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THE EMERALD SCARAB CONSPIRACY

SCENARIO TWO OF THE GREAT GAME CAMPAIGN



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THE EMERALD SCARAB CONSPIRACY

INTRODUCTION

The seasons have turned since *The Dreaming Spires*, and Great Britain freezes in the coldest winter in living memory. By the end of November, more than a foot of snow covers London!

As the Thames ices over and the country grinds to a halt, a scientist is found murdered in the north of London, and the globetrotters are called in to investigate the theft of a mysterious device. What they find is a conspiracy that brings the British Empire to the brink of war!

In this adventure, the globetrotters again encounter the mysterious Communist League, anarchists hell-bent on ushering in revolution through a cataclysmic war, a violent offshoot of the scientific utopian Cosmist League. This time, the globetrotters uncover assassination, murder, and terrorist atrocities reaching to the highest levels of society.

But is everything as it seems? What lies behind the Communists' actions, and the disappearance of Nikolai Fyodorov, the mysterious Cosmist leader, in the distant Pamir Mountains? Can the globetrotters solve the mystery before war consumes the Empire?

PRELUDE: ARTICLES IN THE PAPERS

The globetrotters have become celebrities since the Trinity Bomb Plot, and two recent newspaper articles relating to their exploits have been brought to their attention. Perhaps they have seen them in their League's reading room, shown to them by Inspector Hunter of the Yard, or perhaps by Sir Reginald Ponsonby, Edward's father, at a weekend's shooting at his snow-blanketed estate of Carchilders in Surrey.

Distribute Handout #1 and #2 on page 29/30 to the players. The globetrotters may try to fathom the significance of these articles.

To Fathom the Significance of the Articles:

Roll Options:

- * Easy (Difficulty 1) **Anthropology (Social)** or **Reason** roll

Results:

- * **Failure:** It's those dashed Russians again! Everyone knows they're not to be trusted!
- * **Minor Success (0+):** People used to feel sorry for the Russians, suffering under their despotic Czar, but this Communist business isn't helping at all.
- * **Simple Success (1+):** The Communists are playing into the Czar's hands. London prided itself on its tolerance of political refugees—but the Communists may change that.

LONDON IN THE 1890s

London—the greatest city in the world, a vast metropolis of five-and-a-half million souls. The vibrant heart of the British Empire, cosmopolitan, exotic, chaotic, where unbelievable wealth stands side by side with unbearable poverty. This section provides a very brief guide to running adventures there.

DISTRICTS

London stretches 14 miles east to west, 8 miles north to south, with 122 square miles encompassing the many villages and towns it has swallowed in its expansion. These are the 27 “boroughs” surrounding its original heart, the “City Proper,” increasingly a district of busi-

THE FYODOROV EXPEDITION

The globetrotters may investigate Fyodorov's expedition. There's nothing in the British Library, so they must track down people familiar with Central Asian archeology or Fyodorov's theories. Any reasonable plan should have a chance of success; Gamemasters may also introduce Maksim Verkhsky (page 26), the famous Russian archeologist.

To find out about the Fyodorov Expedition: +1 for asking around Russian circles; +1 for archeological circles; +1 for the Russian embassy. Skill synergies with **Academics: History, Anthropology (Archeology), Diplomacy, and Investigation.**

Roll Options:

- * Average (Difficulty 2) **Bureaucracy (Academia or Government)** roll.
- * Tough (Difficulty 3) **Influence** roll in appropriate circles.

Results:

- * **Failure:** The articles seem correct: Fyodorov left for Central Asia last year, searching for "the Biblical Eden."
- * **Minor Success (0+):** Fyodorov theorizes the Pamir Mountains of Central Asia are the homeland of the Indo-European people, who dispersed to what would become India, Persia, and Europe.
- * **Simple Success (1+):** Fyodorov's theories are more than academic—he's a mystic. He believes the desolation of the Pamir Mountains is proof of what mankind has lost since the Biblical Fall, and that they hold the secret to how it might be restored to its former glory.
- * **Complete Success (2+):** Fyodorov claimed to have discovered legends locating Eden and the "bones of Adam" in the Pamirs!
- * **Major Success (3+):** Fyodorov believes that "ancestral dust" from the Pamir Mountains can be reconstituted by science—to physically rebuild the Garden of Eden!

Many others consider Fyodorov to be nothing more than just another deluded seeker of "Shangri-La," the legendary lost paradise at the roof of the world.

WHAT IF THE CHANCELLOR IS AN IMPOSTOR?

Depending on the outcome of *The Dreaming Spires*, the Chancellor of Great Britain may be a Communist impostor—the nefarious double, Golyadkin. If so, the globetrotters have a deadly foe who will seek to thwart their every move. By default, this adventure assumes this is not the case. If the Chancellor is an impostor, however, Gamemasters should increase the difficulty of appropriate dice rolls by one or two levels whenever applicable, and make encounters such as the Specialist (page 17) more deadly, describing Golyadkin's insidious influence behind the scenes.

ness and finance. Broadly speaking, London is divided as follows:

THE CITY AND THE EAST END

London's eastern half is its commercial heart, including the port and docks, the Bank of England, the Stock Exchange, and the many mercantile and underwriting businesses. It's the location of the Inns of Court at Chancery Lane; the inventors, unorthodox scientists, and clockwork engineers of Clerkenwell; and the beautiful cathedral of St. Paul's and the London book trade at nearby Paternoster Row. The East End includes Whitechapel, Houndsditch, and the Minories, with their many Jewish dwellings and tailors; and the manufacturing districts of Bethnal Green and Spitalfields.

THE WEST END

London's western half houses government, cultural, and consumer activities, including the Queen's seat at

Buckingham Palace, the government offices at Whitehall and the Houses of Parliament, and the clubs, museums, shops, theaters, and embassies which give London its glitter. It's renowned for its parks, squares, and opulence.

THE LONG SHORE

Extending along the banks of the River Thames east of the City lie the quays, wharves, and storehouses, often lawless and cosmopolitan, which are the hub of the Empire's maritime trade.

THE RIGHT BANK ("SOUTH OF THE RIVER")

Linked to London's heart by bridges over the Thames, south London has a varied, often impoverished, and less urban character, including the potteries, glassworks, and tanneries of Southwark, Lambeth, and Bermondsey; and, further downriver, the cattle-market of Deptford, Greenwich hospital and observatory, and the arsenal and dockyards at Woolwich.

LEAGUES OF ADVENTURE

GETTING AROUND

“SHANKS’S PONY”

Only the poorest Londoner travels by foot, as the metropolis is too large to cross in the hours of daylight. For short journeys, however, the proverbial “Shank’s Pony”—or walking—is quick, practical, and invigorating. The custom is to keep to the left, a practice that saves the walker many accidental bruises and harsh words on the city’s densely packed streets!

THE ‘BUS

London’s omnibuses are a miracle of the modern age: two-storey horse-drawn carriages seating several dozen passengers. The open-air “garden seats” on top are agreeable in fine weather and freely patronized by ladies. Fares range from a ha’penny to sixpence or more, with routes that connect most of central London. A motor omnibus even runs along Oxford and Regent Streets, a testament to the genius of London’s engineers and the metropolis’ bright future.

TRAMWAYS

Larger than the ‘buses, London’s horse-drawn trams run frequently, carrying millions of passengers annually between the center of London and outlying districts, with fares that are comparable to ‘buses.

THE RAILWAYS

Overland railways are excluded from the center of London by law, and so the city is ringed with terminus stations providing arterial access to the farther-flung reaches of the British Isles. Terminals include Euston Square Station, St. Pancras, King’s Cross, Marylebone, Paddington, Liverpool Street, Broad Street, Charing Cross, Cannon Street, and Victoria Station. For travel in the city proper, passengers must transfer to cabs, ‘buses, tramways, or the world-famous “Underground” railway.

THE UNDERGROUND

To avoid pollution, congestion, and property destruction, underground railways run beneath central London, forming a ring, with aboveground stations and several branch lines. The average fare is 2d, and the service carries 3 million passengers every week. The older steam locomotives create a smoke-filled inferno, particularly in the summer months, and experiments with internal combustion and electrical motors are underway.

CABS

More refined travellers may find London’s cabs pref-

erable to the crowds of the ‘buses, tramways, and the Underground. With a fare of 1 shilling for up to 2 miles, and sixpence per mile thereafter, small and uncomfortable *four-wheelers* hold four persons (and an optional fifth beside the driver), but better still is the famous *Hansom*, a two-wheeled cab seating two (three at a squeeze) in greater comfort. A small number of electric and motor cabs also ply the streets—an exotic sight indeed!

ATMOSPHERE

EXPANSION

The story of 19th century London is one of massive expansion. In 1801, the city’s population was a little over a million; in the 1890s, it has already exceeded five-and-a-half million, rapidly continuing to increase! Construction is everywhere: filthy tenements are torn down and replaced with new. Green fields and sleepy villages are being urbanized at a frightening rate. There is huge dislocation, as tenants of condemned houses are turned out with little notice, with people constantly on the move. It’s often said that Londoners never know their neighbors, as entire neighborhoods seem to vanish almost overnight.

IMMIGRATION AND COSMOPOLITANISM

London’s population has doubled in the past 40 years, mostly through immigration, especially from Ireland and Eastern Europe. There are now more Scots in London than Aberdeen, more Irish than in Dublin, more Jews than in Palestine, and more Roman Catholics than in Rome. There are 15,000 Americans, 8,000 French, and hundreds of Germans and Italians. In some districts hardly a word of English is spoken, and foreign restaurants have given the Londoners a taste for exotic cuisine.

POVERTY

Expansion, dislocation, and immigration have created appalling poverty, although things are slowly improving. Mid-century, over 100,000 children lived homeless on London’s streets. While charities and organizations are working to change this, Dickens’ famous fictional children, “Want” and “Ignorance,” still throng the metropolis, to its continuing shame.

Most poverty is excluded from the wealthier districts. Visitors to theaters, boutiques, and restaurants in the West End rarely glimpse the hapless shapes cowering in the shadows. In the East End and beyond, however, the poverty is blatant, and any of means who find themselves there are in danger of being robbed at knifepoint... or worse.

GLOBETROTTERS IN LONDON

Gamemasters wishing to emphasize London's mayhem and strangeness may use the following guides.

Getting Around: Gamemasters may require Average (Difficulty 2) **Reason** rolls to find a location, with a +2 modifier for a famous location, and a -1 for one unknown or hard to find. Characters using a cab gain a +1 bonus. Failure may require more time, or leave characters lost in unfamiliar and even perilous surroundings!

Streetwise: London has a knack for relieving a visitor of his wealth, whether a few pennies extra on a cab fare or an elevated price for a meal, or an item found while shopping. Characters spending money should make Average (Difficulty 2) **Streetwise** rolls to avoid paying twice the usual price.

Knowing When a Neighborhood is Dangerous: Even in better-lit and more lawful districts, an ignorant visitor can take a wrong turn and quickly find himself in trouble. Gamemasters may require Average (Difficulty 2) **Empathy** or **Streetwise** rolls to avoid dangerous districts.

Maybe It's Because I'm a Londoner: Londoners have an instinct for their city, knowing the best ways to travel and survive day to day. A native Londoner, or a long-term resident (regardless of nationality), gains a +2 bonus to any of the above rolls.

Further details of London can be found on *Leagues of Adventure*, pages 218-21.

EPISODE ONE: DEATH OF A SCIENTIST

In the freezing, snowbound winter, as Christmas approaches, a British scientist, Dr Ottiwell Clinker, has been murdered, and a mysterious invention stolen. Inspector Bramwald Hunter of Scotland Yard can make neither head nor tail of it, and turns to the globetrotters for their aid.

SCENE 1: BLOOD ON THE SNOW

Inspector Hunter (*The Dreaming Spires*, page 25) meets the globetrotters at a house, one of the "new villas" in the suburb of Hampstead in North London, where the body of Doctor Ottiwell Clinker, the house's owner, was found by the housekeeper, Mrs. Slaker. Inspector Hunter describes the situation, and then allows the globetrotters to conduct their investigation.

REFUGEES

The London of the 1890s prides itself on its tolerance, offering sanctuary to refugees from persecution across the world. In recent years, tens of thousands of Ashkenazi Jews fleeing from the pogroms in Russia have settled in London, turning parts of the city, particularly the East End, into ghettos where hardly a word of English is heard.

Many refugees are political activists fleeing the Czar's *Okbrana*, or secret police, publishing political pamphlets and periodicals in both English and Russian. The British establishment views them with indifference, so long as they don't pursue their revolutionary activities on British soil—an attitude which exasperates the oppressive regimes targeted by their activities, Czarist Russia in particular.

The Social Democratic Federation, the Socialist League, and the Fabian Society are all founded in quick succession in the early 1880s, and the famous anarchist Peter Kropotkin moves to London in 1886, writing for *The Times* and *The Geographical Journal*. He becomes a familiar society figure—Oscar Wilde writes about him—and attends the famous Sunday evenings of William Morris' Hammersmith Socialist Society.

THE LABORATORY

Clinker was an engineer and keen inventor, well connected in the scientific world, and news of his murder will come as a shock. His laboratory is a ramshackle room of chemicals, mechanisms, tools, and a variety of experimental power sources. While not ransacked, it has clearly been disturbed.

To Make a Quick Survey of the Laboratory:

Roll Options:

- * Easy (Difficulty 1) **Investigation** roll. A Simple Success is the best result that can be obtained, unless the character uses skill synergy with the **Science** skill.

Results:

- * **Failure:** An invitation lies upside down on the floor, to a Christmas Ball in honor of the visiting Princess Charlotte of Prussia, aboard the HMS *Hrimnir*, the famous "Ice Leviathan," which is currently moored by London Bridge.
- * **Minor Success (0+):** The laboratory specializes in engineering; on one desk stands an Improved Acoustic Amplifier (see sidebar). A Tough (Difficulty 3) **Reason** or **Investigation** roll, or an Average (Difficulty 2) **Science: Engineering** roll is required to understand its function.
- * **Simple Success (1+):** Something is missing; a massive device appears to have been built here, but has been removed.
- * **Complete Success (2+):** There are trace quantities of chemical compounds in preparation vessels; empty

THE OTTIWELL CLINKER IMPROVED ACOUSTIC AMPLIFIER

One of Clinker's projects was a more portable and less obtrusive version of the Acoustic Amplifier & Direction Finder (*Leagues of Adventure*, page 151).

