours), archives, research papers, and such like.

RESOURCE: FAME, RANK, STATUS

Unless a player has chosen something very unusual as his focus, he is likely to get a lot of mileage from any Fame, Rank, and Status Resources. After all, these are social Resources, and London has a huge population. Of course, a Resource's Social bonus only applies when the globetrotter is recognized or the person to whom he is talking appreciates his status.

For instance, a laborer won't much care that the toff speaking to him is a famed professor of archaeology, whereas a museum curator is far more likely to know the hero's name and deeds. Were he a famous music hall performer on the other hand, the globetrotter might well get a warm reception from the laborer, while the librarian could turn his nose up at having to deal with a mere stage performer. As arbiter of the game, the Gamemaster has the final word on when Resource bonuses apply.

Resource Social bonuses are not isolated from each other just because they have different names. A globetrotter who has invested in these Resources might, on occasion, be able to claim bonuses from multiple Resources simultaneously. Gamemasters should not panic at the number of bonus dice he might gain, nor should they try to limit them by insisting only one Resource can be applied. The player has invested points in acquiring his character's Resources, and while he may be very

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strong in the area of social interaction he will naturally be weaker in others.

Gamemasters should also remember that the globetrotters are not ordinary people—they may not be major movers and shakers on a par with royalty and prime ministers, but they are both heroes and, far more importantly, the focus of the campaign. When in doubt, give the globetrotters the benefit of the doubt. Just remember to be consistent in your rulings—if a Resource bonus applies once, it should apply again in similar circumstances.

RESOURCE: REFUGE

Of all the Resources, Refuge is the least useful in a campaign where the globetrotters are constantly off on exciting foreign adventures. Set your adventures in London, though, and Refuge Resource becomes much more useful. Not only does Refuge give a globetrotter a place to call home (even if it is rented), but he can benefit from any equipment bonuses far more regularly.

RESOURCES AS A GAMEMASTER TOOL

Resources may be a player tool, but there is more to them than game mechanics. For players they are a means of getting a few extra bonuses or calling in a favor. In the hands of the Gamemaster, they become a source of adventure and roleplaying opportunities. Blow are three simple ways of making Resources more than just game mechanics.

First, Ally, Contacts, Follower, and Patron represent people. When a globetrotter wants to contact one of these Resources, include a short roleplaying scene where he meets them face-to-face. If a globetrotter with Fame meets a non-player character who might know of his deeds have the stranger preempt the globetrotter by saying “Aren’t you...?” and then showering the character with praise (“I enjoyed reading of your exploits in Africa”) or scorn (“Your exploits in Africa seem rather far-fetched to me”)—Fame just means the globetrotter is known, not necessarily that he is admired by all who cross his path.

Second, people have names. A globetrotter who uses his Contacts (Police), for example, shouldn’t converse with a faceless bobby—he should meet Inspector O’Connor, a no-nonsense, straight-talking Irishman. If he walks into Fortnum & Mason, arguably included as a Contacts (Equipping), have him deal with Mr. Farnham, a polite but rather obsequious assistant. Naturally players are free to name their own Contacts, but when they don’t the Gamemaster should take the reins.

Third, instead of passively waiting on the players to call on their Resources, have a Resource jump the gun. A character with Fame might be called upon by a respected person or a League to give a public lecture (wherein the adventure plot unfolds) or have his fame publicly challenged by a jealous rival. An Ally, Contact, or Patron might call upon his friend with a problem he needs solving.

Even Refuge can be used a source of adventure. A weird scientist might find foreign agents have broken into his laboratory and stolen his latest design. An aristocrat

might throw a party, only to have one of his guests drop dead. Renovation work could unearth an old document or map stuffed under the floorboards. In *Leagues of Gothic Horror*, a globetrotter might inherit a townhouse from a relative, only to discover that it comes complete with a ghost that takes a dislike to the new owner.

ADVENTURE SEEDS

Below are a number of adventure seeds intended as starting points for London-based adventures. Those suffixed “(GH)” are best-suited for *Leagues of Gothic Horror*, though they can be used in a conventional campaign with only minor modification.

A DOUBLE WITHDRAWAL

A few days ago, an aristocrat went into his bank to withdraw a valuable necklace (a gift from the Tsar of Russia) from the vault. Needless to say, he was somewhat shocked when the clerk declared he had walked into the bank and withdrawn it the day before. The police have been unable to find any evidence of wrongdoing, so the aristocrat has turned to the Leagues or help.

