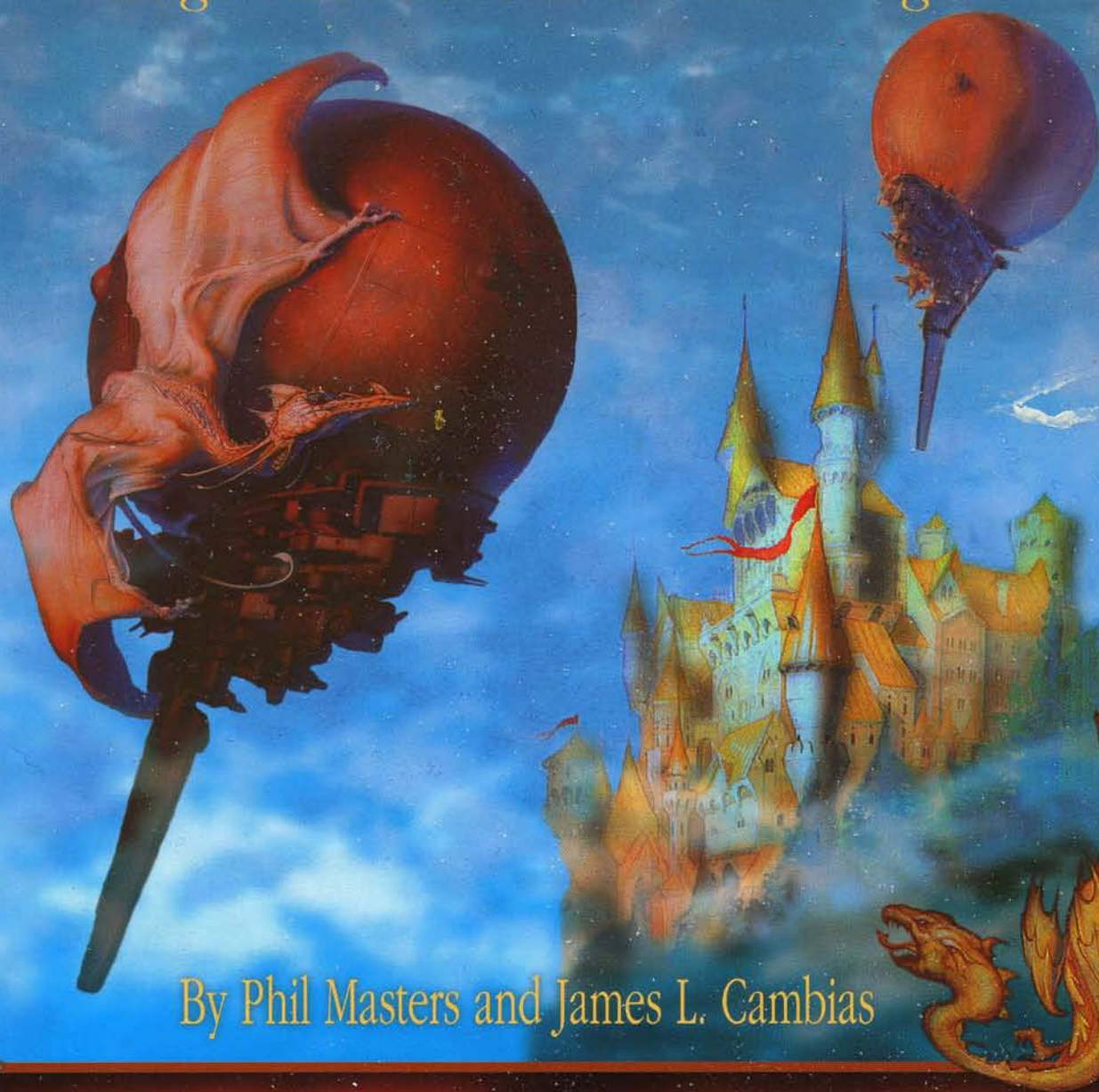


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Castle Falkenstein

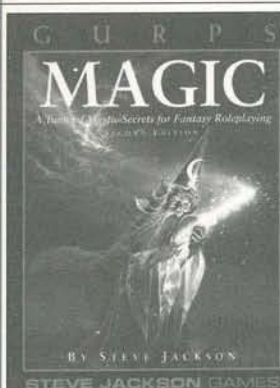
High Adventure in the Steam Age



By Phil Masters and James L. Cambias

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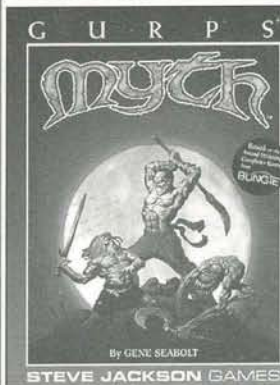
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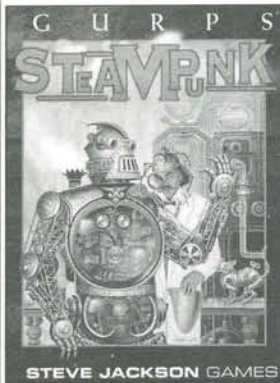
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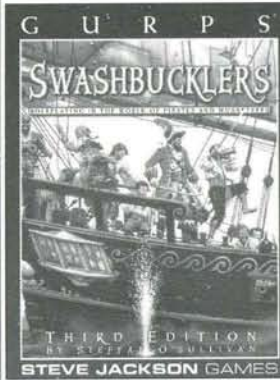
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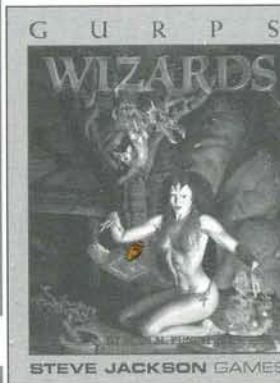
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G U R P S

Castle Falkenstein™

High Adventure in the Steam Age

Based on *CASTLE FALKENSTEIN*, created by Mike Pondsmith

Written by James Cambias and
Phil Masters

Edited by Andrew Hackard and
Monica Stephens

Cover art by William C. Eaken

Cover design by Philip Reed

Illustrated by William C. Eaken, Eric Hotz,
Gloria Yuh Jenkins, Miro Salazar

GURPS System Design ✦ STEVE JACKSON

Managing Editor ✦ ALAIN H. DAWSON

GURPS Line Editor ✦ SEAN PUNCH

Design and Production ✦ PHILIP REED

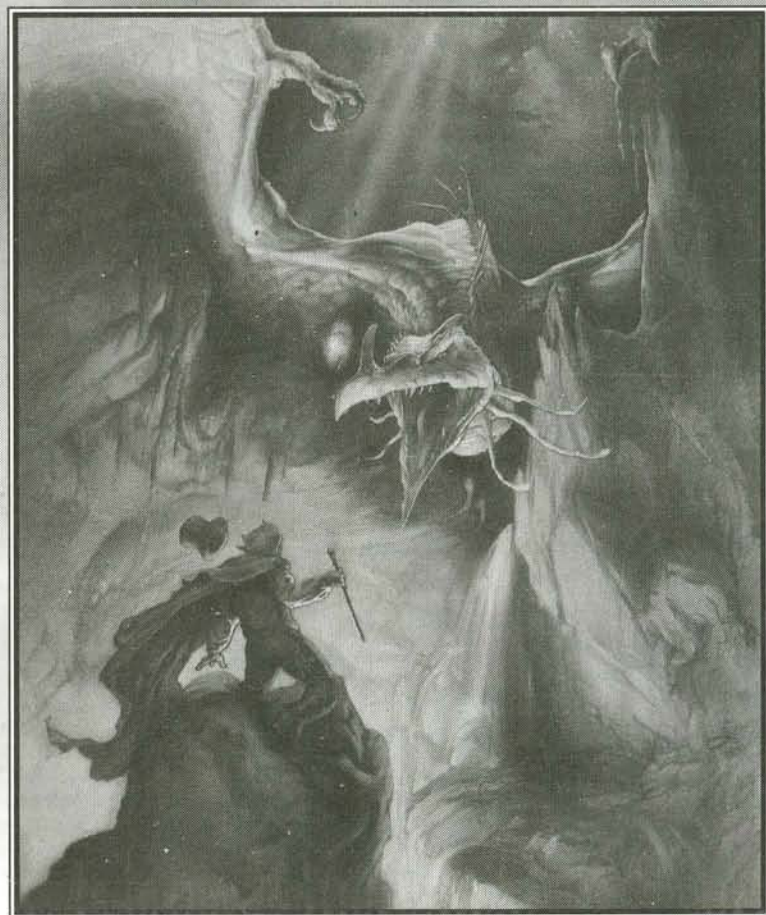
Production Assistance ✦ ALEX FERNANDEZ

Print Buying ✦ RUSSELL GODWIN

Art Director ✦ PHILIP REED

GURPS Errata Coordinator ✦ MICHAEL BOWMAN

Sales and Marketing Manager ✦ ROSS JEPSON



Playtesting and Additional Ideas: Mark Baker, Frederick Brackin,

Benedict Chapman, Mark Cogan, Mike Cule, Peter Dell'Orto,

Thomas Devine, Steve Dickie, Alain Feeny, John M. Ford, Richard

Gadsden, Emmanuel Genot, Fabian J. Gentner, Bob Huss,

Hunter Johnson, Micah T.J. Jackson, John Karakash, Stephen Kenson,

Risto Koljonen, Maurice Lane, Jonathan Lang, Sam Lindsay-Levine,

Mike Luznicky, James David Maliszewski, Peter Meilinger,

Andrew Moffatt-Vallance, John Olson, Robert Prior, Jeff Raglin,

Luiz Eduardo Ricon, T. Carter Ross, Thomas Schoene, Brian Smithson,

Scott Taylor, Jason Tocci, Daniel Tompkins, Chad Underkoffler,

Don Wagner, Michael Wilson, Paul Wrider, and Brett Zinn.

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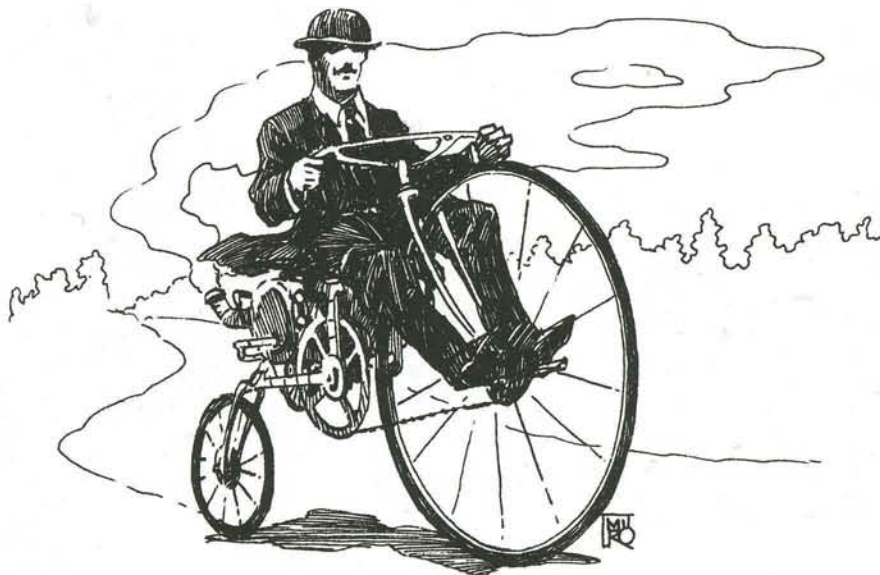
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ABOUT GURPS

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Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *Advanced Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with the message "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to gurpsnet.sjgames.com/.