Improved Acoustic Amplifier

Artifact 2

This device looks like a robust umbrella with an ornate handle, and is perfectly serviceable at keeping off London's frequent rain showers. When turned inside out, the umbrella forms a parabola, and the handle becomes an earpiece enabling a user to overhear conversations at a distance. Although unobtrusive when carried, the Amplifier is noticeable in use, so discretion is advised!

Enhancements: Increased Attribute: +2 Perception rating (+2 Enhancements); Alternate Function: Umbrella (+2 Enhancements).

containers of their constituents suggest the compounds were created in large quantities—perhaps a hundredweight or more.

- * **Major Success (3+):** The chemical compounds either burn very quickly or are extremely explosive.

The globetrotters may examine Clinker's desk and personal papers.

To Examine Clinker's Desk:

Roll Options:

- * Average (Difficulty 2) **Investigation** roll.

Results:

- * **Failure:** The doctor kept a great deal of correspondence, mostly unfathomable technical description.
- * **Minor Success (0+):** There is no sign of a journal or diary. An Easy (Difficulty 1) **Academics** or **Science** roll or Tough (Difficulty 3) **Reason** roll reveals this is unusual for an experimental scientist.
- * **Simple Success (1+):** Letters between Clinker and one Konstantin Tsiolkovsky discuss technical details of a major project. An Average **Science: Engineering, Chemistry, or Physics** roll, or a Tough (Difficulty 3) **Craft: Mechanics or Chemistry** roll reveals Clinker was working on a chemically propelled flying machine—a rocket!

THE HOUSEKEEPER

The globetrotters may interview Mrs. Slaker, Clinker's housekeeper.

To interview Mrs. Slaker:

Roll Options:

- * Easy (Difficulty 1) **Investigation (Interview)** roll.

Results:

- * **Failure:** The doctor always worked alone. He was very popular—Mrs Slaker can't think who'd want to harm him.
- * **Minor Success (0+):** Recently a young foreign gentleman visited the doctor several times, who she describes as a friend and correspondent—she has his card somewhere. He was the last person to see the doctor alive—in fact, he visited just last night. His card bears the name "Konstantin Tsiolkovsky," with a boardinghouse address on Windmill Street. See **Scene Three: The Rocket Scientist**.
- * **Simple Success (1+):** The doctor recently received some worrying correspondence, apparently a business offer.
- * **Complete Success (2+):** The doctor was visited a couple of nights ago by a man with whom he had a terrific row—but it was not Tsiolkovsky. Maybe she has *his* card somewhere... (The card bears the name "Anglo-Russian Friendly Society," with an address on Wentworth Street, East London. See **Scene Two: The Anglo-Russian Friendly Society**.)



FURTHER AFIELD

Investigating Clinker's legal and financial affairs takes a few days, but an Average (Difficulty 2) **Bureaucracy** roll reveals a major patron, Sir St. John Beaulieu (page 27), the British Foreign Secretary. If the characters meet him through his personal private secretary in Whitehall, Cornelius Slythe (page 27), requiring a Hard (Difficulty 4) **Bureaucracy** roll (skill synergy with **Diplomacy**, rank and status bonuses apply), Beaulieu is both shocked by Clinker's death and alarmed by the theft of the device, which he only says was for the War Office. Neither he nor Slythe have any idea why Clinker was murdered, or who may have stolen his work.

WHAT NEXT?

The globetrotters have several leads, including: the invitation to the Christmas Ball aboard HMS *Hrimnir*, one address for airship pioneer Konstantin Tsiolkovsky, and another for the mysterious visitor from the "Anglo-Russian Friendly Society"...

SCENE 2: THE ANGLO-RUSSIAN FRIENDLY SOCIETY

The visiting card address of the Anglo-Russian Friendly Society leads to a seedy-looking boardinghouse on Wentworth Street, in London's East End, the location of the huge and well-known "Jew's Market," managed by Ashkenazi Jewish refugees from Eastern Europe and Russia.

This Christmas, despite the deep snow and freezing cold, the Market continues notwithstanding. Sallow-faced people, wrapped up against the influenza pandemic ravaging the city, have little to call their own, and the globetrotters soon find themselves the cynosure of jealous eyes!

Asking at the boardinghouse reveals the "Anglo-Russian Friendly Society" is an empty room. Old Widow Killiver, an ancient crone with a mouth like an iron purse and armored in perpetual yet frayed mourning, is tight-lipped, even in the presence of "City swells."

To Prise Information from Old Widow Killiver: +1 bonus for a 5 shilling bribe; +2 for a sovereign.

Roll Options:

- * Easy (Difficulty 1) **Streetwise (Carousing)** roll
- * Average (Difficulty 2) **Con (Fast Talk or Seduction)** roll
- * Tough (Difficulty 3) **Investigation (Interview)** roll

Results:

- * **Failure:** "I can't tell you nuffink, sir, I'm sure. The lady vos wery partial it all be kept mum, an I'm as good as my word, strike me down if I'm not."
- * **Minor Success (0+):** "But she did 'ave a powerful lot of wisitors, sir, if you follow my meaning. I never did see such a lot of toffs in my old crib!"

ABOUT TSIOLKOVSKY

The globetrotters may already know about Konstantin Tsiolkovsky, or find out about him before visiting his Windmill Street address.

To Know About Tsiolkovsky:

Roll Options:

- * Easy (Difficulty 1) **Pilot: Aerial** roll
- * Average (Difficulty 2) **Science: Chemistry, Engineering, Physics, or Gunnery (Rockets)** roll
- * Average (Difficulty 2) **Diplomacy (Persuasion)** or **Investigation (Interview)** roll at the Russian Embassy (Chesham House, Belgrave Square) or appropriate venue; skill synergies with **Bureaucracy (Government)** and **Con**.
- * Tough (Difficulty 3) **Con** roll at the Russian Embassy or appropriate venue.

Results:

- * **Minor Success (0+):** Tsiolkovsky is a pioneer of airship technology.
- * **Simple Success (1+):** Tsiolkovsky is also an expert on flying machines.
- * **Complete Success (2+):** He has recently published preliminary papers on rocket engines.
- * **Major Success (3+):** Tsiolkovsky is in London at the moment, on a tour of Europe. He can be contacted via the Embassy, or his acquaintance Maksim Verkhsky, the noted archeologist (page 26).

- * **Simple Success (1+):** "Ooh, wery tidy they vos. But wery serious, sir. Wery dark, if it's not out of keeping with the situation to say so."
- * **Complete Success (2+):** "Bless your kindness, if I 'aven't just remembered summink wot will do your good kind self a favor. One of 'em was all in black, sir, like in government offices. Proper mousy, always wringin' 'is 'ands..."

Old Widow Killiver's is being watched, by a trio of "nobbler" hired by the Red Baroness (page 26), the "lady" who hired the room. When the globetrotters leave the house, they are set upon by the nobblers, who attempt to drag them into a nearby slaughterhouse and carve them up with butchers' knives!

Slaughterhouse Nobblers

Ally 1

Archetype: *Thug*; **Motivation:** *Greed*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 4, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 6, Perception 2, Initiative 3, Defense 5, Stun 4, Health 4

Skills: Brawl 6, Con 2, Intimidation 3, Larceny 3, Melee 7, Streetwise 2

Talents: Iron Jaw (+1 Stun Rating included)

Flaw: Short Temper

Weapons: Butcher's Knife 9L, Punch 6N

The nobblers use Strength vs. Strength opposed rolls to drag the globetrotters into the slaughterhouse; char-

THE JEWS' MARKET

Before the 1880s, the "Four Streets" around Wentworth Street in London's East End were famous as a den of thieves, prostitutes, and ne'er-do-wells. Subsequent settlement by Ashkenazi Jewish refugees has completely changed the area.

In the 1890s, Wentworth Street is the site of "Petticoat Lane" and the "Jews' Market," a huge ghetto mart selling old clothes, combs, razors, sponges, fake jewelry, Hebrew books and synagogue equipment, and more. Busiest on Sunday mornings, its coffee houses sell highly spiced confectioneries such as "butter cake," "bolas," and "stuffed monkey," with streetside stalls stocking exotic foodstuffs like Spanish olives, pickled Dutch cucumbers, herrings in brine, German sausage, dried beef and mutton, smoked salmon, kosher meat, unleavened cakes, and raw and dried fish.

Renowned for its exotic atmosphere, it's very poor but generally well behaved, with many charities, little drunkenness, and a self-reliant spirit—although visitors should certainly guard their pockets and purses!

WHAT NEXT?

The globetrotters may now be aware that a dangerous weapon—the Sky Torpedo—has been stolen from the late Doctor Clinker, and a woman and one or more well-to-do men who are somehow involved will stop at nothing to cover their tracks. They may detect the involvement of a member of the government, and a renowned airship scientist. Finally, they have discovered a lead to an upcoming society event: the Christmas Ball aboard the HMS *Hrimnir*, the legendary Ice Leviathan!

acters resisting remain in the street, with the following options:

- * **Jump in the Cab:** assuming the globetrotters' Hansom is waiting, and they gain the initiative on the next Combat Turn, they may attempt to escape, requiring a **Ride** roll, opposed by the **Strength** of any nobbler trying to stop them. Multiple nobblers may use Teamwork (*Leagues of Adventure*, page 32) for a maximum of 12 dice.
- * **Call for Help:** There are no policemen around; however, the globetrotters may appeal to the locals, a Hard (Difficulty 4) **Performance (Oratory)** or **Diplomacy (Leadership)** roll. Allow modifiers for inspired speeches; success provides a +2 bonus to actions, as the locals harangue and interfere with the nobblers.

Once in the slaughterhouse, appeals for help are impossible. The horrific surroundings and menacing nobblers will require each globetrotter to make a Tough (Difficulty 3) **Courage** roll or become shaken. Gamemas-

ters using the *Globetrotter's Guide to Gothic Horror* may substitute a Difficulty 2 **Horror** roll instead.

The nobblers have been handsomely paid to "noble" anyone investigating the "Anglo-Russian Friendly Society," and are intent on murder. If apprehended and interrogated (Difficulty 4, or Difficulty 2 with the **Linguistics (Slavic)** skill), they are unforthcoming: "I can't grass on her—she'd top me anyway!" Who is "she"?

SCENE 3: THE ROCKET SCIENTIST

Tsiolkovsky's visiting card leads to a different boarding house, on Windmill Street in central London. Between Oxford Street and Fitzroy Square, north of Soho, the area has been settled in recent years by French and German émigrés and ex-communards, and has a reputation for radicalism. There's a communist soup kitchen in Rathbone Place, and anarchists and socialists frequent Andinet's, a French restaurant in Charlotte Street, a favorite haunt of Karl Marx until his death a few years ago.

When the globetrotters meet Tsiolkovsky (page 9), they find him to be neither anarchist nor Communist, although he is sympathetic to the Cosmist cause and moves easily in many circles. He has visited the nearby Autonomie Club (see sidebar) with his acquaintance Maksim Verkhsky (page 18) several times, and eats with him in Andinet's. Indeed, he suggests that he and the globetrotters talk in Andinet's rather than his mean boarding house bedroom—unless the characters would like to visit the scandalous Autonomie Club (page 18) instead?

To Interview Konstantin Tsiolkovsky: He starts off at *Helpful*; Influence rolls may sway him to *Loyal* for a +2 bonus.

Roll Options:

- * Tough (Difficulty 3) **Investigation (Interview)** roll
Results:
- * **Failure:** Tsiolkovsky is floored by news of Clinker's death—he was only talking to him the other night. An Average (Difficulty 2) **Empathy** roll reveals he's telling the truth.
- * **Minor Success (0+):** Tsiolkovsky is a passionate scientist, with a strong sense of social justice. He sympathizes with the radicals.
- * **Simple Success (1+):** He corresponded with Clinker for over a year, and also knows Maksim Verkhsky, whom he is meeting at the upcoming Christmas Ball aboard the HMS *Hrimnir* (he still has his invitation). He admires Europe's technological achievements, and is looking forward to seeing the Ice Leviathan.
- * **Complete Success (2+):** Clinker shared his interest in flying machines; indeed, his most recent project was a "Sky Torpedo," a flying bomb using rocket technology!

EPISODE TWO: THE ICE LEVIATHAN

As Christmas approaches, Londoners blithely skate upon the frozen Thames. Ships are iced in, except for the HMS *Hrimnir*, popularly called the *Ice Leviathan*, moored just south of London Bridge. This prototype amphibious icebreaker (see page 24) is the darling of the papers, outfitted with a ballroom which is the talk of London high society.

SCENE 1: THE CHRISTMAS BALL

The Russian Embassy in London is holding a Christmas Ball on the HMS *Hrimnir*, inviting diplomats, socialites, and London's great and good. The Ball's highlight is a presentation of the fabled "Emerald Scarab" by the Russian Ambassador to Princess Charlotte Alexandrine, a visiting member of the Prussian royal family and relative of Kaiser Wilhelm. Stories abound about the Scarab's unspeakable beauty and mysterious powers, and there is a palpable excitement among the attendees to see it and its glamorous recipient. Rumors are bandied about that Prince Albert Victor himself, son of the Prince of Wales, will attend!

The globetrotters may attend the Christmas Ball for various reasons, including the clue found at Doctor Clinker's house, or simply to meet Tsiolkovsky. It's *the* place to be, and as well-connected celebrities, they should have no trouble securing invitations.

TALKING TO GUESTS

Throughout this episode, the globetrotters may interact with the hundred or so guests attending the Christmas Ball. Key guests are detailed below.

Interacting, whether by "hobnobbing" or dancing, requires an **Influence** roll, with a Difficulty based on the guest's "approachability" (many are upper-crust and quite frosty). Rank and status bonuses apply. Characters may glean information from each guest.

Princess Charlotte Alexandrine, Princess of Prussia: An attractive scion of the Prussian royal family, Princess Charlotte is reputed to be husband-hunting. Approachability: *Very Hard* (Difficulty 5).