THE BATTERSEA BEAST (GH)

Regular users of Battersea Park have started avoiding the place, claiming that it has become home to a ferocious beast. Level-headed citizens claim the beast is only a wild dog. More superstitious types argue that it is a spectral hound out for their souls. It might be either of these, but it could equally be the result of weird science gone awry, a werewolf, or a case of mistaken identity that threatens to spawn an urban myth unless the truth is quickly uncovered. The newspapers have already caught wind of the story and have started labeling the mysterious creature “The Battersea Beast.” As is their wont, reporters are sensationalizing the story in order to drive up newspaper sales.

If you want to move the focus to a different park, consider renaming the beast the “Hyde Park Horror,” “Regent’s Park Ripper,” or even “Green Park Goblin.”

DEATH IN A DRESS

A businessman and prominent member of a globetrotter’s League, a man who just happens to be an odious, pompous misogynist, has raised the ire of the Daughters of Medea. Previous warnings to cease his vile behavior have gone ignored and now the Daughters plans to assassinate him as a warning to others. As a means of causing terror, they have warned him that he is marked for death. Alas, the globetrotter is assigned as the businessman’s bodyguard. His life is made more difficult by the fact his charge refuses to alter his schedule or avoid social engagements. The businessman’s death will reflect badly on the globetrotter.

DEATH ON THE UNDERGROUND

In recent months, a wave of dynamite attacks has targeted the Underground. Afraid to use the trains, citizens are opting to walk the streets or take cabs, resulting in near total gridlock.

While the newspapers point the finger of blame at Fenians and foreign anarchists, those in power are whispering other names, among them Doktor Carnegie and Uriel.

THE ESSENCE OF EVIL (GH)

The globetrotters are summoned to the Bethlem Royal Hospital. There they meet with the Home Secretary. Amid great secrecy, they are told that an inventor created a machine that could literally remove the evil from a person's mind. The device was being used to "cure" the country's most depraved and insane criminals. The evil it removed took the form of a black, viscous liquid.

Just yesterday, the container in which the essence was kept was stolen from the asylum. Even a tiny drop of the concentrated essence could turn someone psychotic. God alone knows what chaos would ensue if it was introduced into the city's water supply! The essence must be returned at all costs. But why does the government want the evil returned rather than destroyed? Is there a grander, more sinister plan taking shape?

FIVE GO MAD IN LONDON (GH)

A small article in a newspaper reports the admittance of five men to Bethlem Royal Hospital. The story would hardly be noteworthy were it not for the fact that all the men were found in a catatonic state in the same house.

What ghastly phenomenon could cause five apparently healthy men to simultaneously lose their minds? And what happened to the owner of the house, who is now missing?

GHOST IN THE FOG

London's high society, art galleries, and museums are in a state of panic. Word has spread that the master criminal known to law enforcement agencies only as The Ghost is in London and is planning a big score. The police are stretched thin, forcing the various households and institutions to call on the globetrotters for assistance.

Is The Ghost really planning a daring robbery in London, or is the sudden withdrawal of police to guard the capital's treasures merely a ploy by the Brain (or other master criminal), who plans an entirely different crime?



THE HALLMARKS OF CRIME

The globetrotters are summoned to the Treasury to meet with the Chancellor of the Exchequer. He reveals the hallmark stamps of the Goldsmith's Company Assay Office have been stolen and the police have had little luck in tracking down the culprits. The Chancellor is fearful that the stamps could be used to flood the precious metals market with inferior metal, thus damaging the reputation and finances of Great Britain.

HAVE FAITH, WILL HEAL

Rumors reach the Leagues that a miracle worker is operating in the East End. He can allegedly cure the sick of any ill, yet asks nothing in return. Despite the latter, he is growing wealthy from donations and has a growing number of adherents. The Christmas Society is especially interested in the matter. Is the faith healer genuine, or is there some trickery in play (some suspect weird science is involved)? Is the healer's mission as benevolent as he claims, or do his charitable acts mask a more sinister purpose?

THE LION OF LONDON

Whether it was a practical joke that misfired or a plot by anarchists, a lion has been released from the Zoo. So far it has killed only a horse and several dogs, but the

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public is rightly feared that it may turn to two-legged prey. The police are ill-equipped to deal with such a matter, forcing the government to call on the services of experienced big game hunters. Stalking a predator across the savannah is one thing, but the alleyways and parks of London are a totally different environment.