The *GURPS Castle Falkenstein* Web page is at www.sjgames.com/gurps/books/castlefalkenstein/.

PAGE REFERENCES

For the most recent list of abbreviations for *GURPS* titles, visit our Web site at www.sjgames.com/gurps/abbrevs.html. Or see *GURPS Compendium I*, p. 181.

Page references that begin with a B refer to the *GURPS Basic Set, Third Edition, Revised*; e.g., p. B22 refers to page 22 of the *Basic Set*. CI refers to *GURPS Compendium I*, CII to *Compendium II*, M to *Magic, Second Edition*, and UT to *Ultra-Tech, Second Edition, Revised*.

INTRODUCTION

"Then Auberon raised his arms and shouted, 'Now it begins!'"

"Blue light shot from his hands, and the entire fortress rocked as if struck by an earthquake . . ."

– Col. Rudolph von Tarlenheim,
describing the reconstruction
of Castle Falkenstein in his *Remembrances*

The world of *Castle Falkenstein* is fantastic.

That is to say, it is a *world* of the fantastic. It may not appear that way at first glance; it seems to be a duplicate of our own world, circa A.D. 1870. Admittedly, something (or someone) has ripped a great gash through northwestern Europe, and the United States has been stymied in its westward expansion by Native American resistance, but even changes of that magnitude seem not to have made huge differences to the general flow of history. Prussian expansion threatens the borders of its neighbors; Britannia rules the waves, where sail is disappearing before steam; Charles Darwin's theories are radically controversial; the American Civil War is a recent, painful memory.

But look closer. Faeries, Trolls, and Dryads live alongside humanity – and these are the uncanny, powerful fairy-folk of myth. Dwarfs labor beneath the mountains, and Dragons ride the winds above. Humans, too, wield magick, while even the science of the age seems fantastical; "steampunk" technology produces Babbage engines, mighty airships, and infernal weapons. Even the people of the age emerge from legend as well as history; Sherlock Holmes begins his long duel of wits with Professor Moriarty, Nemo and Robur assert their power over sea and sky, and a certain Colonel Flashman is ever the hero of the hour. This is a world of swashbuckling swordplay, of heroes and villains, and of melodrama such as our own world only imagines, even in its own Victorian age. Thus, it is a world of adventure.

This setting was first described for roleplayers by Mike Pondsmith in a series of books from R. Talsorian Games, including a rule system specially designed for the setting, over the period 1994–1997. Now, *Castle Falkenstein* returns, adapted for *GURPS*, and hence for players who prefer a more "generic" approach to rules; this version can also make use of the huge range of supplements and extensions available for the *GURPS* system.

So prepare your spells, check that your service pistol is loaded, and fire up your patent steam ornithopter; adventure awaits!

About the Authors

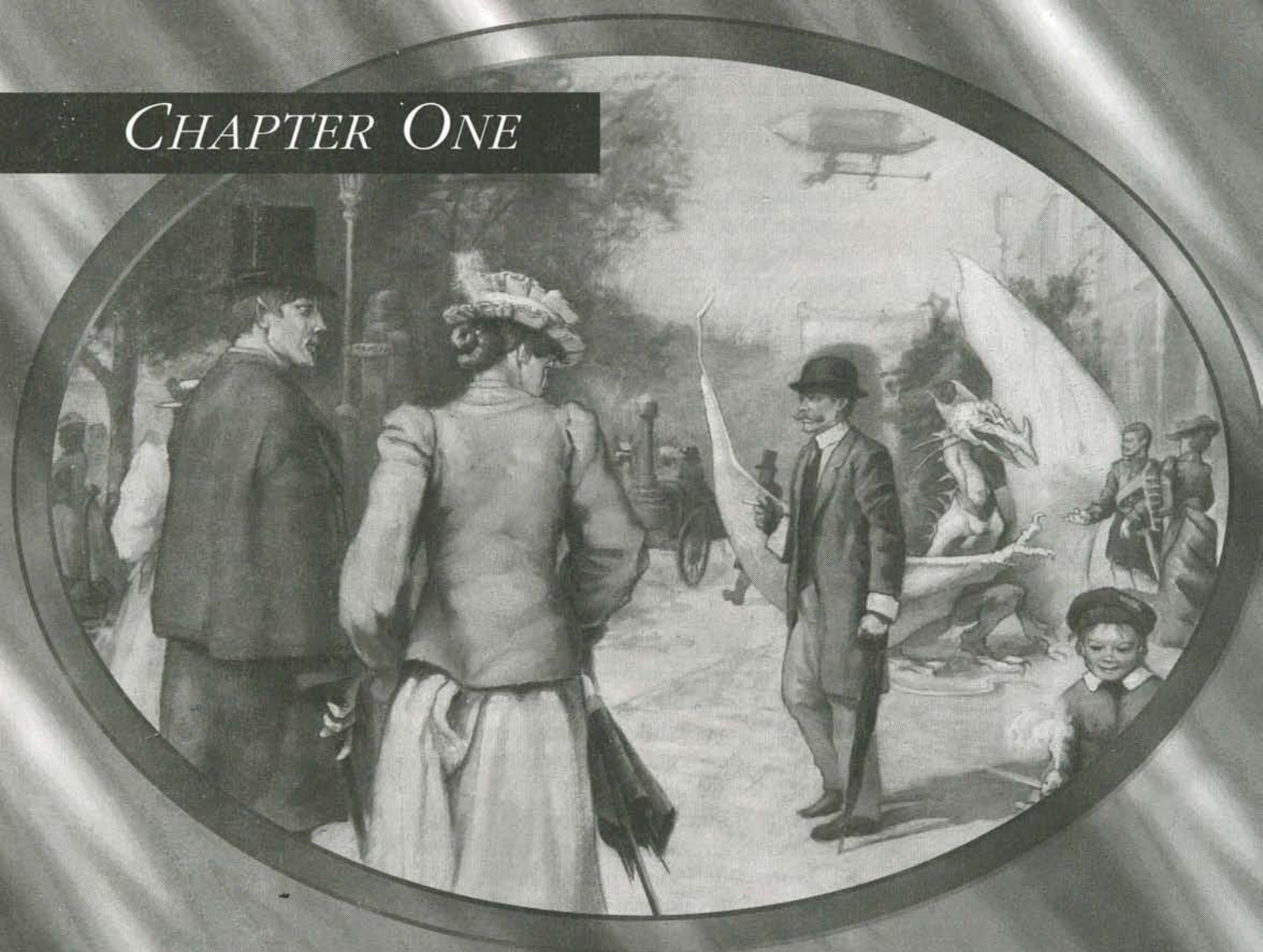
Mr. James Cambias

Born in the Free State of Orleans, James Cambias has wandered far from his home in search of knowledge and adventure. He studied occult history and forbidden science in Chicago, and now resides in the Unseelie-haunted wilds of New England. Having found happiness with his True Love, he devotes his time to literary pursuits.

Mr. Philip Masters

A scholar after his own peculiar fashion, and a gentleman of sorts by the dubious standards of the debased modern age, Philip Masters, *Magister Artium Cantabrigiensis*, is a citizen of Great Britain who has seen some 40 years pass by. Previously employed in the manipulation of computational engines for vulgar commercial purposes, he is today another occupant of that shabby by-way off Grub Street reserved for those who scribble material pertaining to "Adventure Games."

CHAPTER ONE



THE WORLD OF CASTLE FALKENSTEIN

The setting of Castle Falkenstein resembles our own world around 1870 in many ways – while being spectacularly different in others. It is a world where magic works, and where a number of nonhuman, supernatural races and beings are a major, visible part of the scene. Nonetheless, history has followed broadly the same pattern as universes without these features. Given the wild “steampunk” technology and major figures who were fictional in our past, the crucial question is how far events will continue to follow the pattern of other universes, and how far various forces (some consciously aware of the possibilities) can change them – for better or for worse.

“NEW EUROPA” (NAMES AND NAMING)

Terms used in *Castle Falkenstein* games often reflect those used in the accounts written by Tom Olam (see p. 139), which can be quite evocative but also a little confusing. Finding himself adventuring in an area which is mostly like, but sometimes very unlike, Europe in his own world, Olam took to referring to it as “New Europa.” Because this was the starting-point for adventures that took him all across the planet, he sometimes used the words rather loosely, even applying them to the entire setting. However, when he remembered, he preferred to refer to the globe as a whole, and the universe in which it exists, as the “World of Castle Falkenstein.”

This book attempts to follow this precedent as closely as convenient, using “New Europa” to indicate the continent of Europe and possibly some adjacent lands, and also the culture which dominates there: a culture much like that of Victorian Europe in our world, but colored by the presence of Faeries, Dragons, Dwarfs, and magick. (Thus, the United States in the world of Castle Falkenstein is a country which might be said to have a New European culture, albeit with some quirks.) The words “Europe” and “European” are used to indicate the continent and its inhabitants specifically, when geography has to be made very clear. However, as New Europa will be the starting point for most (though by no means all) adventures, and the place of origin of most characters, the term may be used freely, and perhaps loosely, as indicating the setting of the game.

One other name to note is that of the ocean between Europe and America, which New Europeans refer to as the “Atlantean” rather than “Atlantic.” (This may be somehow related to the fact that one or more lands known as “Atlantis” actually existed in this area in the past.) Also, the continent elsewhere known as South America is known to New Europeans as “Antillea.”

According to Auberon of Faerie, history seems to have followed much the same general pattern in each of the several parallel worlds he has visited, although each was at a different point in history when he arrived. (Time appears to progress at radically different rates in different universes.) Unfortunately, Auberon is not the most reliable of witnesses, and for all anyone knows, there may be constraints on what worlds the Faerie folk can visit – but certainly, reports from others of his kind have never been found to contradict Auberon’s accounts to any great extent.

What Has Gone Before

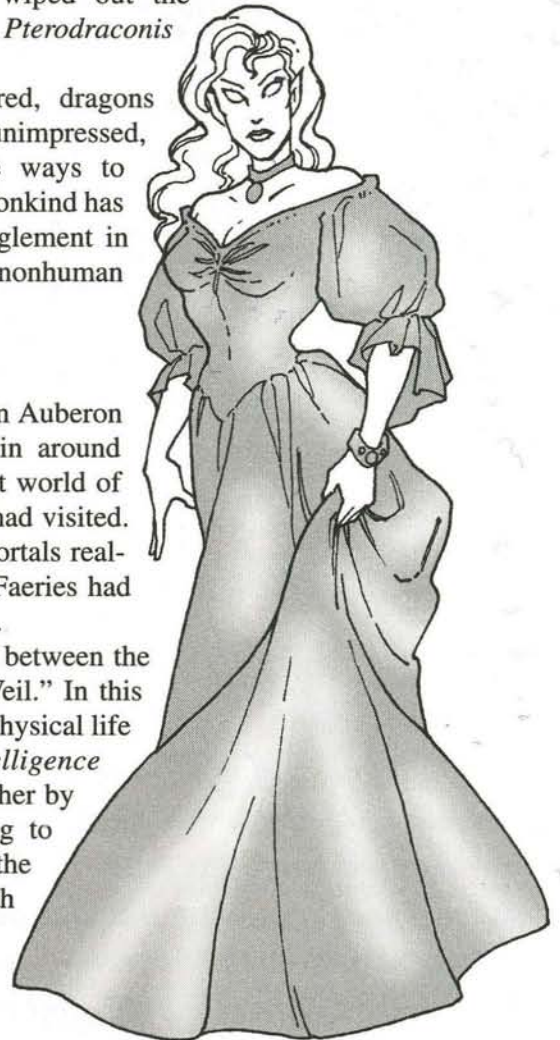
The Falkenstein-world’s continents have much the same shape as our own (barring the addition of one sea – see sidebar, p. 15), and humanity seems to have evolved there much as here. However, the first great divergence goes back millions of years before that, to the age of the dinosaurs, when one branch of the family of *pterosaurs* (flying reptiles) developed a sensitivity to magick. This seems to have started before the race evolved intelligence, which probably appeared as an aid to handling these forces. Over evolutionary time, the pterosaurs used magick to enhance their flying abilities, enabling them to grow to great size in defiance of aerodynamic physics, and then to master shapeshifting and other useful tricks which enabled them to survive the great extinction that wiped out the dinosaurs. The eventual result was *Pterodraconis sapiens* – the Dragon.