- * **Failure:** The Princess's retinue deftly rebuffs the character.
- * **Minor Success (0+):** The Princess greets the character politely.
- * **Simple Success (1+):** The Princess talks or dances with the character, providing a +2 interaction bonus for the evening.

THE ORDER OF EVENTS

The Ball has a well-managed order of events, summarized below.

- * **8pm: Drinks**
- * **9pm: Presentation of the Scarab**
- * **9.15pm: Dancing (The Waltz)**
- * **10pm: Talk by Professor Verkhsky (Scene Two)**
- * **10.15pm: Dancing (Cossack Dancing, the Mazurka, the Polka) (Scene Three)**

Heinrich von Gramthaler, the German Ambassador: A stuffy old Prussian with outrageous mustache and monocle, von Gramthaler clicks his heels constantly, and will always be found in close proximity to the Princess. Approachability: *Very Hard* (Difficulty 5).

- * **Failure:** The Ambassador blanks the character, imposing a -1 interaction penalty for the evening.
- * **Minor Success (0+):** The Ambassador admires the HMS *Hrimnir*, wondering wryly if polar bears are similarly well armed.
- * **Simple Success (1+):** The Ambassador recognizes the character from the Trinity Bomb Plot, and trusts he's not looking for Communists tonight! An Average (Difficulty 2) **Empathy** roll reveals the Ambassador is afraid for the Princess's safety.
- * **Complete Success (2+):** The Ambassador implies the Russians are playing games by presenting Princess Charlotte with the Emerald Scarab, showing off the riches of their vast Imperial domains.

Prince Albert Victor, His Royal Highness, the Duke of Clarence and Avondale: Son of the Prince of Wales, and much loved by the British people, Prince Albert Victor will one day be King. He looks a "little ill" (there are rumors of gout and fever), and has just recently returned from a six-month official visit to India—an Average (Difficulty 2) **Reason** roll recalls there were rumors of "scandal" the year before which may have caused his departure. Affable and chatty, he is being introduced to Princess Charlotte as a prospective spouse. Approachability: *Hard* (Difficulty 4); *if the character is female: Tough* (Difficulty 3).

- * **Failure:** "Sorry old chap—be with you in a moment." The Prince charmingly avoids talking to the character.
- * **Minor Success (0+):** "I say—I think you and I are the only English here, what?" The character gains a +1 interaction bonus for the evening.
- * **Simple Success (1+):** "Well, a chap's got to marry. If only there weren't so many strings attached." +2 interaction bonus for the evening.
- * **Complete Success (2+):** "Look at these military types—I hope no one says a wrong word. They'd go off like a barrel of gunpowder, what!" +3 interaction bonus.

Major Voldemar von Roloff: An aggressive German

LEAGUES OF ADVENTURE

Junker in full-dress uniform with a cavalry saber, glaring at the French delegation and clicking his heels loudly. See page 14 for statistics. Approachability: *Average (Difficulty 2)*.

- * **Minor Success (0+):** "Forgive me—I must watch over the Princess. It is my duty."
- * **Simple Success (1+):** "My regiment is my honor. I would die for it. Not like those French cowards!"
- * **Complete Success (2+):** "I do not know if the Kaiser would approve of the Princess taking jewels from the Czar. It is... demeaning!"

Chef d'Escadrons Commandant Alois Esterhazy:

A cynical French officer in full-dress uniform with a cavalry saber, glaring at the German delegation and talking loudly. See page 14 for statistics. Approachability: *Average (Difficulty 2)*.

- * **Minor Success (0+):** "Do you see—they have invited us here to gloat!" (Nodding towards the Prussians.)
- * **Simple Success (1+):** "It is since the war! The Russians now make friends with the Germans. Pahl!"

Sir William Vernon Harcourt, the British Chancellor: The Chancellor may be a friend of the globetrotters (Approachability: *Easy (Difficulty 1)*), or a Communist impostor (Approachability: *Nigh Impossible*). The following results assume the former:

- * **Failure:** "Delighted to see you, my friends! This evening we see the Russians showing off their Imperial treasures, eh!"
- * **Minor Success (0+):** "They're rubbing our noses in it, you know. Invading Central Asia is only a pretext to get close to British India!"
- * **Simple Success (1+):** "I don't trust Count Ostrovsky. He's as thick as thieves with that Verkhsky fellow. Archeology? I don't think so!"
- * **Complete Success (2+):** "Who is that woman Verkhsky has on his arm? Baroness La Rouge? Never heard of her!"

Theodore D. Powers: A madcap explorer from the United States ("the Colonies"), Powers is a believer in "Symmes' Holes"—polar openings in the Earth's crust that allegedly lead to a "Hollow Earth" within! He's in London because he believes the Ice Leviathan is the perfect vessel for such an expedition! Approachability: *Easy (Difficulty 1)*.

- * **Failure:** "You people sure throw a fancy party. Do you want to sponsor my expedition?"
- * **Minor Success (0+):** "Say, you hear about that Emerald Scarab? They say it's cursed—the Princess should watch herself!"
- * **Simple Success (1+):** "They say the Scarab's Egyptian—well, I don't know. Merv was the greatest city in the world, once. I reckon it could make its own scarabs."
- * **Complete Success (2+):** "Funny thing is, no one knows where Asian emeralds come from. One thing's for sure—they're not like Egyptian ones. You can tell by looking. There's proof of the Hollow Earth everywhere, if you know where to look!"

Baroness Salomé La Rouge (aka "The Red Baroness"):

A beautiful French woman of aristocratic demeanor in an extravagant red ballgown, she looks thoroughly bored with everything and talks with a languorous drawl. She hangs on Verkhsky's arm. Secretly, she is a Communist agent and skilled assassin: see page 26. Approachability: *Average (Difficulty 2)*.

- * **Failure:** "Go away, darling. This is all really too tiresome. I wonder why we all bother."
- * **Minor Success (0+):** "Look at everyone, parading and pretending. Isn't it all so false?"
- * **Simple Success (1+):** "And yet people starve outside. *Dans les rues*. Don't you just want to sweep it all away?"
- * **Complete Success (2+):** "It was you who defeated the Communist plot? Really... I wonder if you know what you did?"

Maksim Verkhsky: The noted Russian archeologist (page 26) struts round the ballroom with the Red Baroness (above) on his arm, seemingly devoted. He gives a talk on the Emerald Scarab as part of the presentation. Approachability: *Easy (Difficulty 1)*.

- * **Failure:** "My good fellow, you should sponsor my Anglo-Russian Expedition—it will deepen mankind's knowledge and promote peace between the Great Powers!"
- * **Minor Success (0+):** "The Emerald Scarab is a treasure—General Komarov, who discovered it, is a great friend of mine. I do not think it is Egyptian at all—Central Asia is filled with all kinds of secrets!"
- * **Simple Success (1+):** "Fyodorov? I don't like his politics, but we are men of science! The Cosmists may be 'onto something,' as you say—there are secrets in the Pamirs. Won't you join the expedition?"
- * **Complete Success (2+):** "Narodnikov? The man was a criminal—I misjudged him terribly. Those Communists have only their own interests at heart—and damn the rest of us!"

Cornelius Slythe: An obsequious civil servant (page 27) following Sir St. John Beaulieu, the Foreign Secretary, looking quite out of place. A Hard (Difficulty 4) Perception roll reveals he's avoiding meeting the eye of Maksim Verkhsky. Approachability: *Easy (Difficulty 1)*.

- * **Minor Success (0+):** "I'm your very humble servant. The Foreign Secretary is always keen to foster international friendship. Very keen—I'm sure you understand."
- * **Simple Success (1+):** "Have you heard about Mr. Verkhsky's expedition? Very exciting—and it would be a great victory for diplomacy."
- * **Complete Success (2+):** "Are you for the expedition, sir? Shall I, humble though I am, introduce you to the Foreign Secretary?"

Sir St. John Beaulieu: British Foreign Secretary and patron of the sciences, Beaulieu (page 27) is smooth and very shallow. Cornelius Slythe (above), his personal private secretary, at some point introduces him to Maksim Verkhsky. Approachability: *Tough (Difficulty 3)*.

- * **Minor Success (0+):** "Capital idea, Christmas Ball, very good. Gets everyone together. Better talking than fighting, eh?"

THE EMERALD SCARAB CONSPIRACY

- * **Simple Success (1+):** “What? The Scarab? Worth a pretty penny—like to know what else the Russians are digging up out there, eh?”
- * **Complete Success (2+):** “Expedition? Capital idea! Devil of a job to persuade the Russians to let us in, though. Love to take a peek.”
- * **Major Success (3+):** “Clinker? Dashed shame, capital fellow. Best not talk about the you-know-what here, though. Never know who’s listening.”

Konstantin Tsiolkovsky: If the globetrotters haven’t already met him, the noted Russian airship pioneer (page 27) is attending the ball, and can introduce the characters to Verkhsky and the Russian Ambassador.

Count Yuri Ostrovsky, the Russian Ambassador: An obnoxious, arrogant, and condescending character (page 27), resplendent in the latest mustache and hair-style, he watches the ballroom guests like a man playing chess. Approachability: *Tough (Difficulty 3)*.

- * **Minor Success (0+):** “My good man, you can’t possibly expect me to comment. Good day.”
- * **Simple Success (1+):** “Can I introduce you to anyone in particular? I’m afraid my head is full of matters of state...” The character may choose a guest to be introduced to.
- * **Complete Success (2+):** “The expedition? I couldn’t possibly comment. Verkhsky is keen, but he does not understand the political implications. Do you?”

Doctor Polidori: A noted occultist and stage magician, Doctor Polidori is a wildcard for the Gamemaster. He has an unplaceable “foreign” accent, possibly Austro-Hungarian, and is fascinated by the Emerald Scarab. He is a member of the esoteric “League of Khepri,” a league obsessed with the Egyptian scarab-headed god and his occult powers of rebirth and creation. Approachability: *Easy (Difficulty 1)*.

- * **Failure:** “So much spectacle over so ancient a treasure—the Pharaohs would be proud!”
- * **Minor Success:** “The Scarab is priceless—I doubt anyone here knows its true value. It is sacred to Khepri.”
- * **Simple Success:** “Khepri and the Scarab represent the Sun rising, the farthest east—the creation of the world itself.”
- * **Complete Success:** “Central Asia? I do not think so—though the Scarab has great powers of transformation. Perhaps those barren lands were once lush and fertile, like the mystic Fyodorov suggests.”
- * **Major Success:** “Yes, Fyodorov is a mystic—he believes in the rebirth and transformation of the world. These fools think he is political... Hah! He is a *magician*—a man after my own soul!”

DRINKS

As the guests arrive in full evening dress in the “ballroom” of the HMS *Hrimnir* (page 24), champagne is served as well as a variety of hot Christmas punches. During drinks, allow each mingling globetrotter to converse with one (and only one) of the significant guests making an **Influence** roll, with skill synergies from **Investigation**

(**Interview**) and appropriate bonuses. The Gamemaster should introduce Princess Charlotte, the Chancellor, the Russian Ambassador, Prince Albert Victor, the German Ambassador, von Rollof (the Prussian Junker), and Esterhazy (the French officer).

THE PRESENTATION OF THE SCARAB

Count Ostrovsky, the Russian Ambassador, makes a brief speech, explaining how the Emerald Scarab was discovered by General Komarov several years ago while on an archeological dig in the ruins of Merv, an ancient city in Central Asia. He then presents the Scarab, set in an ornate gold necklace, to Princess Charlotte, to tumultuous applause.

Allow each globetrotter an **Empathy (Body Language or Motives)** roll to observe the reactions of any one guest; use the guest biographies and details above to adjudicate reactions.

An Easy (Difficulty 1) **Reason** roll realizes the Russians are emphasizing the richness of their new Central Asian possessions—something the other guests regard as crass—although everyone is intrigued by the treasures those territories may hide.

THE WALTZ

After the presentation, Princess Charlotte leads the dancing with a waltz with Prince Albert Victor. Each globetrotter has another opportunity to interact with a guest; this time, **Influence** rolls may receive skill synergies from **Connoisseur** or **Performance (Dancing)**, as long as the character is dancing with a member of the opposite sex (all globetrotters may dance—spectacular Flaws such as Clumsy notwithstanding, with Style points awarded as applicable for having “two left feet”). Status and rank bonuses apply.

By the scene’s end, globetrotters have hobnobbed with guests, seen the Emerald Scarab firsthand, encountered the Red Baroness, Verkhsky, St. John Beaulieu, and Cornelius Slythe. They may have found clues to *who* might have dropped the invite at Doctor Clinker’s house, and who was behind the murder attempt at the Anglo-Russian Friendly Society.

SCENE 2: THE ANGLO-RUSSIAN EXPEDITION

After the first waltzes, the music pauses for a brief talk by Professor Maksim Vershky, the celebrated Russian archeologist, on the Emerald Scarab and Russian discoveries in Central Asia. The professor enthuses about a possible Anglo-Russian expedition to the “Roof of the World,” opining that perhaps even the HMS *Hrimnir* could breach the mysterious Pamir and Himalaya Mountains. Everyone titters, the foreign diplomats somewhat

THE EMERALD SCARAB

The globetrotters may research the Emerald Scarab further by talking to guests—Doctor Polidori, Verkhsky, and Theodore D. Powers in particular. If they physically examine the Scarab, a Tough (Difficulty 3) **Anthropology**, **Connoisseur**, **Science: Geology**, or **Investigation (Research)** roll (the last requiring a day's work in a library) helps them realize its color, refractive index, etc., indicate it is probably not Egyptian in origin. In fact, the Scarab seems to originate in no known source of emeralds—although it shares similarities with those of India.

Note for Gamemasters: The Emerald Scarab is neither Egyptian nor a scarab, despite being mounted in an Egyptian setting millennia ago. In fact, it's not even an emerald—it's from beyond the Great Glacier—see *Paradise Lost*, Scenario 4 in *The Great Game* campaign).