THE MAD MAN'S MAP (GH)

One of the globetrotters (preferably an alienist or doctor) is called upon to treat a patient at Bethlem Royal Hospital. During treatment, the patient speaks lucidly about a sinister cult operating in London. Questioning the staff, the globetrotter learns the man recently returned from overseas and went mad soon after. Can the word of a lunatic be taken seriously?

MURDER, SHE WROTE

A crime novelist seeks out the globetrotters. Someone is recreating the murders in her books and she is receiving bad press as a result. Some people are even accusing her of committing the crimes to boost book sales. More perplexing is that the latest crime she penned has just been committed for real and she hasn't even handed the manuscript to her literary agent.

NO STOMACH FOR POISON

In 1886, Adelaide Blanche Bartlet was tried for murdering her husband, Thomas Edwin Bartlett. Thomas had been poisoned—a large quantity of liquid chloroform had been found in his stomach during the autopsy. His throat and windpipe, however, showed no signs of chemical burns, and Adelaide was duly acquitted by the jury on the grounds that her method of administering the poison in such a fashion as to meet the evidence could not be proven. Following the trial, Adelaide disappeared from the public record.

Several years on and another "murder" with the exact same cause has been committed. The accused is one Beatrice Goodman, who stands accused of poisoning her husband, Charles William Goodman. The police are as baffled as before and turn to the Leagues to help secure a conviction.

THE SECRET OF THE STONE (GH)

Someone has stolen the London Stone! Although it has no material value, save perhaps to an eccentric collector, the crime has Londoners in an uproar. Most Leagues pay the story little attention, but those with an interest in the occult suspect the theft has some mystical purpose.

Is it, for instance, required for some diabolical ritualistic purpose? Could a foreign power, criminal mastermind, or anarchist group believe the tale that London will remain safe so long as the Stone is in place and be planning some sort of attack?

STRANGLED SOLDIERS

Several soldiers have been found strangled. The police are convinced that they fell foul of London's criminal fraternity, but the globetrotters uncover one fact the police do not know—all the soldiers were recently returned from India. Were they victims of the Thuggee? If so, what crime would warrant the cult traveling to England to enact revenge?

THE TEMPLAR CONNECTION

While perusing the portraits in the National Gallery, a globetrotter spies a portrait that seems to show him in the garb of a Knight Templar. After proving he is an ancestor of the person portrayed, actually a 16th century aristocrat, the globetrotter is allowed to inspect the portrait more closely. On doing so, he notices a fragment of paper sticking out from the back of the frame.

Closer investigation reveals it is a treasure map drawn by his distant ancestor. The map purports to show the location of Templar treasure buried in the vicinity of the Temple Inn. Unfortunately, London has changed a lot since the 16th century, and the barristers who live and work in the Inn might take offense to someone digging up the grounds.

TICK TOCK GOES THE CLOCK

A number of watchmakers have disappeared in recent weeks. By itself this is a minor mystery, but when the globetrotters learn that a number of chemists have also vanished they soon come to the realization that someone might be gathering the technically-minded people required to construct a sophisticated bomb (chemical or conventional). With several high-profile social events coming up soon, the globetrotters are against the clock.

THE TOSHERS' TERROR

No one pays much attention to the toshers, so it comes as a surprise when one turns up at a globetrotter's house asking for help. A number of his friends have recently disappeared from the sewers. Have they merely moved onto other work, have they been kidnapped by some nefarious villain, or, as the young tosher claims, has a monster eaten them?

THE VANISHING VOYAGERS

A section of the Underground has been closed down and sealed off, leading to temporary traffic chaos on the streets. The official line put about by the newspapers is that the rails need routine maintenance, but the globetrotters hear a different story. According to their sources, a train left one station with full carriages but arrived at the next station, a few minutes journey, on time but with one of the carriages completely empty. Or maybe an entire train has disappeared in a tunnel with no branches!

**“WHEN A MAN IS TIRED OF LONDON,
HE IS TIRED OF LIFE; FOR THERE IS IN
LONDON ALL THAT LIFE CAN AFFORD.”
—SAMUEL JOHNSON**



IN LONDON ONE CAN STROLL PAST GRAND BUILDINGS AND MARVEL AT THE CULTURAL WONDERS OF THE MANY MUSEUMS AND ART GALLERIES. TAKE A WRONG TURN, THOUGH, AND ONE ENTERS A WORLD OF POVERTY AND THIEVERY; A WORLD WHERE HUMAN LIFE IS CHEAP AND CITIZENS ARE PACKED INTO SLUMS LIKE RATS WHO CANNOT LEAVE THE SINKING SHIP.

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