When human beings appeared, dragons were slightly amused and mostly unimpressed, but eventually found profitable ways to interact with them. However, dragonkind has tended to stand back from entanglement in human affairs – unlike the next nonhuman race to appear on the scene.

The Faerie Host

It is no great secret that, when Auberon stepped onto the northern Alps in around 12,000 B.C., this was not the first world of solid matter that the Faerie Host had visited. It is perhaps fortunate that few mortals realize quite how much damage the Faeries had done during their previous travels.

Faeries originated in the void between the universes, the so-called “Faerie Veil.” In this featureless realm of pure energy, physical life was an impossibility, but *intelligence* could survive, holding itself together by pure will and eventually learning to shape its surroundings. However, the Faeries had no idea what to do with the vast energies at their disposal, until they somehow found their way into a material universe. There they ran amok.



Leaving one dead world behind them, they returned to the Veil and began shaping it to match what they had seen. However, they had never acquired the imagination to formulate new ideas; they had to find further worlds to visit and exploit. Thus, they discovered not only that their powers were more constrained in some worlds than others, but that some held mortal powers that could give them a serious fight, and even win. Their casualties included many of the most powerful of their kind. Faerie nobles were obliged to mate with humans to perpetuate their power, reinforcing both the Seelie affection for humanity and the Unseelie disgust.

But they were never easily defeated, and many of them have always refused to acknowledge their limitations. In fact, the experience of defeat, and the problem of how to relate to other beings, created divisions among the Faerie folk. The "Seelie Court," led by Auberon, consists of Faeries who have developed consciences of a sort, or at least sentiment, or an inclination to conserve the source of their ideas, images, and pleasures – mortal humanity. Conversely, the "Unseelie Court," ruled by the being known as "The Adversary," takes the view that there are always more worlds to plunder. The Adversary holds that Faeries should use their power to keep prey under control, and that it is unbecoming for Faeries to deal with mortals as equals. The Unseelie find it amusing to rule by terror.



For he might have been a Roosian,
A French, or Turk, or Proosian,
Or perhaps Ital-ian!
But in spite of all temptations
To belong to other nations,
He remains an Englishman!

– W.S. Gilbert, *H.M.S. Pinafore*

Bringing their attitudes with them to this new world, the Faeries settled, spread, and diversified. One faction, the Dwarfs, actually renounced much of their Faerie heritage, gaining in return power over the metals which fascinated them and which are so dangerous to other Faeries. The Seelie and Unseelie fought a great war in the land that would become Ireland; both sides suffered horrendous casualties, reducing their strength further. At one point, Auberon tricked The Adversary into signing an unbreakable treaty that barred him and the other Unseelie from ever making war on humanity – the "First Compact." It is strongly suspected that Auberon's magick is responsible for the existence of the Inner Sea which divides Europe; if so, Faerie power has declined since that era.

Faeries haunted Egypt as animal-headed gods, Greece as Olympians, and Arabia as Djinn; they helped bring about the fall of the Roman Empire (which had been too quick to use iron weapons against them, and whose rulers had become pawns of the Faerie factions), and the threat of their power encouraged the development of human magick. However, their spread was sometimes checked. In the Far East, Dragon emperors and enigmatic supernatural forces forced them to remain cautious, while even greater, stranger powers barred the Americas completely to both Courts. Nonetheless, they continued to weave their plots through history. In the modern age, the Unseelie Court's (largely unknowing) chief cat's-paw is the most powerful of the German states.

CASTLE FALKENSTEIN ITSELF

The world of the game is named for one of its most intriguing architectural sites, and one that does not exist – save in imagination – on our own.

Physically speaking, Castle Falkenstein was built by Auberon of Faerie, in a single night, by an exercise of magick. Its true creator, however, is at least as much Ludwig II (see p. 129). Architecture was always one of Ludwig's eccentric interests; his counterpart in our world created the fairy-tale alpine castles of Linderhof and Neuschwanstein (which do not exist in New Europa). It seems that *this* Ludwig made a deal with Auberon that included the realization of his greatest vision.

Falkenstein stands on the foundations of a ruined medieval fortress, but the site is older than that; a Roman border fort once stood here, and before that, an ancient temple. In fact, what few humans realize is that this spot was where Auberon himself first arrived on this Earth, thousands of years ago, opening a gate from the Faerie Veil. The Dwarfs know this, and have legends of deep caves beneath the *Falkenburg* (Falcon's Fortress) where time itself is twisted and Dragons fear to tread.

Certainly, the castle is *strange*; its plan seems to shift and twist, and all maps are marked as provisional. Rooms appear and disappear; stories that foolish visitors wander off and never come back are not entirely jokes. There are substantial hints that the castle has connections to other worlds through the Faerie Veil. The fact that the castle handyman is a mad-scientist Dwarf is the least of its oddities.

But those who call Castle Falkenstein home love the place; it embodies all of Ludwig's considerable sense of wonder. The king regards it as his private residence, though he conducts most government business from other establishments in his capital of Munich. Aside from some major treaty signings and great balls, he rarely entertains in Falkenstein; invitations to visit here would constitute a great honor.

THE LOST CODEx

When Auberon and Morrolan cast a spell to summon *something* they could use in their war, they were presented with Tom Olam (p. 139) and his backpack. Olam was not an obvious candidate to save the world, although he eventually proved helpful in several ways, but it is now believed that what the spell actually latched on to was a book that happened to be in his backpack.

This was a facsimile copy of what was called the *Codex Pacifica*, the sixth notebook of the legendary Renaissance figure, Leonardo da Vinci. The book in question had recently been rediscovered in his native Earth (having been lost both there and in New Europa), and Olam, taking a European tour, had acquired a copy in Florence before traveling on to Neuschwanstein, in Germany, whence he was magickally abducted. It transpired that Leonardo had, in fact, been sensitive to magickal forces, and the notebook described his attempts to create mechanical devices that could manipulate them.

(Except . . . Olam had not looked at the book much before his adventure, but he remains rather puzzled by its current appearance. He suspects that it has somehow changed during the transfer between universes, and certain references in the text certainly raise complicated questions. Magick is a complex and unpredictable thing; it is not entirely impossible that the book that fell out of Olam's pack in Castle Falkenstein was the version of the *Codex* that *could* exist in this universe, based on writings by Aristotle that also laid the foundations of much modern scholastic magick. Or perhaps the book never changed, but a copy from New Europa was the one that showed up on Olam's world – a world where Leonardo had no previously known interest in magick, which is certainly not an easily accessible force, and where the book had been written off as eccentric ramblings.)

In any case, the book was found by the Dwarf Rhyme, who was working as Castle Falkenstein's handyman. "Borrowing" it while Olam was otherwise preoccupied, Rhyme took it back to his workshop and began experimenting. One spectacular but fortunately fairly harmless magickal accident later, the Second Compact recognized that they had the basis for a whole new magickal technology in their hands.

(See p. 11 on the first practical application of "Engine Magick," and p. 118 for brief guidelines for using it in games.)

The Rise of Prussia

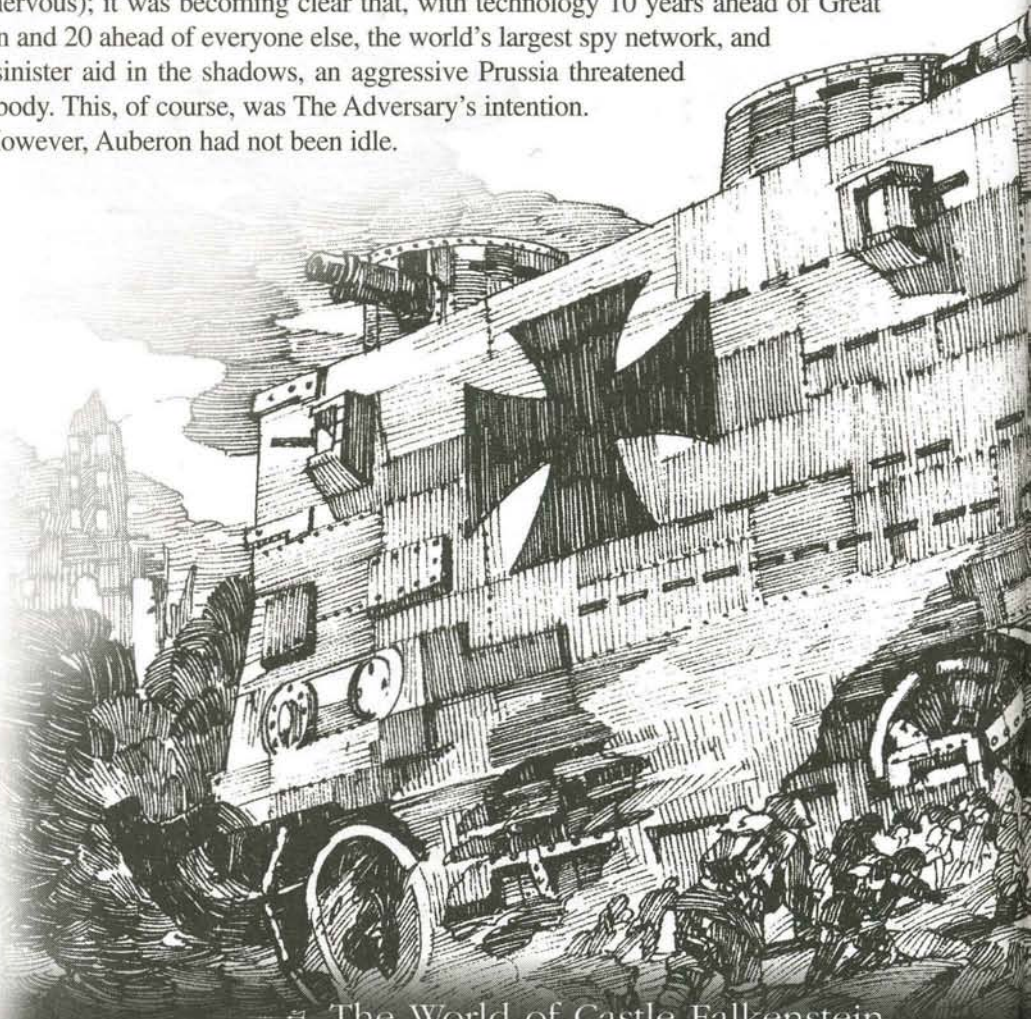
Having developed its industrial and military power through the 18th century, Prussia emerged from the Napoleonic Wars (in which its armies fought with distinction) to find itself penned into its corner of Europe by rivals whose colonial expansions were already well underway. At the same time, other German states on its borders were an endless source of trouble, with their petty squabbles and shifting alliances. Perhaps not surprisingly, the Prussians formulated a strategy that would bring them power and breathing-space.