For Gamemasters using the *Globetrotters' Guide to Gothic Horror*, the Emerald Scarab can be treated as an Occult Relic:

The Emerald Scarab

Occult Relic 3

A beautiful pale yellowish green gemstone set in an ancient Egyptian gold brooch, which seems almost to shine with an inner light. Currently hung upon an elaborate golden necklace, tales of curses and uncanny powers have dogged the Emerald Scarab since its discovery in 1885. It provides its bearer with a Magic skill equal to twice their Willpower, and can sense spirits, place minor curses, and project a withering force against a target viewed through the jewel. Ill luck seems to dog the bearer, and each time it is used he becomes debilitated.

Enhancements: Harm (+4 Enhancements), Lesser Hex (+2 Enhancements), Sensitivity (+1 Enhancement)*, Spirit Sense (+2 Enhancements), Talent: Magical Aptitude (+2 Enhancements)

Limitations: Exhausting (-1 Enhancement), Toxic (-2 Enhancements), Unlucky (-2 Enhancements).

*Sensitivity gives a person touching the Scarab for the first time a mental "flash" of the last person to touch it.

nervously... surely the HMS *Hrimnir* could never reach so far inland?

To Evaluate Verkhsky's Talk:

Roll Options:

- * Easy (Difficulty 1) **Expeditions** roll
- * Average (Difficulty 2) **Bureaucracy (Government or Military)** roll
- * Tough (Difficulty 3) **Reason** roll

Results:

- * **Failure:** The British think the Anglo-Russian Expedition is an excellent idea, but believe the Russians

would never allow them into Central Asia. Relations between the two powers are at an all-time low—only a few years ago they were on the brink of open warfare over developments in the "Great Game" on the borders with British India.

- * **Minor Success:** The Ice Leviathan is a red herring; it would require vast amounts of coal to power it so far overland.
- * **Simple Success:** The Foreign Secretary and his personal private secretary are interested in Verkhsky's speech; the Chancellor and the Germans less so.
- * **Complete Success:** The Russian Ambassador is watching the Foreign Secretary and Verkhsky like a hawk. Surely he can't be in favor of the expedition?

SCENE 3: THE FRANCO-PRUSSIAN BRAWL

As the music strikes up for the popular "Mazurka" and "Polka" dances, or even some Cossack dancing, there is a sudden commotion. A passing comment by Verkhsky, praising the Prussian Junker Major von Roloff's cavalry regiment, provokes a snide aside from the French Commandant Esterhazy about its actions in the Franco-Prussian War—whereupon von Roloff challenges him to a duel! When the Frenchman sneers that the Major is very brave "before royalty and the ladies," the Prussian becomes incensed, and sabers are drawn!

Pandemonium! The duel must be stopped! The players may be itching for a fight, so let them wade in with gusto. Bear in mind, however, that murder isn't an option: the goal is to stop the combatants and protect the politicians and royals. Disarm maneuvers are appropriate, as are Grapple attacks, Blocks, Tricks, and Trips. The two combatants have no such qualms: honor must be satisfied!

Major Voldemar von Roloff

Ally 1

Archetype: *Military Officer*; **Motivation:** *Duty*; **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

Skills: Brawl 3, Bureaucracy 4, Diplomacy 3, Intimidation 4, Firearms 4, Melee 4

Resources: Rank 3 (Major) (+4 bonus)

Flaw: Impulsive

Weapons: Punch 3N, Saber 7L

Chef d'Escadrons Commandant Alois Esterhazy

Ally 1

Archetype: *Soldier*; **Motivation:** *Revenge*; **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

Skills: Animal Handling 4, Brawl 4, Firearms 4, Melee 4, Ride 4

Resources: Rank 3 (Commandant) (+4 bonus)
Flaw: Intolerant
Weapons: Punch 4N, Saber 7L

SCENE 4: THE CURSE OF THE SCARAB

During the confusion of the brawl, the globetrotters may make an Average (Difficulty 2) **Perception** roll to notice Princess Charlotte is suddenly nowhere to be seen (or notice automatically if they think to look). If they say nothing, have one of the male characters make a Tough (Difficulty 3) **Perception** roll to feel someone slip something in his pocket in the press. If he pulls it out, he has an immediate mental “flash” of the face of the Red Baroness (page 26), and finds himself holding the Emerald Scarab!

The Red Baroness makes a commotion. If the globetrotter is holding the Emerald Scarab, she points this out loudly. She then shouts “Where is the Princess?”

There is a scream: on deck, one of the guests has found the Princess, lying dead in the snow, blood pouring from her mouth!

The Prussian Princess has been assassinated! If the globetrotters immediately run to her body, a Tough (Difficulty 3) **Perception** or Easy (Difficulty 1) **Medicine** roll reveals cause of death was poison. Moments later, the Prussian contingent surrounds her body, some drawing weapons, while the British Chancellor, Foreign Secretary, and Prince Albert Victor look on, horrified. The Red Baroness points at the globetrotter, loudly proclaiming she saw him putting something in the Princess’s drink!

Police arrive. No one can believe the globetrotter is truly guilty, but the evidence points to him—he has the Scarab! The German Ambassador shouts, demanding he be tried and condemned to death!

The globetrotters must defend themselves quickly. Doubtless they suspect the Baroness, but have no proof. Any allies they may have made during the Ball offer support, insisting the accused clear his name. Verkhsky and, interestingly, the Russian Ambassador do likewise, declaring the Anglo-Russian Expedition is at stake!

To Defend Oneself Against the Accusations: The roll is made by the globetrotter who found the Scarab in his pocket; other characters may use teamwork. Verkhsky and the Russian Ambassador vouch for them, if they have agreed (implicitly or otherwise) to help finance the expedition, providing a +2 bonus; Cornelius Slythe does likewise, but requires an explicit bargain: “The Foreign Secretary can, of course, count on your support in return, eh?”

Roll Options:

* Tough (Difficulty 3) **Bureaucracy (Legal)**, **Con (Fast Talk)**, **Diplomacy (Persuasion)**, or **Performance (Oratory)** roll

Results:

THE POWERS OF DOCTOR POLIDORI

Although this scenario does not focus on the supernatural, Gamemasters with the *Globetrotters’ Guide to Gothic Horror* may wish to make more of Doctor Polidori and his esoteric powers. Here are his stats:

Doctor Polidori

Patron 2

Archetype: *Occultist*; **Motivation:** *Faith*; **Style:** 2

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

Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 6, Defense 5, Stun 3, Sanity 7, Health 7

Skills: Academics: History 5, Academics: Occult 8, Academics: Religion 5, Anthropology (*Culture*) 5, Anthropology (*Mythology*) 6, Diplomacy 4, Firearms 3, Linguistics (*Afro-Asiatic*, *Germanic*, *Greek*, *Romance*, *Semitic*) 5, Magic: Ceremonial (*Arcane Shield*, *Augury*, *Channel Dead*, *Fear*) 8, Melee 3, Performance (*Prestidigitation*) 5

Talents: Magical Aptitude, Psychic Resistance

Resources: Fellow of the League of Khepri 3 (+4 bonus, 2 bonus resources)

Flaw: Superstitious

Weapons: Sword Cane 5L, Light Revolver 5L (50ft, 6)

SECURING FINANCE

The globetrotters may support Verkhsky’s Anglo-Russian expedition, and help raise finances, contributing their own funds or using the “Securing Finance” rules from the *Globetrotters’ Guide to Expeditions*.

One of the themes of *The Emerald Scarab Conspiracy* is how the globetrotters involve themselves with the expedition; whether they oppose or support it and, if the latter, what role they see themselves playing. The Gamemaster should maintain a running total of any contributions the globetrotters obtain for the expedition, and track their relationship with Maksim Verkhsky; these factors will be important in the epilogue, *The Justice Expedition*, on page 25.

USING THE LISTENING DEVICE

Enterprising globetrotters (or those with poor dancing skills!) may use Clinker’s Improved Acoustic Amplifier (page 8) to eavesdrop on the guests. Characters require Tough (Difficulty 3) **Stealth** rolls to avoid detection, and a decent place to hide. Characters caught in the act face a minor scandal, as allies such as the Chancellor, Verkhsky, even Inspector Hunter, publicly disassociate themselves. They will also gain the “Bad Reputation” Flaw.

WHAT NEXT?

Things have taken a dramatic turn, and a conspiracy is afoot! Not only has someone assassinated a member of the Prussian royal family, but they have tried to frame the globetrotters! Their suspicions lean towards the anarchistic Red Baroness—but there is also talk of an Anglo-Russian Expedition to Central Asia by a man who supports the theories of the Cosmist leader! Can it be the Communists again? Tomorrow's headlines will doubtless muse so!

- * **Critical Failure:** The character is arrested and taken into custody pending trial. The remaining globetrotters must clear his name without him.
- * **Complete Failure (-2):** The character is taken into custody, but released on bail under a cloud of suspicion, gaining the "Bad Reputation" Flaw until his name is cleared.
- * **Simple Failure (-1):** The character looks horribly guilty, gaining the "Bad Reputation" Flaw. The police mount an investigation.
- * **Minor Success (0+):** Everyone is confused; the character is not accused, but is under a cloud of suspicion, gaining the "Bad Reputation" Flaw.
- * **Simple Success (1+):** Everyone agrees the character is probably not guilty, but asks that he endeavor to prove it.
- * **Complete Success (2+):** The character is believed—do the globetrotters accept the case to clear his name?
- * **Major Success (3+):** Everyone agrees the globetrotter has been framed, and urge one another to help clear his name. The characters gain a +2 bonus on social rolls to find the assassin for the rest of the scenario.

EPISODE THREE: A CONSPIRACY OF WHISPERS

The game's afoot! The globetrotters are mired in a conspiracy that has left them under a cloud of suspicion. The papers are full of accounts of the assassination, reporting the Germans have dispatched the *Lorelei*, one of their aerial dreadnoughts, to London to bring the Princess's body home. The HMS *Hrimnir* is to lead a flotilla down the Thames to accompany the *Lorelei*, to ease tensions between the two powers. But who was behind the assassination?

This episode is structured as a series of **investigations** and **consequences**. Investigations are numbered 1a, 2a, and so on; after each, a corresponding consequence

scene occurs, numbered 1b, 2b, etc. As the globetrotters investigate the assassination of the Princess, the targets of their investigations try to stop them—often violently!

The following scenes may occur in any order, and serve as models for similar investigations.

SCENE 1A: INVESTIGATING CORNELIUS SLYTHE

The globetrotters investigate Cornelius Slythe, personal private secretary to the British Foreign Secretary, Sir St. John Beaulieu (page 27), at his offices in a frigid Whitehall. Getting to see Slythe requires an Average (Difficulty 2) **Bureaucracy** roll.

If the globetrotters enter Slythe's office in his absence, a Tough (Difficulty 3) roll of **Bureaucracy** (*Government*), **Con** (*Fast Talk*), **Spying** (*Bribery*), or even **Stealth** (*Sneaking*), they may examine his desk and papers.

To Examine Slythe's Desk and Papers:

Roll Options:

- * Average (Difficulty 2) **Investigation** (*Crimes, Research, or Search*) roll

Results:

- * **Critical Failure:** The globetrotters are surprised *in flagrante* by a clerk! They must deal with him or he raises the alarm.
- * **Failure:** Slythe's paperwork is byzantine and unfathomable. However, it's clear he has complete control over what matters are seen by the Foreign Secretary.
- * **Minor Success (0+):** The globetrotters uncover evidence Slythe has been promoting the Anglo-Russian Expedition with the Foreign Secretary. They find a calendar entry for lunch with "V" at Simpson's Tavern in the next day or so (page 18).
- * **Simple Success (1+):** The globetrotters uncover the address of the Wentworth Street boardinghouse used by the "Anglo-Russian Friendly Society" (page 9).
- * **Complete Success (2+):** The globetrotters discover correspondence between Verkhsky and Slythe, including evidence of payments: Verkhsky has been bribing Slythe to push the Anglo-Russian Expedition with the Foreign Secretary.
- * **Major Success (3+):** The globetrotters find a folder of papers relating to the Chancellor's visit to Cambridge University prior to the Trinity Bomb Plot, including payments from "V&N" and Narodnikov's address on Green Street!

If the globetrotters question Slythe on any subject, either subtly or by direct confrontation, by default he is **Unfriendly**. If the globetrotters support the Foreign Secretary or are financing Verkhsky's expedition, his attitude is **Friendly** instead. Judge the content of Slythe's answers according to his knowledge and activities (see page 16).

To Prise Information out of Slythe: characters may

THE EMERALD SCARAB CONSPIRACY

use skill synergies with **Spying (Bribery)** for an expenditure of \$5.

Roll Options:

- * Average (Difficulty 2) **Intimidation (Interrogation)** roll

- * Hard (Difficulty 4) **Investigation (Interview)** roll

Results:

- * **Critical Failure:** Slythe detects the globetrotters' purpose, and clams up, shouting for Whitehall officers to remove them from the premises. His attitude is henceforth **Enemy**.
- * **Failure:** Slythe deflects their questions deftly. His attitude towards them becomes two steps worse.
- * **Minor Success (0+):** Slythe lets slip an incriminating hint in response to the globetrotters' questioning.
- * **Simple Success (1+):** Slythe prevaricates, but the globetrotters gain an answer to their question.
- * **Major Success (3+):** Slythe answers their question, and unwittingly provides more information.

Using **Intimidation** automatically sets Slythe's attitude to **Enemy**. Ideally this scene reveals him as corrupt and greedy, but an unwitting traitor, manipulated by Verkhsky, but there is no evidence he is a Communist. The globetrotters may even discover Slythe leaked the information about the Chancellor's visit to Cambridge to Narodnikov and Verkhsky in *The Dreaming Spires*.

What the globetrotters do with this information is up to them; they may even keep it quiet for the time being to avoid jeopardizing their larger investigation.

Slythe promises **anything** to stop the globetrotters from going to the authorities. If they don't stop him immediately, he attempts—somewhat muddleheadedly—to have the globetrotters “silenced.” See **Scene 1b: The Specialist**.

SCENE 1B: THE SPECIALIST

Slythe contacts a low-level government “specialist” to silence the globetrotters—permanently! The attack happens the same day as their interview—Slythe is in a hurry—and probably under cover of the darkness that descends early on midwinter London, usually around 4pm!