Prussia is a monarchy, currently nominally ruled by King William I – but everyone understands that true power lies in the hands of its "Iron Chancellor," Otto von Bismarck (p. 130). Born a mid-ranking Prussian noble, Bismarck was a bright (if wild) university student who avoided the restricted life of a career soldier before eventually entering politics. In our history, he became Prime Minister in 1862, and only took the title of "Chancellor" when his policies created a German empire under Prussian leadership in 1871. In New Europa, his career was a notch more dramatic; he took control of his country, as Chancellor, in 1860, and soon began pressing William to take the title of Emperor.

At this point, the Unseelie took notice, and offered Bismarck supernatural aid, Faerie spies, and technology plundered from other universes. They also began eliminating his opponents. Encouraged by them, Bismarck's policies became increasingly militaristic, especially when Prussian industry created the *Landwehr* Fortresses: giant steam-powered tanks. In our history, Bismarck, while formidable, used diplomacy as much as physical force, and had his ideals; the Unseelie seemed to be pushing the New European version into something more vicious.

He was soon picking off small German principalities (and making his larger neighbors nervous); it was becoming clear that, with technology 10 years ahead of Great Britain and 20 ahead of everyone else, the world's largest spy network, and very sinister aid in the shadows, an aggressive Prussia threatened everybody. This, of course, was The Adversary's intention.

However, Auberon had not been idle.



Bayern

Bavaria, known as *Bayern* in German, is the largest and strongest state in southern Germany. Its rulers, the Wittelsbachs, have long been somewhat eccentric; a few years ago, in New European history, King Ludwig I actually abdicated and ran off with the noted courtesan Lola Montez. He was replaced by his son, Maximilian II, whose own oldest son, another Ludwig (see p. 129), was reported dead when his yacht was wrecked in a storm off Greece. That death was always regarded as suspicious – conspiracy theorists mentioned Prussian agents and sorcery (and it certainly did not happen in our history) – but when Maximilian died in 1864, Bayern had no choice but to accept the succession of Ludwig's insane brother Otto, and the appointment of a Regent who soon displayed a prejudice in favor of Prussia.

Then Auberon turned up at a ruined border fortress named *Altes Schloss Falkenstein* with the unconscious body of Crown Prince Ludwig, whom he announced he had just rescued from Unseelie captivity. As an encore, Auberon magickally reconstructed the castle, larger than before, along the lines of Ludwig's architectural fantasies, then allied with a high-ranking British sorcerer named Morrolan who "happened" to be in the area, and cast a spell to find further aid. This brought them Tom Olam (p. 139), whose exact usefulness took some time to emerge.

Ludwig and a mixed bag of allies were forced to move swiftly to unseat the treacherous Regent and claim his throne. When they succeeded, however, Bismarck found himself with an unexpected problem on his southern flank. Ludwig II was clearly stable enough to rule, and determined to oppose Prussian expansion. When intrigue and assassination failed him, Bismarck made plans for a more direct solution.



... All great events and personalities in world history reappear in one fashion or another ... the first time as tragedy, the second as farce.

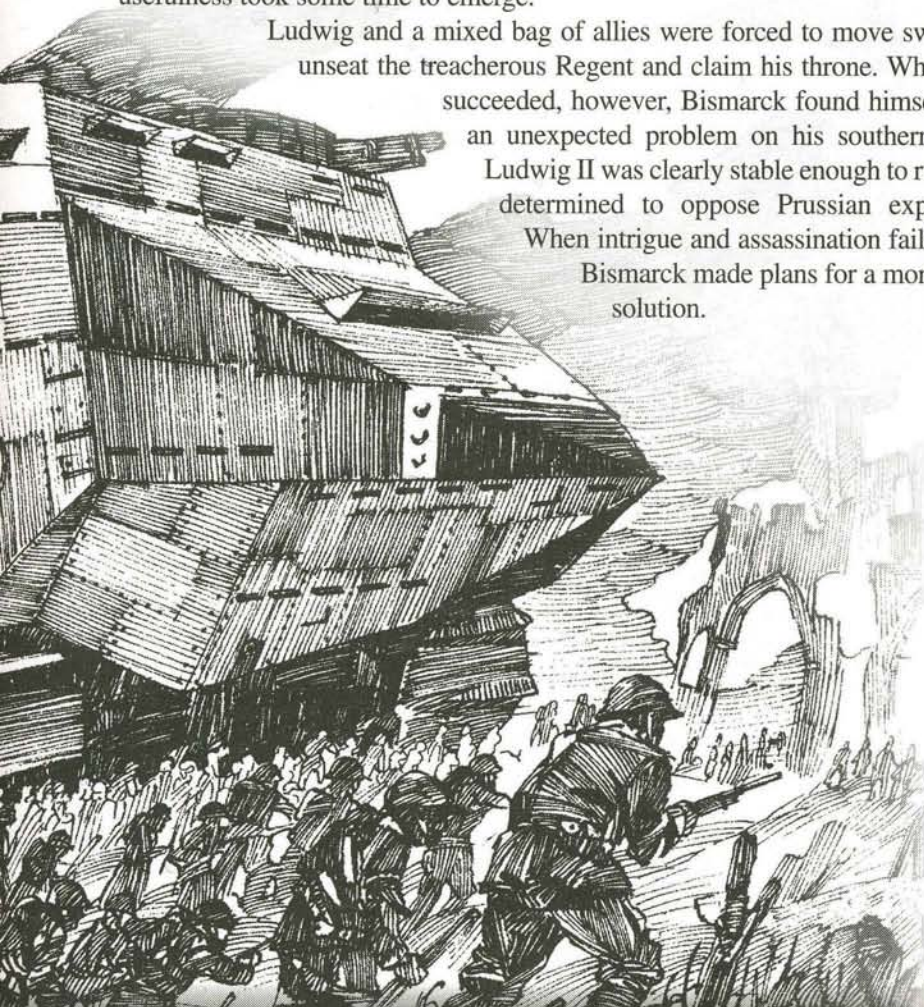
– Karl Marx

THE STEAM LORDS AND THEIR FOES

The Steam Lords (see p. 11) are as much a philosophy as an organization, but are no less dangerous for that; lacking a single leader, they cannot be destroyed by a single crushing defeat. On the other hand, they are united enough to mount well-planned, coordinated operations; they are on good terms socially, and as aristocrats and industrial magnates, they know how to run large operations. Their numbers include linen-mill owners (Lord Peter Asmouth), railway financiers (Lord Ashton Montague), iron-masters (Sir William Gordon-Smythe, owner of Wellington Steel & Fabrication), and shipowners (Sir Robert Burnell, of the Great Atlantean Steamship Company). They have cautious links to the Temple of Ra (see p. 104), giving them access to even stranger science and weird magick.

However, they do have opponents within Great Britain itself. The capable, flamboyant former Prime Minister Disraeli (p. 134) is seen as their chief political opponent; although a Conservative himself, he has no taste for feudal oppression. The current Prime Minister, Gladstone (p. 133), while by no means a Steam Lord dupe, is preoccupied with other concerns, and swayed by the advantage granted to the nation by technological power.

Queen Victoria, largely withdrawn from public life since the death of her beloved husband Albert, takes little interest in government. But the other noted domestic opponent of the Steam Lords is Prince Albert Edward, alias "Bertie," the Prince of Wales and Victoria's son and heir, a man who has learned to recognize a manipulative power-grubber when he meets one. Unfortunately, Steam Lord-controlled newspapers have managed to play up rumors of Bertie's taste for the high life (he *does* enjoy good food, good wine, and good company), with the result that his mother refuses to allow him to exercise much real influence. However, faced with a genuine struggle, New Europa's Bertie seems to have acquired a little more determination and will than his counterpart in our history.



The Second Compact is named somewhat ironically, given the nature of and signatories to the First Compact. But both do, ultimately, serve the same purpose: saving humanity from the depredations of the Unseelie Court.

The First Compact was shaped in prehistory – allegedly around 10,000 B.C. – in the wake of the great “Nightfall War” between the Courts, when the Unseelie were visibly moving toward a policy of unrestricted hunting and extermination of humans. It came to the attention of The Adversary that Auberon was on the verge of making an alliance with a major human nation (now long forgotten) on the shores of the Inner Sea (see p. 15). On his way to the signing of the treaty, Auberon was waylaid and delayed by a group of surviving Formorian giants; meanwhile, The Adversary took Auberon’s shape, seeking to hijack the alliance. A major human power bound to him by great oaths would have been a useful tool. He carved his true name (now long forgotten by mortals) and seal into the great stone slab on which the treaty was inscribed. He had, however, been typically rash; only then did he actually read what he had signed.

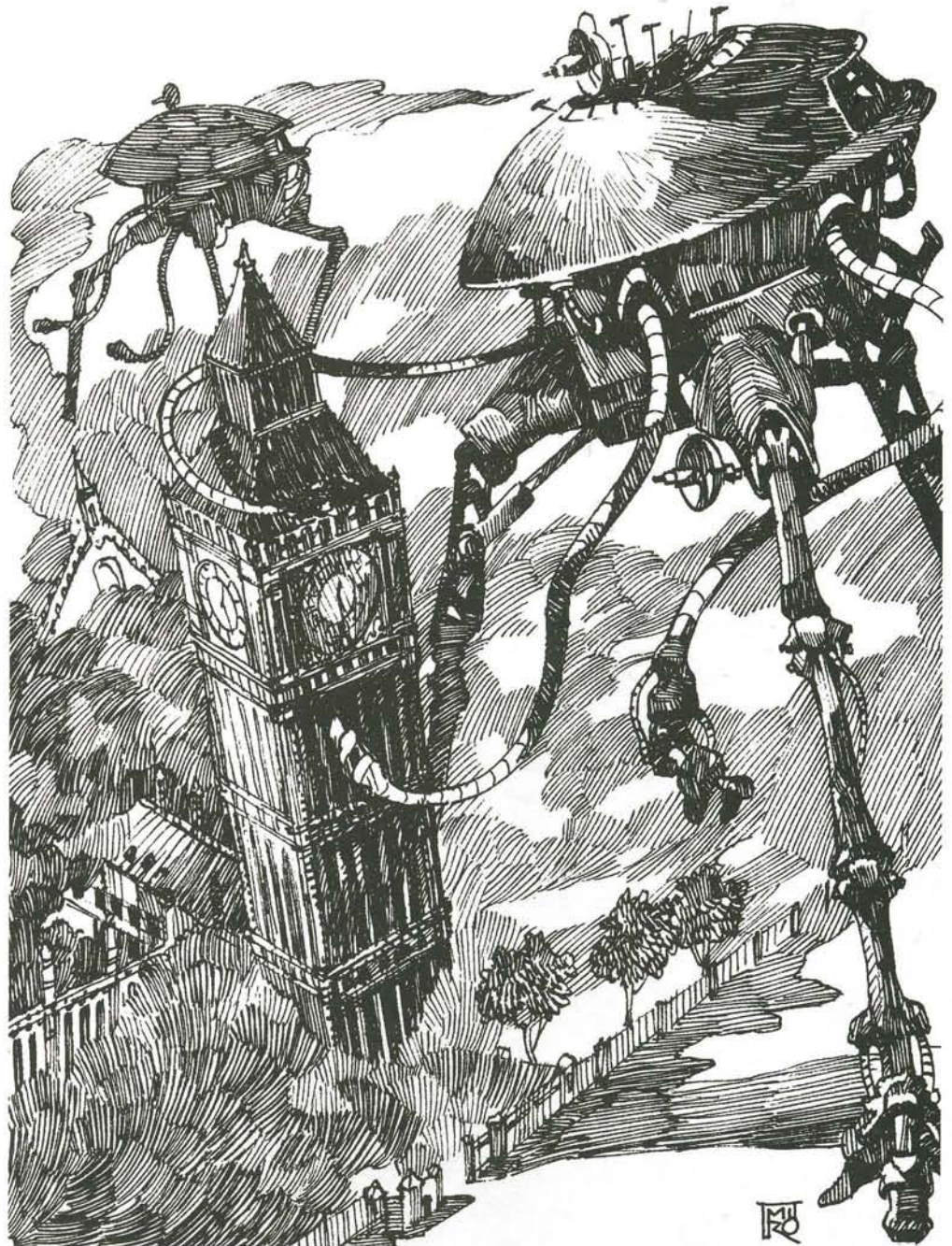
Underneath a minor Glamour laid by Auberon, the treaty bound the signatory and his followers never to go to war with the human race. Auberon had choreographed the entire story, and now showed up to dissuade the screaming Adversary from physically destroying the treaty; after all, there were countless witnesses to his oath. Auberon then countersigned the treaty for show.

The Adversary sulked within the Faerie Veil for some millennia after that, giving Auberon and humanity a useful breathing space, but eventually returned, determined to work around his oath. He can, after all, call Wild Hunts (see p. 82; these are specifically permitted by the First Compact – Auberon wanted to keep his options open) or arrange simple murders, so long as he and his minions refrain from open warfare. And he can always persuade human beings to destroy themselves, or perhaps even start a war against the Faeries, who would be permitted to defend themselves. Nor does the Compact protect nonhumans. The Unseelie are simply obliged to be more subtle than they would sometimes like to be.

In June 1866, Prussia declared war on several of its neighbors, including both Bayern and Austria. Employing what can only be called blitzkrieg tactics, Prussia crushed Hannover and Saxony, then turned on Austria. Punching a hole in the Austrian defenses (despite the help they received from surviving Saxon forces) at Gitschin, Prussia’s General von Moltke swept over Bohemia.

Meanwhile, the Bavarians had gambled. With narrow mountain passes to defend and having identified that the first Prussian attack would be elsewhere, they left a small, picked force (including magickal, Faerie, and Dragon allies) to hold the frontier, and sent most of their army to aid the Austrians. Using rail transport (just as the Prussians were employing it to speed their advance), the allies were able to link up in strength by the beginning of July.

The ensuing encounter was the decisive moment of the war.



The Battle of “Königsieg”

The Austrians had chosen to make their stand at the fortress town of Königsgrätz. The aging Austrian General Benedek was relying on a river to delay the Prussian landfortresses, while Auberon used weather-magick in an attempt to slow them further, but the giant machines swept across all obstacles, forcing their opponents to fall back. The battle seemed lost, until the Bavarian secret weapon arrived.

Using bizarre ideas derived from a book in Olam’s backpack (the so-called “Lost Codex”; see the sidebar, p. 8), Ludwig’s allies had been able to develop a new propulsion system for airships – the first example of what would become known as Engine Magick. Incorporated into craft built by Dwarf craftsmen with their extraordinary skill with materials, sorcerous engines powered the first effective attack aircraft in New Europa. The first of these craft arrived at Königsgrätz just in time.

The Prussians were simply unprepared for attacks from above; their land fortresses were inadequately armored on the upper decks, and their artillery positions were wide open to bombing. The morale effects of this unprecedented threat were equally significant; many Prussian troops simply broke and ran. The result was labeled “Königsieg” – “King’s Victory” – by the press.



MAGICK IN NEW EUROPA

Magick (usually spelled with a “k” locally) is a real, major force in the world of Castle Falkenstein, and given its power, and some of its past abuses, non-magickal folk may be forgiven for being a little wary of it. The Sorcerous Orders (see Chapter 6) provide tacit reassurance; they are known to have their own rules and codes, and to discipline members and hunt down renegades, which is seen as better than having scores of unpredictable wizards doing as they please. Even the more sinister Orders are generally quite open about their existence; if forced to speak of themselves, they try to laugh off the worst rumors (which *are* often ludicrously exaggerated), and present themselves as mildly eccentric scholar-philosophers.

Actually, even the benevolent groups are a great deal more than that. Power is always a temptation, even for those who avoid actual corruption, and sorcerers are no less interested in politics and particular causes than anyone else. However, for the most part, sorcerers do keep their Art private – though they are as likely to be seen out in society as anyone.

In fact, magick grants an entree to many social events; a sorcerer of even quite lowly origins makes an interesting party guest, and the structure of the Orders actually encourages sociability, internally and externally. (In *GURPS* terms, many sorcerers are Status 1 or better.) Although it remains enigmatic and even worrying to non-participants, magick is a recognized and established part of the Castle Falkenstein world.

Continued on next page . . .

THE NEWEST AND FINEST CLOCKWORK ENTERTAINMENTS!

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(Requires a sixty-four spindle Babbage mechanism. Patent applied for.)

Aftermath

Bavaria and Austria thus preserved their independence as the war ended in negotiation. However, the essential struggle had barely begun. The Prussians had withdrawn in good order, and were able to retain effective control of Hannover and Hesse-Cassell. Austria had been exposed as a paper tiger, and the new Bayernese advantage was based on a single key secret, which Prussian Intelligence immediately made their first priority.

Further Threats

Meanwhile, the Unseelie were laying plans elsewhere. For that matter, numerous other forces menaced world peace, sometimes with Unseelie aid, sometimes on their own account. Perhaps the most dangerous of these were the British “Steam Lords.”

In our history, 19th-century Britain, the first country into the Industrial Revolution, was dominated by a sometimes uneasy mixture of traditional aristocratic landowners and newly rich industrialists, who usually aspired to join the former group. In New Europa, one group is exploiting the country’s deep, if partly hidden, divisions slightly differently.

MAGICK IN NEW EUROPA (CONTINUED)

Naturally, this sometimes means that other folk seek to employ sorcerers for their skills, and while Orders often have substantial investments and landholdings, and some sorcerers are either independently wealthy or in some kind of permanent employment, others are happy to earn an honest (or, less often, spectacularly dishonest) crust from the Art. Because sorcerers are generally treated as gentlefolk, they tend to adopt the same sort of manners as “consulting detectives” or English barristers, accepting a fee (or “gift”) at some point after a case is complete rather than coming cap-in-hand like a tradesman; of course, their fees tend to be substantial. PCs seeking to hire a sorcerer should make polite inquiries at Order chapterhouses and around private clubs and social gatherings, rather than consulting the classified advertisements, and should expect to have to pay well.



The Steam Lords are a mixture of ambitious new money and old aristocratic families who invested in industrialization from the first, and who are now using their wealth and technological advantages to seize an ever-greater share of political power. Many have seats in the House of Lords, where they manipulate a large voting bloc through rhetoric, double-dealing, and political skill; the group also has numerous members of the House of Commons in its pockets. The Steam Lords’ objectives are to merge industrial society with old-fashioned feudalism; their dream is a Britain of great factories churning out goods to make them ever more wealthy, tended by a cowed workforce of industrial serfs – a “steampunk dictatorship.” They are in fact now allied with Prussia, which has similar ideas, and thus with the Unseelie. They are a loose, shadowy cabal, but no less dangerous for all that; they command vast wealth, armies of hired thugs, and advanced technology, as well as political power. (See p. 9, sidebar, for more on this subject.)

But they are hardly the only problem. New Europa is home to a tumultuous, bizarre array of criminal masterminds and evil sorcerers. Aside from the darker Sorcerous Orders (see Chapter 6), there are at least two dangerous international conspiracies, the World Crime League and the World Anarchist Brotherhood (see sidebar, p. 13). Faced with all this, New Europa needs heroes.

❧ THE SECOND COMPACT ❧

Part of the basis for the Bavarian victory in the war was a new, unique alliance, designed to counter the threat posed by the Unseelie through their Prussian dupes – the threat of a powerful militaristic state using not only supernatural powers, but also the worst aspects of New Europa’s modern age.

Promoting rapid industrialization wherever it suits them, the Unseelie seek to sow disruption in human society; a world of industrial robber-barons, polluted skies, and cowed masses will be easy for them to control and eventually destroy. Widespread use of iron (including the new railway network), while occasionally annoying to Faeries, would disrupt the flows of magickal energies, reducing the power of human sorcerers, who are one of the balancing forces that could oppose Unseelie domination. And individual conquerors and mad scientists could all be exploited, one way or another.

When Ludwig and his court were looking for aid, they were able to explain this threat to others. The result was an alliance founded on idealism . . . the *Second Compact*. Signed one Midsummer’s Eve in Castle Falkenstein itself, the Compact counts nations, societies, and individuals among its members.

Its mainstays are, of course, the government of Bavaria and the Seelie Court. King Verithrax Draconis signed on behalf of his people, and many Dragons have fought valiantly for the cause (although individual members of that race may have their own ideas). France and Austria both recognize the Prussian threat, and their leaders have made at least semi-formal alliances with the Compact; Jules Verne (p. 140), the French science minister, has signed personally. The Dwarfs are not members as a race (no one speaks for all the Dwarfs), but the Unseelie and the Prussians have shown a growing readiness to exploit and even enslave northern Dwarfholds, and several communities and individuals have responded by turning to the Compact.

Other governments are more of a problem. Great Britain is too much dominated by the Steam Lords, who recognize a kindred spirit in Bismarck and work actively (if secretly) to further the cause of runaway industrialization. Their agreement is that, ultimately, a Steam Lord-ruled Britain will retain its global empire and sea power while Prussia controls mainland Europe. (How long this alliance would last if it won is an interesting question.) However, Prince Edward (now a personal friend of Ludwig) has secretly signed the Compact, along with noted individuals such as adventurer Richard Burton (p. 136) and the great scientist Lord Kelvin.

INTERNATIONAL MENACES

New Europa has a few organizations that transcend national boundaries and can challenge governments. Unfortunately, few of them are up to any good, though they do add to the setting's melodrama level.

The World Crime League

Criminal masterminds are an arrogant, egocentric breed, but they also tend to be intelligent, and some of them are even wise enough to recognize the possibility of strength in numbers. The World Crime League is the dangerous result.

One part Cosa Nostra, two parts SPECTRE, the League's goal is world domination. Of course, it approaches this by promoting the interests of the master criminals who make up its hierarchy, so its individual actions seem surprisingly varied. Its operations certainly encompass vice, extortion, and audacious robberies, along with the occasional attempt to overthrow whole governments and the assassination of those who inconvenience it. Its supreme leader is a seemingly respectable English mathematics professor, whose genius permits him to sustain this dual role.

The World Anarchist Brotherhood

This group is so shadowy that it is not at all clear that it can be considered one body at all; revolutionary societies are notoriously prone to splintering, after all. In fact, even its name was invented by a sensationalist newspaper reporter, and some of its members have been known to write rambling letters to the press, denouncing the label and attacking "real" anarchism. Others, however, merely shrug; if the bourgeoisie is afraid of anarchy, then this name will at least strike fear into their corrupt hearts!

The Brotherhood's leader, if it has one, is Karl Marx (p. 138); its goal is the destruction of all existing governments, and their replacement by some kind of communistic utopia. Its actions are usually designed to disrupt and terrorize the forces of order in general, rather than striking at individual injustices, but local factions and individuals may attack particular problems, or even work off personal grudges. It may seem like a joke, but sheer fanaticism, and Marx's analytical planning and ability to learn from history, make it dangerous.