The Specialist (Government Assassin)

Ally 2

Archetype: *Assassin*; **Motivation:** *Greed*; **Style:** 1

Primary Attributes: Body 3, Dexterity 4, Strength 3, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 7, Perception 4, Initiative 6, Defense 7, Stun 3, Health 5

Skills: Athletics 5, Brawl 6, Firearms 8 (*Submachine guns* 9), Melee 6 (*Knives* 7), Stealth 6

Resources: Artifact 2 (Submachine gun)

Flaw: Phobia: Bright Light

Weapons: Straight Razor 7L, Submachine gun 11L (25ft, 20 (m), A)

Notes: Equipped with a prototype submachine gun ob-

THE LEGEND OF THE GARDEN

Nikolai Fyodorov discovered the following legend told by the tribes of Central Asia, as he informs Verkhsky in an excited letter:

“In the beginning, God created Heaven and Earth, and went among the tribes of Men, bestowing lands for their descendants. But the Pamiri tribe was kind and well mannered, and did not push to the front to receive their lands like the other tribes. When their time came, God looked at them in surprise, and said, ‘I did not realize there were still people waiting. There are no lands left!’

And the Pamiri wept, gnashed their teeth, and bewailed their fate. And the Lord took pity on them.

‘There is one land left,’ God said. ‘It was mine own garden, but now I give it to you, for the Pamiri to dwell in for all the generations to come. It is called *Badakhsban*.’

And that is why the Pamiri even today still live in the lands which were once the Garden of God.”

tained by Slythe from (and invented by) the late Doctor Clinker. Tsiolkovsky can recognize it.

SCENE 2A: AT VERKHSKY'S

Professor Maksim Verkhsky lodges in well-appointed rooms on Lyall Street, close to the Russian Embassy on Belgrave Square. If the globetrotters keep a watch on the place, roll as shown below. Surveillance takes a full day, amidst heavy snowfall. If they are using Clinker's Improved Acoustic Amplifier, the Gamemaster should modify the following descriptions accordingly (for example, the message for Verkhsky may be spoken instead of handed to him on paper).

To Keep a Watch on Verkhsky's Rooms:

Roll Options:

- * Easy (Difficulty 1) **Investigation** or **Spying** roll.

Results:

- * **Minor Success (0+):** The globetrotters see Baroness Salomé La Rouge, the Red Baroness, visiting Verkhsky! She remains for 30 minutes, then leaves for her apartments. An Average (Difficulty 2) **Empathy (Body Language or Motives)** roll reveals the two look businesslike, with no sign of a romantic liaison.
- * **Simple Success (1+):** The globetrotters see a mysterious figure deliver a message to Verkhsky (see below). If they are using the Improved Acoustic Amplifier, the message is spoken (in Russian) instead.

Daring globetrotters may visit Verkhsky in his rooms—or even break in while he is away!

To Search Verkhsky's Rooms:

Roll Options:

- * Easy (Difficulty 1) **Larceny** roll.

THE AUTONOMIE CLUB

London is a safe haven for foreign dissidents, as the British establishment is generally tolerant, turning a blind eye to gatherings that would be ruthlessly suppressed in less enlightened countries. The Autonomie Club on Windmill Street in central London is the lifeblood of the London anarchists, frequented by English activists as well as those from farther afield, including France, Germany, Eastern Europe, and Russia. Famous anarchists such as Peter Kropotkin, Johanna Lahr, and William Morris visit, and the police keep a close eye.

The club itself is small, only two rooms, and nearly everyone knows everyone else. *Freedom*, the monthly journal of anarchist socialism, is on sale, at one penny. The club's members watch for infiltrators and police informers. Many members have violent pasts, which they might be quick to demonstrate.

- * Average (Difficulty 2) **Investigation (Search)** roll.
 - * Tough (Difficulty 3) **Con** roll.
- Results:*
- * **Critical Failure:** The globetrotters are caught red-handed, either by Verkhsky, or perhaps a housekeeper or local constable!
 - * **Failure:** Verkhsky's suspicions are roused; alternatively, the globetrotters fail to break in.
 - * **Minor Success (0+):** The globetrotters find correspondence between Verkhsky and Slythe about "persuading the Minister," including a calendar entry for lunch at Simpson's Tavern in the next day or so (see **Scene 2b: Simpson's Tavern**).
 - * **Simple Success (1+):** The globetrotters find a letter in Russian from Fyodorov. See the sidebar "The Legend of the Garden."
 - * **Complete Success (2+):** The globetrotters find a message in Russian, reading "Well done. Things are in motion. No further contact. Now we wait and see. Simonov in Tiflis is your contact. De Belleme."

SCENE 2B: SIMPSON'S TAVERN

Slythe and Verkhsky meet for a clandestine luncheon at the snug chophouse in the City known as Simpson's Tavern, just off Corn Hill. A different establishment from the larger Simpson's-in-the-Strand, this ancient and traditional eatery dates back 200 years and more, run by "Mother Simpson" and a variety of colorful local characters. Its clientele are mostly bank clerks, stockbrokers, and merchants, who dine at cramped tables for six on benches arranged in booths like seats in a railway carriage. There

are hearty servings of roast beef, Yorkshire puddings, and famous custard cheese desserts—not to mention the lively port and wallop (strong ale) which leaves the Christmas reveler glowing and ready for the snow!

This scene is an interlude to enjoy the atmosphere of a Victorian Christmas, with roaring fires, carol singers, Christmas trees, and good cheer. The globetrotters are spying on Slythe and Verkhsky—or perhaps confronting them! Allow any reasonable plan a good chance of success: perhaps they use the Improved Acoustic Amplifier, or maybe they eavesdrop in disguise.

To Eavesdrop on Verkhsky and Slythe:

Roll Options:

- * Tough (Difficulty 3) **Stealth (Disguise)** or **Spying (Unobtrusive)** roll; skill synergy with **Perception**.
- * Hard (Difficulty 4) **Perception** roll if using the Improved Acoustic Amplifier.

Results:

- * **Failure:** Slythe is complaining bitterly to Verkhsky, who is trying to mollify him. Slythe doesn't seem as humble any more...
- * **Minor Success (0+):** *Verkhsky:* "How about my presentation?" *Slythe:* "I'll press the Minister again. Where's my money?"
- * **Simple Success (1+):** *Slythe:* "I need proof of these claims." *Verkhsky:* "I have this letter from Fyodorov himself." (Hands him an English translation of the "Legend of the Garden," page 17.)
- * **Complete Success (2+):** *Slythe:* "Those meddling swells from the Trinity Conspiracy are poking about. It won't do. What if they discover something?" *Verkhsky:* "Don't worry, I'll handle this business. After all, you were not involved with the Princess's assassination... were you?" *Slythe:* "I hope not, Verkhsky... or you'll swing with me!"

SCENE 3A: INVESTIGATING THE COMMONISTS

By now the globetrotters may suspect Communist involvement in the assassination, and seek to investigate them and other anarchists. If they have spoken to Tsiolkovsky, they may know about the Autonomie Club. Otherwise:

To Know About Anarchist Activity in London: +2 bonus for asking Inspector Hunter or other police; +2 bonus if the character is a Londoner.

Roll Options:

- * Easy (Difficulty 1) **Streetwise (Rumors)** roll.
- * Average (Difficulty 2) **Investigation (Research)** roll.
- * Tough (Difficulty 3) **Reason** roll.

Results:

- * **Failure:** Anarchists are everywhere in London, many of them foreigners.
- * **Minor Success (0+):** The area north of Soho, around Fitzroy Square, is where they gather.

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- * **Simple Success (1+):** The Autonomie Club is a notorious meeting place for anarchists.

The globetrotters may visit the Autonomie Club and ask about the Cosmist and Communist movements, an Average (Difficulty 2) **Con**, **Empathy**, **Investigation** or **Streetwise** roll. On a critical failure, the club members grow angry and forcibly evict the globetrotters; on any success, the globetrotters understand that there is a lot of respect for the Cosmists' non-political goal of improving society using technology. Feelings about the Communists are more equivocal, and some even believe their violent manifesto is giving Russians and anarchists a bad name in the city which gives them sanctuary.

Asking about individuals possibly involved in the assassination is more problematic.

To Ask About the Assassination Suspects at the Autonomie Club:

Roll Options:

- * Hard (Difficulty 4) **Con**, **Intimidation**, or **Interrogation** roll; skill synergy with **Stealth (Disguise)** and **Spying (Unobtrusive)**.

Results:

- * **Critical Failure:** The members suspect the globetrotters of being police agents, and will try to toss them out on the street. Proceed to **Scene 3b: The Anarchist Toughs**. Additionally, the Red Baroness finds out about the globetrotters' activities, and **Scene 4b: The Attack at the Opera** occurs shortly thereafter.
- * **Failure:** The members grow hostile, refusing to talk. Proceed to **Scene 3b: The Anarchist Toughs** when the globetrotters leave.
- * **Minor Success (0+):** The club has had several well-to-do visitors recently, Russians and French—even a woman! The Anarchist toughs lie in wait for the globetrotters when they leave.
- * **Simple Success (1+):** A man fitting the description of Verkhsky was seen here recently.
- * **Complete Success (2+):** A woman fitting the description of the Red Baroness was seen here recently. An Easy (Difficulty 1) **Empathy** roll reveals the speaker is nervous about mentioning it. Later, the Red Baroness herself is informed; proceed to **Scene 4b: The Attack at the Opera**.

SCENE 3B:

THE ANARCHIST TOUGHS

If the globetrotters have angered the anarchists, at the Autonomie Club or elsewhere, four of them ambush them after they leave. Aiming to administer a warning beating rather than to kill, they flee if the fight goes against them. Anarchist Tough

Ally 1

Archetype: *Thug*; **Motivation:** *Justice*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 3, Willpower 2

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

Skills: Academics: Philosophy 4, Anthropology 4, Brawl 4, Con 2, Empathy 4, Firearms 3, Intimidation 2, Streetwise 2, Spying 4

Resources: Anarchists 1 (+2 bonus)

Flaw: Fanatical

Weapons: Punch 4N

SCENE 4A: INVESTIGATING THE RED BARONESS

The Red Baroness, Salomé La Rouge, is probably the globetrotters' main suspect—and rightly so! However, there is no obvious evidence against her. The globetrotters may even break in and search her apartments, or confront her there! Finding her address requires an Average (Difficulty 2) **Investigation** roll; a critical failure means the Baroness herself hears of it—proceed to **Scene 4b: The Attack at the Opera**. The globetrotters may also follow the Baroness home from Verkhsky's rooms (page 17), or even conceivably from the Autonomie Club, which she occasionally visits.

Baroness La Rouge lives in fine apartments decorated in faded *Decadence* splendor on Elizabeth Street, a mile from Verkhsky's rooms. Breaking in requires an Average (Difficulty 2) **Larceny (Lockpicking)** roll to avoid leaving evidence, or an Easy (Difficulty 1) **Strength** roll to avoid alerting neighbors. Or perhaps they may simply visit when she is home, asking for an interview...

To Search the Baroness's Apartments:

Roll Options:

- * Average (Difficulty 2) **Investigation (Search)** roll.

Results:

- * **Failure:** The apartments are lavish, with expensive pre-Revolutionary and *Deuxieme Empire* furniture, shocking oil paintings, sculptures. The Baroness must be very rich.
- * **Minor Success (0+):** The apartments are unkempt—the fruit and flowers are rotten, the bookcases and sculptures dusty.
- * **Simple Success (1+):** Many books are scandalously libertine: de Sade, Sacher-Masoch, Fanny Hill, the Sir Richard Burton translation of the Thousand-and-One Nights.
- * **Complete Success (2+):** There are no books about social equality, mysticism, religion—in fact, nothing Cosmist or Communist at all.
- * **Major Success (3+):** The layout of the apartment is odd, and there may be a hidden chamber...

There is indeed a hidden chamber, behind a concealed door in a wall of the Baroness's salon. In contrast to the faded splendor of her rooms, it is austere, and stocked with weapons and strange garments, containing the following:

- * 2 burgundy leather flying suits. Trousers—for a woman? Unheard-of!

WHAT IF THEY KILL THE BARONESS?

The globetrotters are unlikely to force the Red Baroness into a direct confrontation at this point. However, if they do kill her, count this as an interim victory: the globetrotters are fêted as heroes who once again brought the Communists to justice. However, **Episode Four: Funeral in the Sky** continues largely unchanged; instead of the Red Baroness, one of her Communist minions will launch the Sky Torpedo. Not quite as dramatic if the Baroness was still alive, but the *Lorelei* is a big target...

- * A spare Winged glider (page 20).
- * A harpoon grapple (page 27).
- * Two double derringers.
- * Four light revolvers
- * Two heavy revolvers
- * Several hundred rounds of ammunition
- * Three stilettos
- * A rocket suit (page 27)
- * Leather-lined wooden barrels of a strange powder, marked "EXPLOSIVE!" This is the remainder of Doctor Clinker's rocket propellant, sufficient to refill the Sky Torpedo or the Baroness's rocket suit several times over. If ignited, the entire building would be destroyed.
- * Doctor Clinker's missing journal, detailing his work for the War Office, and on the Sky Torpedo and its "special propellant." The journal is invaluable to the War Office—or any foreign power!

If the globetrotters visit the Baroness in person, she toys with them, knowing exactly why they have come. She offers tantalizing hints, while pumping them for information. Use this section and her description on page 26 to determine what she knows; she has no intention of telling the globetrotters about the Sky Torpedo attack on the Princess's funeral cortège. (See page 24.)

If the Baroness is present when the globetrotters enter the hidden chamber (a Tough (Difficulty 3) **Investigation** or Easy (Difficulty 1) **Larceny** roll), she watches them with a strange smile. Then, as they marvel, she walks with a sly grin to one of the light revolvers on the bench, and then immediately turns and attacks! Her goal is to kill the globetrotters: if she cannot, she seizes the rocket suit and flees the apartment, by the window if she has time to put it on! Vanishing into the skies above London's streets, she will lie low until the Princess's funeral cortège leaves London Bridge. (See **Episode 4, Scene 3: The Sky Torpedo**.)