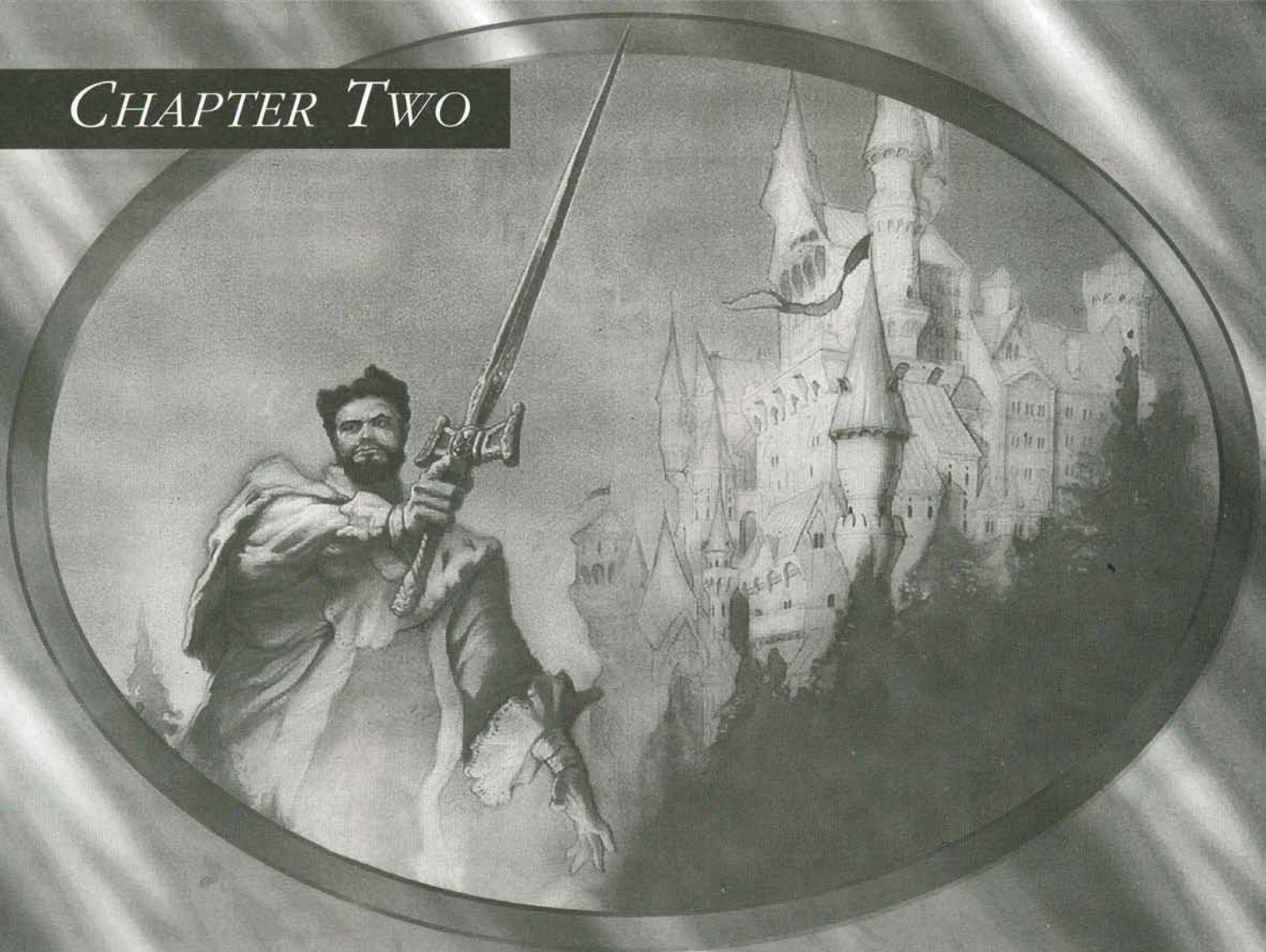


Among the magickal societies of New Europa, the Templars (p. 104) have always been enemies of dark sorcery wherever it appears, and the Illuminated Brotherhood (p. 102), among whom Morrolan is a leading figure, traditionally fight for individual freedom (albeit by their own definitions and methods); both are aligned with the Compact. The Freemasons (p. 103) have the same tradition as the Illuminati, but only their European branch has come aboard; the American Freemasons are increasingly going their own way politically, and are thought to be all too friendly with the Steam Lords. Several powerful individuals have also signed, notably Captain Nemo, commander of the *Nautilus*, who hates warfare with a burning passion and sees the Prussians and the Unseele as its chief current proponents. (He aided Bayern considerably against Prussian forces on the Inner Sea during the recent war.)

In game terms, the Second Compact is an excellent set of allies, patrons, and supporters for heroic PCs. It is very loosely organized except at the highest levels, so characters are unlikely to be full-time "Agents of the Compact," but they may work on its behalf for some of its constituent groups or leading figures. In *GURPS* terms, characters working for it should usually take individual members as Patrons, Contacts, or Allies, according to their specific activities, although noted, trusted members may have a Claim to Hospitality with the entire Compact.

The Second Compact takes its symbol from that of the throne of Bayern: the image of a swan. Members often wear this badge on cloak pins, rings, or medallions.

CHAPTER TWO



THE KNOWN LANDS

✧ EUROPE ✧

Bayern

A German kingdom known to English-speakers as Bavaria, Bayern is rural enough to be pretty, developed enough to be a regional power. Most of its 4.5 million people live in small towns and villages scattered across rolling hills and grasslands; there is also a substantial population of minor Seelie Faeries (who do not care to be counted). To the south, the land rises to the Alps, which have an exceptional number of Dragons and several major Dwarfholds (see p. 78) as well as assorted lesser Unseelie.

The human population is mostly Catholic, well-educated (with schools in almost every village and several good universities), and stereotypically combines German hard work and sentimentality with Central European friendliness and taste for the good life.

Bayernese architecture tends to the fairy-tale picturesque, with white-plastered, wood-beamed cottages and rustic churches featuring ornate woodcarvings.

Bayern's army is relatively small, but makes up in dedication what it lacks in numbers. It now includes numerous Faerie units, and Dwarf-made weapons are being rushed into service. The water navy is negligible, consisting of a few Napoleonic-vintage frigates with added iron plates; however, Bayern does have the world's first serious air force – its Aeronavy.

München

The capital of Bayern, located on the Isar River and often referred to as “Old München,” is known as Munich to English speakers. It is as picturesque as smaller Bayernese towns, but in a grander way. This is largely thanks to the efforts of Ludwig I, who sponsored extensive classical-style building and rebuilding; older buildings tend more to baroque flourishes and towering red brickwork, but the city’s general appearance is harmonious.

There are theaters, libraries, and countless beer-halls, restaurants, and coffee-houses, as well as a modern railway station. (The new passenger aeroliners mostly berth on the shores of a small lake just outside the city, where they can land and float if necessary.) There are also several palaces, mostly used for government work; the traditional city home of the kings of Bayern is the Georgian-style *Residenz*, adjacent to the *Englischer Garten*, the largest of the city’s several parks.

Prussia

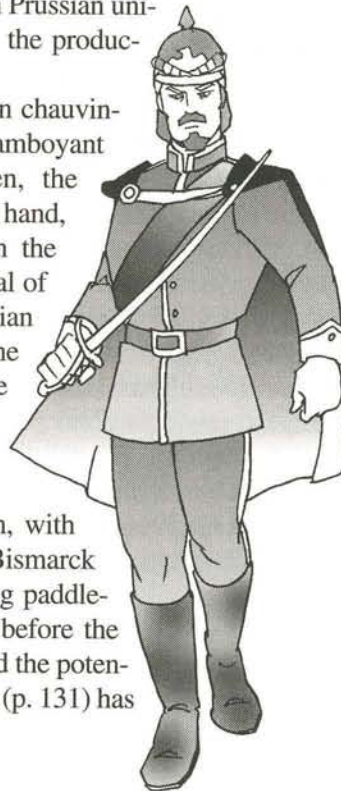
The largest German state, with a human population of around 18 million, Prussia occupies most of the densely populated northern German plain, with mountains to the southwest; canals and rivers provide communications between its cities and the Inner Sea and the Baltic.

Prussia has long been prone to militarism, and its soldiers distinguished themselves in the Napoleonic Wars. Building on this, the modern state fields the largest army in Europe. But Prussians also see themselves as a thoughtful people, with an excellent system of education and a growing industrial base; turned to aggressive ends, this produces a sophisticated armaments industry which can create mobile “landfortresses” as well as advanced small arms.

Prussia finds itself boxed into the center of Europe by other great powers; indeed, Bismarck has based his policy on the drive to break out of this “trap” and claim a global role. The Prussians are not entirely vicious; they respect the military virtues, and can be good company in a back-slapping sort of way. However, their aristocrats are fond of flashy uniforms and military status, and see dueling as a fine hobby; indeed, a saber scar on the face is a fashion accessory in Prussian universities. Upper-class Prussian schools are oriented to the production of officers, with increasingly brutal discipline.

The Prussian army’s only great weakness is human chauvinism; whereas every other European power fields flamboyant Faerie cavalry and perfectionist Dwarf artillerymen, the Prussians exclude such from their ranks. (On the other hand, their intelligence services receive extensive aid from the Unseelie.) Prussian uniforms look dull, with a great deal of gray, but are always practical as well as smart. Prussian landfortresses are classed as part of the artillery, *not* the cavalry; they may be mobile, but they require huge crews of technical experts to keep running, and are used to inflict maximum damage, not for reconnaissance or skirmishing.

The Prussian Navy attempts to imitate the British, with well-armored, rugged battleships, but lacks resources. Bismarck has concentrated on land power, leaving the navy using paddle-wheel-powered ironclads with primitive turrets. Even before the appearance of Bayernese aeroships, the army recognized the potential of airborne reconnaissance, and Count von Zeppelin (p. 131) has created a fair force of steam-powered dirigibles.



WHY IS FLANDERS UNDER WATER?

The map of New Europa should look familiar enough to inhabitants of our world, except in one respect; there is a hole in Europe.

The “Inner Sea” runs from the North Sea to the Alps. Inhabitants of the world speak of “The Eight Seas” (rather than Seven); although not huge, being a little over 300 miles wide at its broadest, this one is very deep in places, and provides access to Frankfurt and Leipzig for full-sized, ocean-going ships.

In fact, ancient legends say that the Inner Sea was not always there; they tell of the day when a tall Faerie lord descended on an alpine peak and tore the land asunder. Tom Olam did eventually get drunk enough to ask the obvious question one evening; in reply, Auberon just smiled.

If the Inner Sea *was* Auberon’s creation, his power has clearly declined since that age; but then, he admits as much to his allies. There is less wild Faerie magick in the world than once he knew. But what would his motives have been?

Well, he knows the history of Earth in several universes – a history to which this universe is cleaving with remarkable tenacity, considering all the differences. This means that he knows how much of a battleground northwestern Europe is likely to be; he may have hoped to prevent a score of Franco-German wars and invasions. On that theory, the creation of the Inner Sea has been a failure. Some invasions struck through northern Italy, while others made use of whatever light shipping was available. (Napoleon employed the half-Faerie Admiral Corik leBecque, who repeatedly secured his crossing of the Inner Sea, though Nelson and the Royal Navy kept the French fleet bottled up there and in port elsewhere.)

As for the people who should have lived on this land: The Dutch and Belgians are slightly fewer, and the Dutch especially are even more of a maritime race than in our history. However, they have an ancient, close relationship with the Merfolk and other aquatic and maritime Faeries of the Inner Sea, which explains why they have been every bit as formidable a maritime nation as in our history, despite smaller numbers. New European remarks about Dutchmen having gills and webbed feet are not *entirely* jokes.

THE VERNE CANNON AND WORLD PEACE

A Verne Cannon is a gigantic gun, with a bore of 275 centimeters (9 feet). Firing one of these weapons requires a charge of several tons of guncotton, and each shell weighs 500 tons. Aiming is accomplished by means of a number of railroad locomotives and hydraulic rams, all controlled by one of the most advanced calculating engines in the world.