SCENE 4B: THE ATTACK AT THE OPERA

Baroness La Rouge arranges for Verkhsky to invite the globetrotters to a night at the opera in the Theater Royal,

Covent Garden, claiming he has valuable information for them.

The opera is Wagner's *Tannhäuser*—stirring stuff, indeed!—and Verkhsky has a box in the gods, private and exclusive. Characters may make **Connoisseur** rolls to comment on the performance, but an Easy (Difficulty 1) **Empathy** roll reveals Verkhsky isn't really listening—something appears to be on his mind. Nevertheless, he waits through the first two acts, increasingly agitated.

During the third act, an usher arrives with an urgent message for Verkhsky. He begs the globetrotters' pardon, explaining he'll be back momentarily.

As the opera reaches its magnificent, funereal (and rather loud) climax, have the characters make a Hard (Difficulty 4) **Perception** roll, with a +2 modifier if they specifically noted watching for anything unusual. On the far side of the theater, a figure suddenly launches into the air, flying towards the globetrotters' box using a bizarre mechanical contraption! Astute characters may recognize it from the Red Baroness's secret arsenal (page 24). As it does so, it opens fire with a revolver in one hand, while in the other, it holds a small, black spherical object... with a hissing fuse!

Characters who failed their **Perception** roll are surprised, and may not act as the flyer approaches and fires a single shot, throwing the bomb into their midst! Those who succeed may act normally.

Roll for initiative! The bomb explodes at the end of the second combat round (the one after the first surprise round). The flyer attacks with the revolver, rolling to see if he stays airborne (see below). The bomb attacks everything in a 5-foot radius as a 10L explosion (the additional damage is the shrapnel from the exploding bomb case).

The flying assassin eventually lands in a box on the tier below the globetrotters and runs out into the circle. Presumably the globetrotters do likewise on the floor above, only to find two gunmen waiting! The flyer arrives one combat turn later.

The Flying Assassin

Ally 2

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

Primary Attributes: Body 2, Dexterity 5, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 7, Perception 4, Initiative 7, Defense 7, Stun 2, Health 4

Skills: Acrobatics 8, Athletics 4, Demolitions 4 (*Improvvised* 5), Firearms 9 (*Pistol 10*), Pilot: Winged Glider 9

Resources: Artifact 1 (Winged Glider)

Flaw: Thrill Seeker

Weapons: Light Revolver 12L (50ft, 6 I, M)

Notes: The Winged Glider is an expanding skin of super-light, rich burgundy canvas enabling the user to make wing-assisted leaps and remain airborne for up to a minute. During each combat turn, including the first, the user must make a Pilot roll against a Difficulty of 1 + the number of combat turns he has been airborne, including the first (so a minimum Difficulty of 2). As soon as he fails, he must reach the ground in 1 turn or fall the rest of the way.

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Enhancements: Special Movement: Flight (Movement 21) (+6 Enhancements)

Limitations: Reduced Handling (-1 Handling and Defense) (-2 Enhancements), Reduced Duration: 1-6 combat turns (see above) (-3 Enhancements)

Notes: As below, the flying assassin is a member of the Baroness's Communist cell and the Autonomie Club.

The Red Baroness's Henchmen

Ally 1

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

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 2, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 4, Defense 5, Stun 2, Health 4

Skills: Athletics 4, Brawl 6, Firearms 6, Intimidate 4

Talent: Finesse Attack (Brawl)

Flaw: Illiterate

Weapons: Punch 6N, Heavy Revolver 9L (50ft, 6I, M)

Notes: Although disguised in evening dress for the opera, these henchmen are members of the Baroness's Communist cell and the Autonomie Club.

The Gamemaster should stress the exotic scenery: the theater's interior, the orchestra, a vast semicircle of boxes; crowds screaming and panicking below; and a flying bat-man with a bomb! Encourage the players to use Tricks, clamber over the scenery, use Acrobatics and

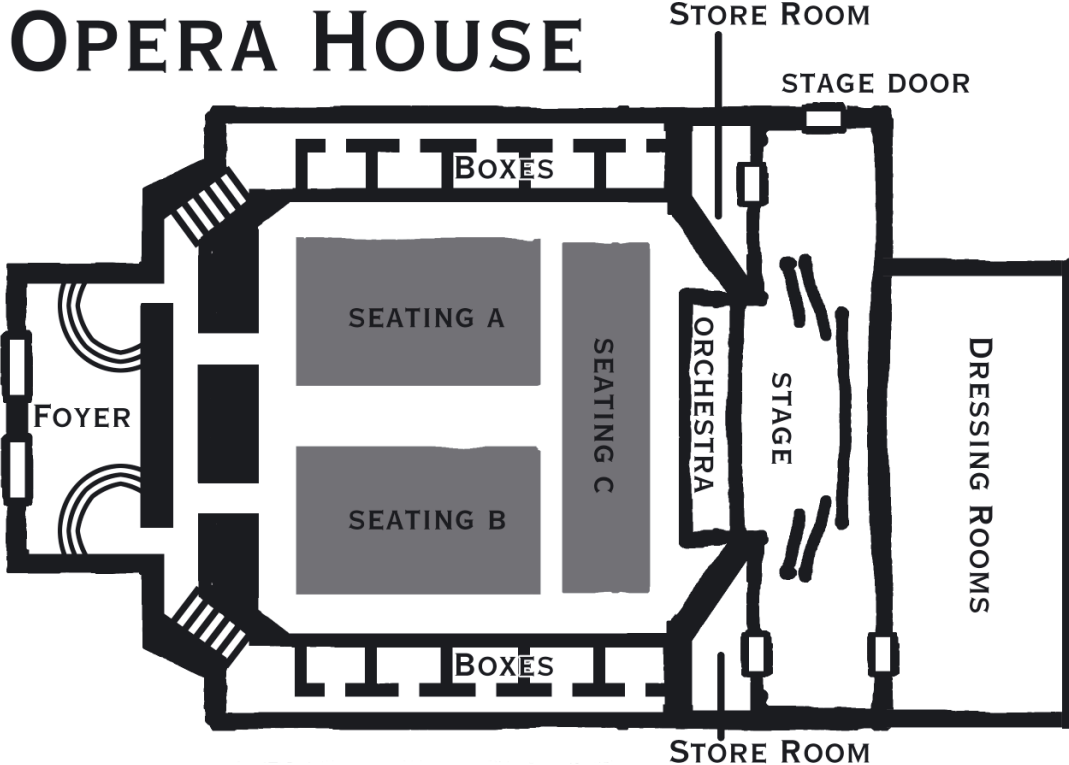
WHAT NEXT?

The villain is unmasked: the Red Baroness was the assassin of the Princess, and the leader of the Communist cell! It's unclear what role Verkhsky is playing in all this—his obsession with the Anglo-Russian Expedition seems to have blinded him to what has been going on!

Athletics, what cover they might find, and so on. This is a cinematic scene—play it up!

Although the Red Baroness is not present, she has sent her best henchmen, wanting the globetrotters **dead**. The assailants fight desperately, but will flee if they cannot win.

There's no direct evidence Verkhsky was involved in this attack—he is shaken when he returns. If confronted with evidence that the Red Baroness was behind the attack, he protests his innocence. "This is madness! I merely want to lead the expedition—I have no other goals! I had no idea the Baroness was the mastermind behind these crimes!" Make an Average (Difficulty 2) **Empathy** roll to realize he knows more than he's saying—but what?



LEAGUES OF ADVENTURE

THE LORELEI

The IGAS (Imperial German Airship) *Lorelei* is one of five aerial dreadnoughts of the German Imperial *Götterdämmerung* fleet. With armored panels on envelope and gondola, this floating battleship mounts two light turret cannon and four machineguns on each flank. These weapons have limited movement, requiring the dreadnought to be brought to bear on targets at higher or lower altitudes. The *Lorelei* also carries four medium bombs.

So far, only Great Britain, France, and the United States have anything to compare with the *Lorelei*'s destructive power.

Size	Def	Strc	Spd	Han	Crew	Pass
16	6	18	50	-2	40	0

DON'T I KNOW YOU?

If the globetrotters have been in anarchist circles, for example at the Autonomie Club (page 18), they may recognize the Communists. Gamemasters who want to complicate the battle on the *Hrimnir* with mixed loyalties and moral dilemmas should let the two sides recognize one another amidst the hail of bullets!

EPISODE FOUR: FUNERAL IN THE SKY

The IGAS (Imperial German Airship) *Lorelei* arrives in London to take the body of Princess Charlotte back to Berlin. As the HMS *Hrimnir* heads the escort down the Thames, the Red Baroness and her Communist minions attack the *Lorelei* with the Sky Torpedo. Tensions between Russia, Germany, and Great Britain are high since the assassination—the *Lorelei*'s destruction could mean war!

This episode assumes the Red Baroness is still at large; if she is not, replace her with one of her minions. The true mastermind behind the Communists remains in the shadows; even Baroness La Rouge is merely a pawn in his game!

SCENE 1: THE LORELEI

The globetrotters witness the arrival of the enormous aerial dreadnought *Lorelei*, and the announcement that the HMS *Hrimnir* is to lead the honor guard accompanying it down the Thames. They must choose their role in

the coming events; with the Red Baroness at large, the situation is tense.

ON THE LORELEI

To accompany the Princess's body to Berlin on board the aerial dreadnought, the globetrotters must make a Hard (Difficulty 4) **Diplomacy** roll. **Influence** rolls may improve the German Ambassador's attitude towards them for a possible bonus, and they receive a +2 bonus if they have identified the Baroness and the Communists as the villains behind the Princess's assassination. Ambassador von Gramthaler and Junker von Roloff are also on board the *Lorelei*.

ON THE HRIMNIR

A skeleton crew mans the *Hrimnir*, and an Average (Difficulty 2) **Diplomacy** roll secures the globetrotters a place on the ship, with the same modifiers as above. The Foreign Secretary, Slythe, and two police guards accompany them. The *Hrimnir* is to escort the *Lorelei* through the icebound Thames as far as Sheerness, 40 miles downriver.

ON ANOTHER BOAT

An Easy (Difficulty 1) **Diplomacy** roll secures the globetrotters a place aboard one of the dozen or so small craft comprising the funeral cortège, mostly steam launches and sailing lighters—the heavy ice along the banks precludes more vessels from taking part. If vessel statistics are important, use the Steam Launch on *Leagues of Adventure*, page 142.

ON THE BANKS

Despite the freezing weather, thousands of Londoners have turned out to watch the Princess's funeral cortège, and there is a carnival atmosphere along the Thames. Costermongers and barrow-boys set up stalls; there's the smell of hot punch, mulled wine, chestnuts; people hawk their wares, sing Christmas carols, and urchins (and doubtless pickpockets!) run about everywhere. Down to the skeletal Tower Bridge construction site (page 24) and beyond, the key NPCs watch the cortège, including the Chancellor, Verkhsky, and the Russian Ambassador.

Let the globetrotters choose where they stand, and with whom.

SCENE 2: THE CORTÈGE

As the cortège leaves London Bridge in the direction of the Tower Bridge construction site, a band of desperate Communists attempt to seize control of the HMS *Hrimnir*. Masquerading as crewmembers, they make quick

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work of the police guarding the Foreign Secretary—unless the globetrotters are onboard to stop them!

IF THE GLOBETROTTERS ARE ONBOARD

There are two more Communist desperadoes on board the *Hrimnir* than the globetrotters. The two police guards protect Slythe and the Foreign Secretary (see *The Dreaming Spires*, page 24 for police stats). The Communists have weapons secreted on the *Hrimnir*, and won't hesitate to use them.

The Communists aim to prevent the *Hrimnir* from interfering with the Red Baroness's Sky Torpedo attack from the Tower Bridge (see **Scene Three: The Sky Torpedo**, below). They won't turn the *Hrimnir*'s deck gun on the *Lorelei* unless their takeover is exposed and they are attacked (hitting a moving target at that range is not easy, even if it is as large as the *Lorelei*).

Commonist Desperadoes

Ally 1

Archetype: *Terrorist*; **Motivation:** *Faith*; **Style:** 1

Primary Attributes: Body 1, Dexterity 4, Strength 2, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 6, Perception 4, Initiative 6, Defense 5, Stun 1, Health 3

Skills: Academics: Philosophy 3, Brawl 3, Con 3, Firearms 7, Spying 3, Stealth 6

Talent: Mobile Attack (Attack while moving)

Flaw: Fanatical

Weapons: 3x Bolt-action rifle 10L (100ft, 5(i), M); rest are Light revolver 9L (50ft, 6I, M)

If any Communists are taken alive, they laugh and mock throughout any interrogation.

To Interrogate the Communist Desperadoes:

Roll Options:

- * Easy (Difficulty 1) **Intimidation (Interrogation)** roll.

Results:

- * **Failure:** "Nya-ha-ha-haaah! You'll never stop us now!"
- * **Minor Success (0+):** "We've done it! The cleansing war is coming—then the Revolution!"
- * **Major Success (3+):** "Look! On top of the Bridge! You're too late!"

If the Communists are searched, an Easy (Difficulty 1) **Investigation (Search)** roll uncovers blueprints of the Tower Bridge construction site—see **Scene Three: The Sky Torpedo**, below.

IF THE GLOBETROTTERS ARE NOT ONBOARD

The Communists aim to seize the HMS *Hrimnir* without letting the outside

world know. However, any globetrotters on board other ships or on the banks may notice something amiss.

To Detect the Takeover of the HMS *Hrimnir*: +2 bonus if the globetrotters are specifically watching other vessels for suspicious behavior.

Roll Options:

- * Very Hard (Difficulty 5) **Perception** roll: skill synergies with the **Pilot** skill.

Results:

- * **Minor Success (0+):** The *Hrimnir* is struggling in the icy river. Perhaps the pedrails make it difficult to maneuver.
- * **Simple Success (1+):** The *Hrimnir* seems undercrewed. And where is the Foreign Secretary? He should be showing himself to onlookers!
- * **Complete Success (2+):** Those crewmen look shabby for such an important vessel. Good heavens—some are carrying weapons! What's going on here?