There are four Verne Cannons, located at fortresses outside Paris. Whenever the guns are fired, windows are shattered all over northern France. Each Cannon is guarded by a full company of soldiers.

The Verne Cannon can hit targets anywhere in Europe, giving France the ability to threaten any enemy with a devastating bombardment. The accuracy of the gun is limited by the availability of maps and targeting information, so the French government has begun an intensive program to acquire accurate geographical information. Note that the Cannon can only hit targets whose positions are known – it is almost useless against dirigibles, ships at sea, or anything smaller than a fortress or a city.

So far the Verne Cannon has functioned as a peacekeeper. It is the largest weapon in the world, and nobody wants to risk being on the receiving end of its shells. Napoleon III has wisely kept the Cannon as a defensive weapon, announcing that it will be used only if an enemy attacks France. There is little doubt in anyone's mind that the enemy he means is Prussia. At present, no other nation seems to be working on a gun to rival the Verne Cannon, although it is rumored that Prussia is trying to develop other secret weapons of comparable reach and power.

In *GURPS* terms, a shell from the Cannon does 80,000 × 6d damage. Its rate of fire is very slow – it takes up to an hour to shift its aim to a new target, and once on target, reloading still requires three minutes. Shells travel at about 6 miles per second, so flight time is about 16 seconds per 100 miles.

Minister Verne is most interested in the Cannon's peaceful applications. Since it may be capable of launching shells into orbit with slight modifications, it could be the basis of a French program for the exploration of outer space. The main difficulty is how to cushion any passengers in the shell against the tremendous shock of firing.

Berlin

Located on the Spree River, the capital of Prussia is virtually the polar opposite of München; a city of squat, ugly, almost brutal architecture, punctuated with heroic statuary and the occasional baroquely decorated public building. Even the royal palace presents a fortress-like face to the world, although it is ornate within. The most famous monument is the Brandenburg Gate, a neo-classical archway surmounted by a statue of Victory. The stereotypical Berliner is a meticulous, humorless government administrator.

Still, this would not be a German city if it did not have its share of beer-halls; in working-class districts, stolid artisans make up for the sweat of a day's labor, while establishments which serve a higher class of customer host numerous bragging contests and duels. Berlin also has a fine opera house, and has produced a number of renowned composers and writers.

France

France has been one of the dominant powers in Europe since the reign of Charlemagne. For the past two centuries, most of the continent's wars and alliances have consisted of every other power trying to keep France from taking over. Now, for the first time in centuries, it is France which has emerged as the defender of the established order against an aggressive power. Can Gallic élan and French science keep Bismarck's legions at bay? To any Frenchman, the answer is obvious.

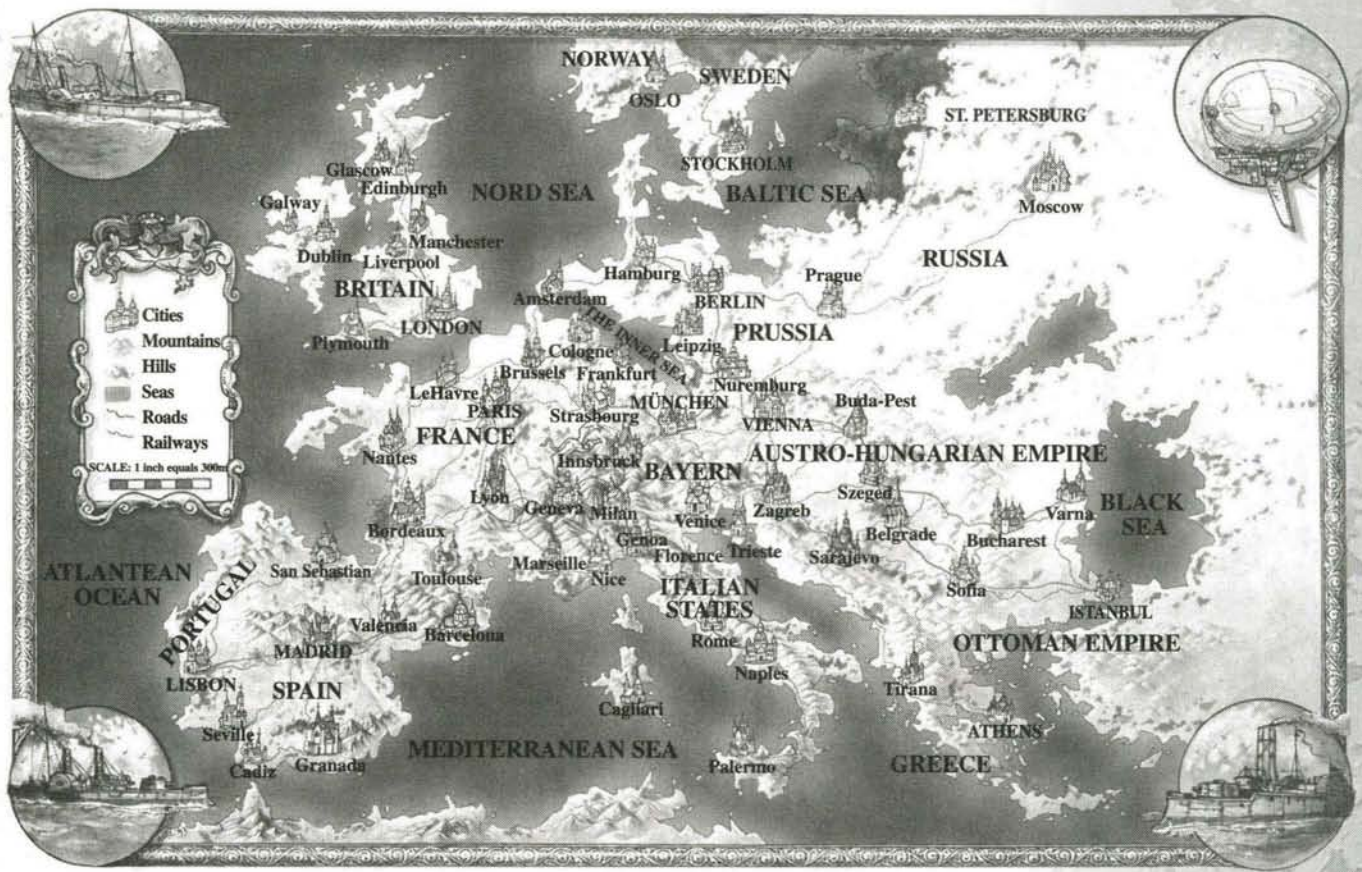
France has 45 million people and is the greatest agricultural producer in Europe, and the northern part of the country boasts an impressive industrial base. French banks finance railroad construction in Russia, America and Antillea. France is the world leader in fashion and culture; English aristocrats and American millionaires buy their clothes in Paris, drink French wines and hang French art on their walls. The language of international society and diplomacy is still French.

French society is more tolerant and less stuffy than British, without the streak of coarseness found in Germany or America. The French pride themselves on sophistication and style. Gentlemen still fight duels – journalists in particular are forever having to defend themselves over published remarks. Demimondaines and adventuresses are popular celebrities, as are artists and great chefs.

Emperor Napoleon III, the nephew and self-appointed heir of Napoleon Bonaparte, began as a penniless exile, won a seat in the French Assembly, got himself elected President, and proclaimed himself Emperor with popular support. Since then, he has ruled as a more-or-less enlightened autocrat. He has made France strong and prosperous, and the people are happy and relatively free (as long as they don't get any funny ideas about deposing the Emperor). He is a charming man who knows how to enjoy himself, and during his reign the rest of France has followed suit.

Perhaps his wisest (or luckiest) decision has been his appointment of Jules Verne (p. 140) as Minister of Science. Verne has supported a number of groundbreaking projects; some proved to be boondoggles (like the absurd plan to dig a tunnel beneath the English Channel), but others have paid immense dividends. The most famous is the Verne Cannon (see the sidebar), which gives France a weapon to offset the Prussian Army.

Under Verne, France has regained its world-leading position in science, particularly in calculation engines, medicine, biology and engineering. Perhaps Verne's riskiest move has been to ally with the Second Compact; the might of French technology is certainly helpful, but some of the Compact's goals mix poorly with Napoleon III's ambitions. For now, both France and the Compact want to contain Prussia, but there may come a time when Monsieur Verne will have to make some hard choices.



Napoleon III isn't the general his uncle was, but he has done a good job of maintaining France's military forces. In their blue tunics and red trousers, French soldiers are a colorful sight. The army is divided into two forces; the Colonial Army serves in France's overseas possessions, includes the famous Foreign Legion, sees nearly constant action in small wars, and attracts ambitious officers anxious to distinguish themselves by spreading civilization at bayonet point, while the Metropolitan Army is organized and equipped to take on European opponents; its officers look down on their Colonial brethren, claiming that skirmishes in distant corners of the world are not real war. Promotion in the Metropolitan Army is based less on merit than on political maneuvering, social prominence and connections.

France cannot hope to compete with the British navy, and doesn't try. The French fleet consists of a few ironclads capable of dominating Mediterranean waters, some cruisers to protect commerce and show the flag, and a large number of torpedo boats for coastal defense. French ships are fairly advanced – Science Minister Verne has influence – but the service is starved for men and money. Currently, the navy is experimenting with submersible craft, inspired by Captain Nemo's *Nautilus*.

Paris

The capital of France has the world's best restaurants, best artists, best clothiers, and prettiest showgirls. Though the great Tower is still just a sketch in Gustave Eiffel's notebook, Paris is starting to take on the form recognizable to visitors from our world and time. The Emperor has put Baron Haussman in charge of making the city a true showplace; broad boulevards are being cut through the medieval warren of streets, with grand squares and plazas where the avenues meet. The result is one of the most impressive cities of New Europa. (The Baron's plan also makes Paris easier to control in the event of civil uprising.)

IRELAND

Ireland in the world of Castle Falkenstein is a part of Great Britain. However, the situation there is difficult.

Adventurous English and Scottish lords came to Ireland in the Middle Ages seeking profit. Some of its squabbling petty kingdoms sought them as allies, while others resisted them bitterly. Many of them settled and became part of local society. Eventually, however, the English crown came to treat Ireland as a subordinate province. Irish resistance was persistent but divided; the English saw the Irish as bandits and barbarians, while the Irish saw the English as outsiders with little honor. When England converted to Protestantism, the Irish remained fiercely Catholic, adding a religious twist to the conflict, and Oliver Cromwell went so far as to import loyal Protestant Scots to the northern counties, creating one area that would be predominantly loyal. For centuries, the Irish seethed.

Continued on next page . . .

IRELAND (CONTINUED)

To make matters worse, in the 1840s, the Irish potato crop, which had become the basis for the peasants' diet, was swept by disease, and the country suffered a terrible famine. London was unsympathetic, regarding the Irish as irritating malcontents – and in any case, the idea of government relief for disasters is uncommon in the 19th century; people are supposed to look after themselves, or to turn to private charity. Perhaps a million Irish people starved to death; many more fled overseas, creating world-wide exile communities. Some, especially in the United States, have formed a secret society, the Fenians, dedicated to violent revolution; others work for independence peacefully.

Some Britons understand and even sympathize with such movements, and recent legal reforms have given the Irish greater control over their lands. But for many, this means surrender to rebels and murderers. The Steam Lords offer calculation engines to track rebels among the population, treating Ireland as a testing ground for methods of social control. To judge by our own history, all attempts to grant Ireland more autonomy will fail for the rest of the century.