If the globetrotters detect the *Hrimnir*'s takeover, they have several options:

- * **Try to Board the *Hrimnir*:** a successful **Diplomacy (Leadership or Persuasion)** roll enables the globetrotters to commandeer a boat to board the *Hrimnir*, while the Communists fight them off. The roll is Easy (Difficulty 1) if the globetrotters have their own boat, Average (Difficulty 2) if hailing a boat from the shore, and Tough (Difficulty 3) if requesting the *Lorelei* to lower a rope ladder for the globetrotters to descend.



HMS HRIMNIR – THE ICE LEVIATHAN

Artifact 5

Based on the hull of a conventional icebreaker, the HMS *Hrimnir* amphibious prototype features experimental pedrail “tracks” to lift the ship up onto iceshelves and even low-lying shorelines. It’s a wonder of the age, moored downriver from London Bridge.

Size	Def	Strc	Spd	Han	Crew	Pass
8	4	24	8	-4	15	20

Dimensions: 240ft x 24ft

Displacement: 850-ton iron hull

Propulsion: 4500hp coal-fired boiler (8 knots)

Armament: QF 3-pounder Hotchkiss heavy cannon deck gun (12L + skill, 1000ft, ½, Size 4)

Enhancements: Special Movement: Pedrail Tracks (+2 Enhancements), Life Support: Arctic, 1 month (+8 Enhancements), Weapon Turret: Heavy Cannon (+6 Enhancements).

Limitations: Reduced Handling: -2 (-4 Enhancements), Reduced Speed: -25% (-1 Enhancement), Requires Maintenance (-2 Enhancements).

SHIP AREAS

Bridge: This is the Commonists’ goal. The captain and first mate work here.

Ballroom / Galley: During the Christmas Ball, this area is a ballroom; by the Princess’s funeral, it has been returned to its usual purpose. There is an upper floor of smaller rooms.

Captain’s Cabin: The Commonists have no interest in murdering passengers—the Foreign Secretary and others are locked here under a single guard.

Companion way: Stairs lead below decks to companion ways running the length of the ship.

Covered Gangway: Used during the Christmas Ball for guests to embark.

Deck Gun: Two crewmembers guard the QF 3-pounder Hotchkiss.

Engine Room: Four engineers work here. A Tough (Difficulty 3) **Craft: Mechanics** roll can temporarily disable the ship’s engines, which are Defense 3 with Structure 16.

Pedrail Assemblies: Externally robust, once their gears are exposed they can be readily disabled with a Hard (Difficulty 4) **Craft: Mechanics** roll. Each pedrail has Defense 4 and Structure 14.

Allow any reasonable plan a good chance of success—the more spectacular, the better!

- * **Get Ashore:** An Easy (Difficulty 1) **Diplomacy (Leadership or Persuasion)** roll if the globetrotters have their own vessel, Average (Difficulty 2) from the *Lorelei*—again with a terrifying rope ladder descent!

- * **Look Out for Trouble:** If the globetrotters look around for what else is happening, proceed to **Scene Three: The Sky Torpedo** below.
- * **Do Nothing:** As above, except the globetrotters are unprepared for the Sky Torpedo in **Scene Three**.

SCENE 3: THE SKY TORPEDO

The climax of the conspiracy! The Commonists, under the Red Baroness, wait on top of the skeletal Tower Bridge construction site, downriver from the cortège. There they have prepared Clinker’s Sky Torpedo for launch at the *Lorelei* itself! Can the globetrotters stop them?

SPOTTING THE SKY TORPEDO

Before the globetrotters can act, they must realize the Red Baroness and Sky Torpedo are on the Tower Bridge.

- * **Spotting the activity from afar:** If the globetrotters are looking for it, an Easy (Difficulty 1) **Perception** roll spots movement on the upper walkway between the bridge’s two towers. Otherwise, it’s a Hard (Difficulty 4) to notice by chance.
- * **Finding the blueprints:** The blueprints carried by the Commonists on the *Hrimnir* (page 23) may prompt the globetrotters to head towards Tower Bridge.
- * **Reports of fighting:** Globetrotters in contact with London police (such as Inspector Hunter) may receive reports of attacks on Tower Bridge guards, and rush to investigate.

THE BATTLE OF TOWER BRIDGE

Tower Bridge is a famous construction site crossing the River Thames downriver from London Bridge. Scheduled to open in the next few years, it’s an impressive array of massive chains, towers, walkways, and masonry. The Red Baroness has secreted herself, several minions, and Doctor Clinker’s fearsome Sky Torpedo at the top of one of the towers. With the funeral cortège to pass beneath, the Baroness now moves the Sky Torpedo to the middle of the Bridge’s central walkway, to launch it at the *Lorelei* as it passes overhead.

The globetrotters may walk onto Tower Bridge from the banks, climb on from a boat by the pilings, or even descend onto it from the *Lorelei* flying above! They may even decide to not worry about damaging the Bridge and instead fire on the Red Baroness using the *Hrimnir*’s deck gun or the *Lorelei*’s cannon (though the Germans are extremely reluctant to fire on British property).

The following section describes key areas of the Bridge.

1. The Chains

The most direct route to the top of the bridge, these massive steel chains, each link bigger than a man, require an extended Average (Difficulty 2) **Athletics (Climbing)**

THE EMERALD SCARAB CONSPIRACY

roll, and a total of 5 successes. Each combat turn, a climber must make an Average (Difficulty 2) **Stealth** roll to avoid being spotted by minions on top of the Bridge (area #2), who immediately open fire.

Each combat turn, a character must also make an Easy (Difficulty 1) **Courage** roll, or freeze from vertigo, unable to move that turn. He must still make a **Stealth** roll, and may be attacked.

A character wounded while climbing must make an **Acrobatics: Balance** roll with a Difficulty equal to the points of damage taken to avoid falling. The distance fallen is 20 feet x the total successes so far (the higher they have climbed, the further they have to fall!).

2. The Communist Minions

The Red Baroness is assisted by Communist desperadoes armed with light revolvers (page 24)—two more than the total number of globetrotters. If the globetrotters have not been detected, they are on the central walkway, flanking the Baroness; otherwise they gather at the top of the nearest tower, attacking the globetrotters to keep them from the central walkway.

3. Through the Tower

Globetrotters may climb to the top of the bridge using ladders and scaffolding inside the towers, an Easy (Difficulty 1) extended **Athletics (Climbing)** roll, requiring 5 successes. They have no chance to sneak up—the desperadoes are watching the towers, and attack as soon as the globetrotters begin.

4. Against the Clock!

The globetrotters make it onto the central walkway just as the Red Baroness is preparing to launch the Sky Torpedo at the *Lorelei* as it looms overhead.

The Baroness must accumulate 6 successes on an open (Difficulty 0) **Gunnery** roll to launch the Sky Torpedo. Each combat turn she tries, she may not attack, although she defends normally. She may also hide behind the Sky Torpedo for half cover and return fire if the opposition is too heavy.

In true evil mastermind fashion, the Baroness harangues the globetrotters with her pent-up spleen, ranting about how tired she is with life, the shallow injustice she sees around her, the decadence and decay. "I do not care for this world any more. Let the war come. Let it all burn!"

Ultimately, the Baroness' fate is up to the Gamemas-

THE SKY TORPEDO

Artifact 4

The Sky Torpedo is bullet-shaped, six feet long and a foot in diameter, with four stabilizing fins. It sits in a mechanical cradle which can be cranked up, down, left, or right before firing, a complex targeting process represented by an extended open (Difficulty 0) **Gunnery** roll, requiring a number of successes equal to the target's Defense. Once correctly aimed and launched, the Sky Torpedo makes fine adjustments to its trajectory until it reaches maximum range, at which point it plummets to the ground and explodes.

Sky Torpedo 24L + **Gunnery** skill, 2000ft, Area 10ft.

Enhancements: 2x Skill: Gunnery (+4 Enhancements), Increased Damage (+6 Enhancements).

Limitations: Reduced Rate of Fire (Complex Targeting) (-2 Enhancements)

ter; if the globetrotters do not kill her, she may escape using her rocket suit, or even launch herself in a screaming swansong at the *Lorelei*!

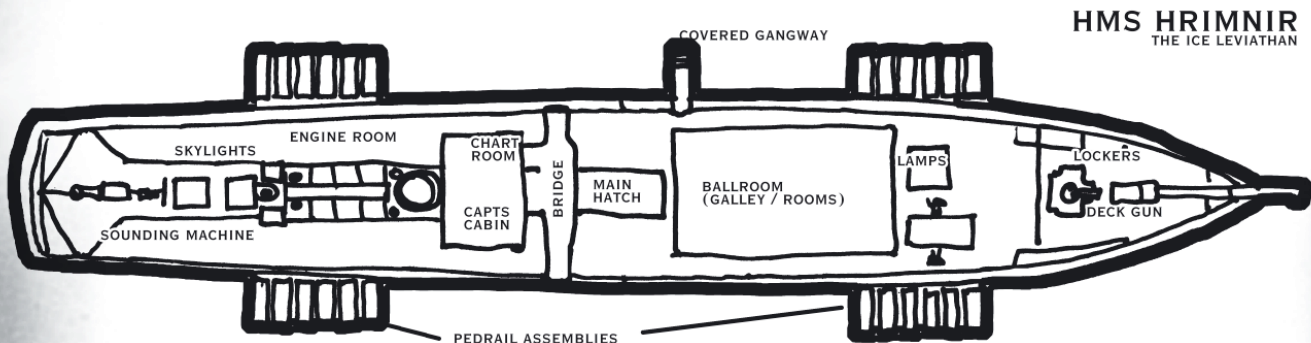
See page 22 for her statistics.

EPILOGUE: THE JUSTICE EXPEDITION

There are several ways to end *The Emerald Scarab Conspiracy*. In the worst case, the Red Baroness destroys the *Lorelei*, leaving Great Britain, Germany, and Russia on the brink of war. In the best case, the globetrotters foil the Communist plans, deliver the Sky Torpedo to the War Office, and save the day!

Regardless of the globetrotters' suspicions, everyone blames the "nefarious Communists" for the assassination and attack on the *Lorelei*. The evil Cosmist leader, Nikolai Fyodorov, must be brought to justice!

It doesn't matter who proposes it—allow the glo-



LEAGUES OF ADVENTURE

WHAT IF VERKHSKY DIES?

Don't worry too much if Verkhsky doesn't survive the scenario: while it's good to have continuity, even if he dies the Russians will provide another leader for their part of the expedition.

betrotters the opportunity—but soon the press and Parliament are clamoring for the Government to send an expedition to Central Asia, using the assassination and attacks to force the Russians to let them into a region hitherto closed to the British Empire. Verkhsky's proposed Anglo-Russian Expedition is resurrected, and dubbed "The Justice Expedition." The only question is: who will lead it?

ISN'T THIS ALL TOO CONVENIENT?

Suspicious globetrotters may find this all rather convenient. They may not trust Verkhsky, perhaps suspecting him to be linked to the Red Baroness. But the opportunity is too good to miss—an expedition into deepest Asia, to the roof of the world, and on the trail of the mysterious Cosmist League and its scientific secrets, gathering intelligence on Russian activities at the borders of British India! Who knows what discoveries might be made?

DETAILING THE EXPEDITION

As the adventure concludes, the Gamemaster should start outlining the coming expedition. Globetrotters who have raised finances for Verkhsky (or even Slythe) may already have been promised a place; if not, and the globetrotters have thwarted the Red Baroness, they are once again the talk of the town with heroic reputations, and will be nominated as the British delegation to the expedition. The Justice Expedition's fate is the theme of *Journey to the Roof of the World*, the next scenario in *The Great Game* campaign, and it's important that the

globetrotters have a leading role, regardless of who is officially in charge.

KEY CHARACTERS

The following characters are encountered throughout *The Emerald Scarab Conspiracy*. Minor characters are described where encountered.

PROFESSOR MAKSIM VERKHSKY

A complex character with a mysterious agenda, Verkhsky is a renowned Russian archeologist, obsessed with an Anglo-Russian Expedition to the Pamir Mountains. He has been in London for several months; Stepan Narodnikov, the ringleader of the Trinity Bomb Plot, was originally on his staff. Verkhsky has disassociated himself, although his reputation still suffers.

Verkhsky is friendly with Baroness Salomé La Rouge, hanging on her every word, no matter how disdainfully she treats him. This, and his association with Narodnikov, may make him suspect. Indeed, he has even visited the Autonomie Club (page 18), and supports the non-political theories of Nikolai Fyodorov, the Cosmist leader, including his quest to find the Biblical "Garden of Eden." But he is also close to Count Ostrovsky, the Russian Ambassador. Verkhsky is publicly horrified when the Baroness's treachery comes to light, but Ostrovsky continues to support him as head of the Russian contingent of the Justice Expedition!

BARONESS SALOMÉ LA ROUGE, THE RED BARONESS

The first thing anyone notices about the Baroness is how cynical she is, thoroughly sick and tired of life.

REWARDS

In addition to the usual experience point awards, make the following rewards for specific goals.

Achievement

Suspecting there's more to Verkhsky than meets the eye
Suspecting the Russian Ambassador of planning the whole thing
Bringing the Baroness to justice, dead or alive!
Stopping the Commonists from seizing the *Hrimnir*
Preventing the destruction of the *Lorelei*
Not destroying the Sky Torpedo
Not damaging Tower Bridge
Delivering Clinker's Journal to the War Office

XP Award

+2 XP
+1 XP
+3 XP
+1 XP
+3 XP
+1 XP
+1 XP
+2 XP

THE EMERALD SCARAB CONSPIRACY

Affected by a particularly European spleen, she has seen and done it all, finding everyone and everything boring. Her favorite two sayings are "Let it all go to hell!" and "Just let it all burn!"

More out of boredom and thrill-seeking than ideological conviction, she has become a major figure in the Communist League. She murdered the Prussian Princess, and masterminded the theft of the Sky Torpedo and the attack on the *Lorelei*.

Her relationship with Verkhsky is complex: she flirts with him constantly, sometimes bullies him, yet he seems devoted to her. She treats him with disdain—probably making the globetrotters feel sorry for him.

The Baroness has obtained some spectacular examples of Cosmist science, but it's unclear who is supplying her...

Baroness Salomé La Rouge, AKA the Red Baroness

Patron 4

Archetype: *Criminal Mastermind*; **Motivation:** *Spleen*; **Style:** 3

Primary Attributes: Body 3, Dexterity 6, Strength 2, Charisma 5, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 8, Perception 7, Initiative 10, Defense 10, Stun 3, Health 6

Skills: Acrobatics 8, Archery 10, Athletics 4, Brawl 3, Con 8 (*Seduction* 9), Connoisseur 6, Firearms 9, Gambling 6, Gunnery 5, Melee 8, Pilot: Rocket Suit 9, Spying 8 (*Alias* 9)

Talents: Combat Aptitude (up to -9 defense for +9 attack bonus), Finesse Attack: Melee.

Resources: Artifact 1 (Harpoon Grapple), Artifact 2 (Rocket Suit)

Flaw: Blasé

Weapons: Harpoon Grapple 13L (100ft, ½); Stiletto 9L; Light Revolver 11L (50ft, 6 (r), M)

Armor: Burgundy leather flying suit (Def +1)

Notes:

* **Rocket Suit**

Artifact 2

Based on the Winged Glider (page 20), an expanding skin of super-light canvas of a rich burgundy color that allows the user to make wing-assisted leaps, with an added cylindrical backpack containing the same rocket propellant as the Sky Torpedo, providing flight for a full minute, after which the suit behaves as an unpowered Winged glider.

Enhancements: Special Movement: Flight (Movement 21) (+6 Enhancements)

Limitations: Reduced Handling (-1 Handling and Defense) (-2 Enhancements), Reduced Duration: 1-6 combat turns (see above) (-3 Enhancements)

* **Harpoon Grapple**

Artifact 1

A modified crossbow with a cruel barbed tip which expands into a grapple, capable of being used as a weapon (base damage 3L, 100ft, ½), and as a powered grappling hook.

Enhancements: Skill: Athletics (+2 Enhancements)

WHO IS DE BELLEME?

Once again the globetrotters may come across the name "De Belleme" (*The Dreaming Spires*, page 27). Again, no one seems to know this mysterious figure—even Verkhsky, if confronted, denies all knowledge.

COUNT YURY MIKHAILOVICH OSTROVSKY, THE RUSSIAN AMBASSADOR

The Russian Ambassador is obnoxious, arrogant, and condescending. When the globetrotters meet him at the Christmas Ball, they probably dislike him on sight. However, there is far more to him than meets the eye. He is the London head of the *Okbrana*, the Czar's secret police, reporting to shadowy superiors in St. Petersburg. He is suspicious of the globetrotters after their part in the Narodnikov affair.

THE RIGHT HONORABLE ST. JOHN BEAULIEU, THE FOREIGN SECRETARY

St. John Beaulieu (pronounced *Sinjun Bewley*) seems doomed to a *very* short career as Foreign Secretary. A greedy, foolish man, self-obsessed and capable of heinous errors of judgment, he's been horribly manipulated by Cornelius Slythe and has compromised the Government entirely, effectively promoting Russian interests without intending to do so. He *thinks* Verkhsky is simply a rich lobbyist promoting an expedition that will make them all rich.

CORNELIUS SLYTHE

The personal private secretary to Foreign Secretary Sir St. John Beaulieu, Slythe is an odious little man obsessed with money. His corruption has tipped over into treason: he is the one who leaked news of the Chancellor's visit to Cambridge to the Communists (see *The Dreaming Spires*), and now he's manipulating Beaulieu into supporting Verkhsky's Anglo-Russian Expedition, indirectly facilitating another Communist attack.

KONSTANTIN TSIOLKOVSKY

Konstantin Tsiolkovsky is a Russian scientist in his early thirties, a famous airship pioneer. He's slightly deaf,

THE PROTOTYPE INFERENCE ENGINE

Artifact 2

Inspired by Cosmist thought, Tsiolkovsky has constructed this intricate brass clockwork device, which fits into a small suitcase. He uses it to calculate deviation probabilities in his flying machine research; with special modifications, however, he has also found it can make limited predictions about the course of future events.

The device possesses twelve ornate brass dials, labeled (in beautiful Russian script): Entropy, Random Deviation, Concatenation, Convergence, Inertia, Multiplicity, Resonance, Decoherence, Decoupling, Intensity, Magnitude, and Localization. The user set the dials to represent probability factors, then cranks the clockwork shaft according to the desired inference timescale (up to a day). He then interprets the changed dial readings to infer a prediction.

The Inference Engine requires a Hard (Difficulty 4) **Science: Physics** roll to use, taking one hour; if successful, it provides a single +2 bonus in any skill use in the period concerned.

Only the latest "inference" remains in effect at any one time. This has led Tsiolkovsky to suspect the device may actually be *affecting* the probability of events occurring, rather than simply detecting them. He is planning a Mark II device to exploit this effect—the Universal Inference Engine!

Enhancements: Talent: Danger Sense (+2 Enhancements), Talent: Lucky (+2 Enhancements), Increased Duration: One Day (+2 Enhancements)

Limitations: Requires Skill Use (-2 Enhancements)

THE REAL KONSTANTIN TSIOLKOVSKY

The Konstantin Tsiolkovsky of *Leagues of Adventure* has led a very different life from the historical figure. In our world, Tsiolkovsky's theories on rigid-frame dirigibles were not published until the 1890s, leading to the zeppelins of the early 1900s. His pioneering rocketry research is still recognized as a major contributor to the space programs of today. But in *Leagues of Adventure*, who knows what he's capable of?

and hugely enthusiastic about the possibilities of science. A supporter of the Cosmist League, he disagrees with the British press that Fyodorov is evil, believing him to be a mild, kind man. Convinced that "science holds the key to our Utopian future!", he is currently writing treatises on

trains, hovercraft, and streamlined airplanes—and has some extremely unorthodox ideas about interplanetary rockets!

This year he is visiting Europe, to see the Eiffel Tower, the construction of Tower Bridge, the Ice Leviathan, and the airship hangars at Croydon Field, as he meets many of his scientific peers and correspondents.

Konstantin Tsiolkovsky

Ally 2

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

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 2, Intelligence 5, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 7, Defense 3, Stun 1, Health 4

Skills: Anthropology 6, Brawl 3, Craft: Chemistry 6, Craft: Electrics 6, Craft: Mechanics 6, Diplomacy 3, Linguistics 7 (*Romance, Germanic*), Science: Chemistry 7, Science: Engineering 10, Science: Physics 7

Resources: Prototype Inference Engine (see box)

Flaw: Obsession (Inventing Flying Machines)

Weapons: Punch 3N

SOURCES

Baedeker's London and its Environs, 1900

Dickens's Dictionary of London 1888

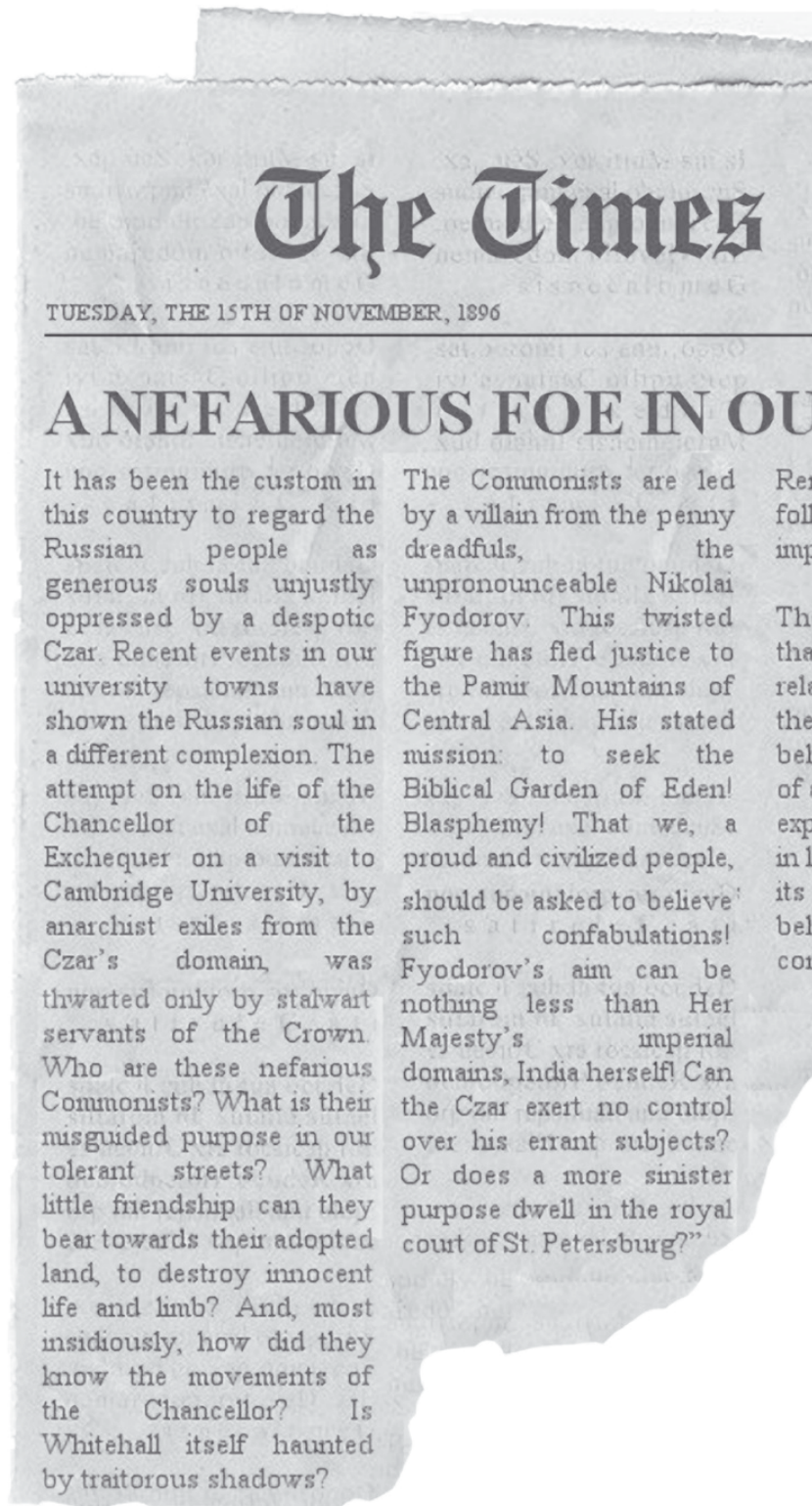
Jerry White, London in the 19th Century

Joseph Conrad, The Secret Agent

Legends of the Pamirs, retold by Robert Middleton

<http://www.simpsonstavern.co.uk>

HANDOUT #1



HANDOUT #2

The Times

THURSDAY, THE 30TH OF NOVEMBER, 1896

WHAT HAS FYODOROV I

NEFARIOUS
COMMONIST LEADER
MISSING IN CENTRAL
ASIA As we reported
recently, Nikolai
Fyodorov, Machiavellian
mastermind of the
anarchist organization
behind the assassination
attempt on the Chancellor,
fled earlier this year to the
Pamir Mountains of
Central Asia, on the
expansionary Russian
Empire's borders with Her
Imperial Majesty's Indian
territories.

We proposed Fyodorov's
purpose was not the
farcical search for the
Biblical Garden of Eden,
but instead the
establishment of a Russian

claim to Her Majesty's
protectorates in the Hindu
Kush. The Times has
discovered that Fyodorov
is considered officially
missing by the Czar's
court. What has happened
to the Communist
mastermind? Is he now a
warlord of those hostile
lands? Or has he found
something on his
archeological quest? Must
the British people stand
idly by while this murderer
walks free, as his
discoveries fall into
Russian hands, unshared
with more civilized
nations? Will the Prime
Minister do nothing to
stop this heinous criminal
from fleeing Her Majesty's
justice?

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A TALE OF ASSASSINATION, MURDER & TERRORISM. CAN THE GLOBETROTTERS UNCOVER A TERRIFYING COMMUNIST PLOT?

THE SEASONS HAVE TURNED SINCE THE DREAMING SPIRES, AND GREAT BRITAIN FREEZES IN THE COLDEST WINTER IN LIVING MEMORY. BY THE END OF NOVEMBER, MORE THAN A FOOT OF SNOW COVERS LONDON!

AS THE THAMES ICES OVER AND THE COUNTRY GRINDS TO A HALT, A SCIENTIST IS FOUND MURDERED IN THE NORTH OF LONDON, AND THE GLOBETROTTERS ARE CALLED IN TO INVESTIGATE THE THEFT OF A MYSTERIOUS DEVICE. WHAT THEY FIND IS A CONSPIRACY THAT BRINGS THE BRITISH EMPIRE TO THE BRINK OF WAR!

IN THIS ADVENTURE, THE GLOBETROTTERS AGAIN ENCOUNTER THE MYSTERIOUS COMMONIST LEAGUE, ANARCHISTS HELL-BENT ON USHERING IN REVOLUTION THROUGH A CATAclysmic WAR, A VIOLENT OFFSHOOT OF THE SCIENTIFIC UTOPIAN COSMIST LEAGUE. THIS TIME, THE GLOBETROTTERS UNCOVER ASSASSINATION, MURDER, AND TERRORIST ATROCITIES REACHING TO THE HIGHEST LEVELS OF SOCIETY. BUT IS EVERYTHING AS IT SEEMS? WHAT LIES BEHIND THE COMMONISTS' ACTIONS, AND THE DISAPPEARANCE OF NIKOLAI FYODOROV, THE MYSTERIOUS COSMIST LEADER, IN THE DISTANT PAMIR MOUNTAINS? CAN THE GLOBETROTTERS SOLVE THE MYSTERY BEFORE WAR CONSUMES THE EMPIRE?

THE EMERALD SCARAB CONSPIRACY IS THE SECOND ACTION-PACKED SCENARIO IN *THE GREAT GAME* CAMPAIGN. *LEAGUES OF ADVENTURE* IS A VICTORIAN STEAMPUNK SETTING THAT IS POWERED BY THE *UBIQUITY* RULESET.



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