To add to the complications, Ireland is a center of Faerie power, with numerous gates to the Faerie Veil (pp. 86-87). As a result, the English government is doubly cautious about losing control. Some Faeries sympathize with the Fenians, and some work for peaceful reform, but others, even some grown thoroughly native to the land, have ancient oaths of alliance with the English crown – and a Faerie can never break an oath.



The heart of Paris is the *Ile de la Cite*, the original Gaulish settlement on an island in the Seine. Many of the oldest buildings are there, including the cathedral of Notre Dame. On the northeast bank of the Seine, the Right Bank or *Rive Droite*, are most of the government buildings, the better hotels, and the Opera. The Louvre sprawls along the river for half a mile; it is the Imperial palace, and not open to tourists. The Left Bank, or *Rive Gauche*, covers less area, and much of it is taken up by the University of Paris and the student district. The Rive Gauche has become a haven for artists, musicians, intellectuals, anarchists and eccentrics. It is also the home of most of the city's demimondaines (see p. 45).

Great Britain

Ruler of the greatest empire the world has ever known, birthplace of the Industrial Revolution, undefeated in war this century, Britain is a power to be reckoned with – and the British know it, boasting of their traditions of tolerance, fair play, and modesty. The dangers of complacency, and of social divisions produced by industrialization, have not yet been acknowledged. Charles Dickens may tell of the appalling lives of the urban poor, Mr. Disraeli may warn of the division of the country into two nations, and even the *Times* may thunder about the military incompetence that produced the Charge of the Light Brigade, but at heart, Britons regard these as minor problems, easily resolved by a few well-intentioned gentlemen.

Still, Britain is formidable when the 30 million or so Britons apply themselves, and it is a pleasant enough place to live. Although the British Isles lie as far north as Germany and much of Russia, they are warmed by the Gulf Stream, making the weather mild (if changeable – hence its status as a favorite topic of conversation) and England's rolling hills green.

Scotland and Wales are more mountainous, which is why the Celtic peoples held out there when the Anglo-Saxons arrived 1,000 years ago; the Scots especially still grumble sometimes at being ruled from England. But the Empire and the Industrial Revolution offered them a deal; Scots engineers built and ran machinery, Scots regiments distinguished themselves in war, and Scots administrators and adventurers found their fortunes across the globe. This century, Sir Walter Scott made Scotland fashionable; the British aristocracy still heads north to go shooting.

Another constitutional monarchy with a strong Parliament (with a hereditary House of Lords wielding as much power as the elected Commons), Britain is proud of its completely unwritten free-form constitution; the monarch not only has the right to be kept informed, but can make suggestions, and *theoretically* has the power of veto. Not that Queen Victoria wields her power much; since the death of her capable and beloved husband Albert a few years ago, she has become something of a recluse, leaving a vacuum at the top of the system (and generating one of Britain's occasional, faint outbursts of anti-monarchist grumbling). Meanwhile, the Steam Lords (p. 9, sidebar) are maneuvering. Fortunately, both of Britain's leading politicians, Gladstone (p. 133) and Disraeli (p. 134), are too honorable to fall in with their schemes, but the general feeling is that technological progress is an unqualified good thing, and the country is determined to maintain its power at whatever cost.

As an island, Britain has long relied on its navy over its army. Today, the army's main duties are defending the Empire and occasionally sending expeditionary forces to deal with problems from China to the Crimea. British troops are famously brave, but bound by tradition; there is a divide between "high society" officers, who take guard duty in London but pull strings to avoid overseas postings, and career-oriented "India" officers, who are despised for being so ungentlemanly as to know how to do their jobs. Scarlet-jacketed guards, rugged Scots Highlanders, colonial troops such as Sikhs and Gurkhas, and the occasional squadron of Faerie flying cavalry make for a varied line of battle.

The Royal Navy is Britain's chief defense, as well as the guardian of communications with the Empire, and if any *two* foreign forces in conjunction might be able to defeat it, the government is expected to respond. Most recently, the sight of crude experimental ironclads bouncing shells off each other in the American Civil War was taken as an omen; Britain's response is the steam-powered, propeller-driven *Dreadnought*. Dreadnoughts are allegedly able to engage even Captain Nemo's *Nautilus*; with increasing numbers of submersible vessels in operation (too many of them French), and dirigibles and aeroships above, the Royal Navy is developing specialized weapons to defend in *all* directions.

London

A Prussian general was once supposed to have muttered, "What a place to plunder!" when he saw London. True or not, the story confirms

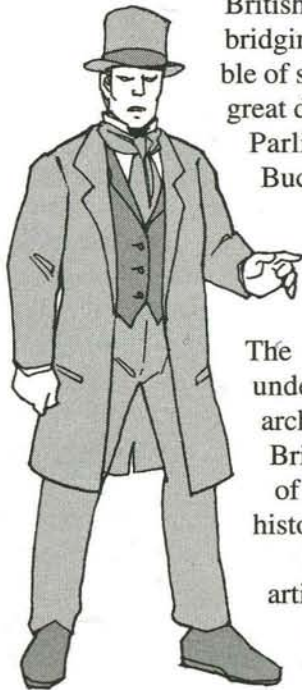
British suspicions about foreigners. The city is a port and a bridging-point on the River Thames; its buildings are a jumble of styles, from the medieval Tower of London, through the great dome of St. Paul's, to the modern neo-Gothic Houses of

Parliament. The Queen occupies the neo-classical Buckingham Palace. The mechanical marvel of Tower

Bridge will not be built for some years (unless one of New Europa's technological geniuses creates it early); London Bridge (one of several road and rail bridges these days) is a more conventional design.

The city also has several railway stations and a growing underground rail system. The British Museum holds archaeological discoveries, and also incorporates the great British Library, and Prince Albert sponsored the creation of a complex of further museums, dedicated to natural history, science, and art and design.

London's large parks, along with its commercial and artistic life, make it a fair place to live. However, the sheer number of coal-burning fires in this vast city has transformed London's fogs from mild river-mists to stinking, unhealthy yellow smogs.

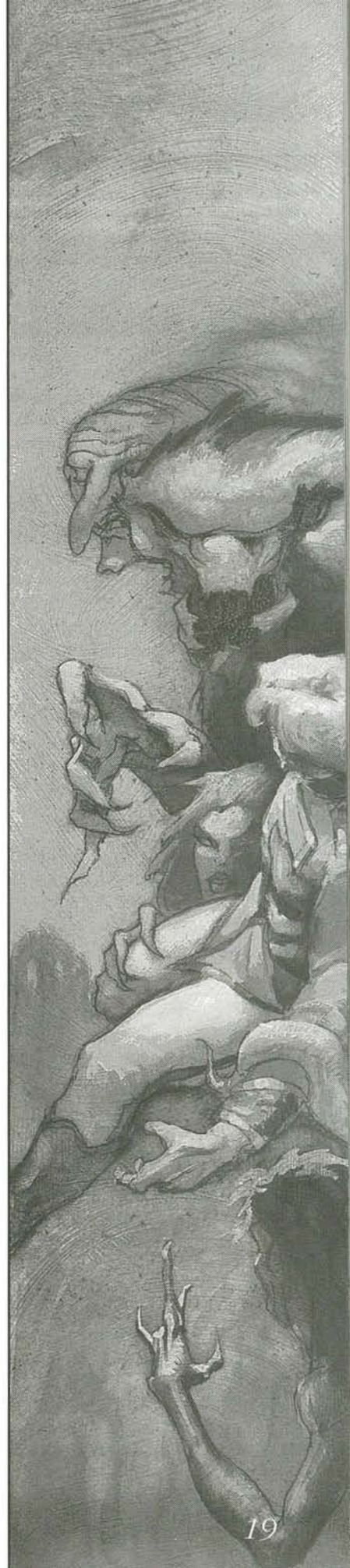


The Austro-Hungarian Empire

This remnant of the Holy Roman Empire, centered on Austria, is a mixture of old and new, progressive and fossilized. Its citizens include Germans, Poles, Ruthenians, Czechs, Slovaks, Slovenes, Serbs, Croats, and Italians. Ruled as an absolute monarchy by the amiable Emperor Franz Joseph, it seems pleasant enough, lacking any urge to conquest, but it is built on a network of spies and secret police who monitor the ambitions of the subject-states. Furthermore, the Imperial diplomatic corps sustains a fine tradition of devious intrigue.

However, its recent war with Prussia painfully exposed the Empire's decline; its army was outclassed technologically and tactically, and even after Königsieg (p. 11), the Austrians recognized reality and withdrew most of their claims to influence in Germany. However, they continue to meddle, unwisely, in the confused, dangerous politics of the Balkans.

The Empire is spread across the rolling grasslands of Central Europe, extending as far as northern Italy. Its total population is around 48 million – but it is less of an economic power than this number suggests, thanks to its relatively low state of development and the rebelliousness of several regions. (Hungary, which makes up a large part of the Empire, is notably turbulent.)



Vienna

THE LESHYE

The true rulers of most of Russia are perhaps not human at all, but *Leshye* (or *Leshiye*) – strange forest-Faeries who may be encountered throughout eastern Europe, but who dwell in the greatest numbers in Russia. Although the Leshye are loyal members of the Seelie Court, they are also territorial, proud, and given to playing terrifying pranks on human travelers. They are more interested in protecting the Earth than its people; for example, they tear up the railway lines that western Unseelie are promoting as a way to disrupt human magick, but only because they see them as incursions on their territory.

A Leshye's normal form is that of a gigantic satyr, with cloven hooves and horns, and with a single, unblinking eye in the middle of its forehead. They are extremely powerful; competent shape-shifters, they can move through their forests like the wind itself, and project powerful Glamours. (See Chapter 5 for discussion of Faerie powers.) They can also command forest animals, often leading a pack of bears as a human hunter commands hounds. Their greatest power, however, is over the weather; they can call thunderstorms, blizzards, and hurricane-force winds in their immediate locality at whim.

Leshye are compulsive gamblers, often using their powers to win bets or to settle their gambling debts; sharp-witted and brave mortals can sometimes outwit them by using this fact. Alternatively, they can be kept at bay by most of the common Faerie Repulsions. Despite their rough ways, they are basically honest, and can be wildly generous to those who do them a good turn. Like their pet bears, they sometimes hibernate in winter.

Leshye are on good terms with the other typical Faeries of the area, the female Seelie Russalki and the male Unseelie Vodyany. (The division between Seelie and Unseelie means little in Russia; Russalki sometimes marry Vodyany, both being water-spirits, and then take human lovers without warning them that the Vodyany will object, murderously.) The Russalki do have a fondness for Russia's people and society, and when Napoleon marched on Moscow, they persuaded the Leshye to use their weather powers to defeat the invasion, pointing out that the French were intruding on Leshye territory.

Russia

While Russia wants to be seen as a European power, its vast, chilly forests and steppes have always seemed mysterious and threatening to its western neighbors. Now, Russia is asserting itself once again, driving eastward to the Pacific, squabbling with Turkey, and looking hard at British India. A nation of around 62 million people, Russia is an absolute feudal monarchy; the Tsar deploys spies and Cossacks against any real or imagined threat. (The infamous *Okhrana*, a secret police force of exceptional ruthlessness, were not formed until 1881 in our history, but their predecessors are already hard at work here.) Beyond the cities and villages, wolves howl among the trees, and *Leshye* (see sidebar) recognize no human authority.

This breeds a sometimes-xenophobic people, with a notorious tendency to melancholy alleviated by a heroic fondness for drink and an equal capacity for sentimentality. Russia may be poor and undereducated, but it is also huge, and prone to wild enthusiasms. Furthermore, some at least of the aristocracy travel abroad, and learn from their experiences; they combine great personal wealth with a grim determination to raise their nation's status.

Internal opposition occasionally surfaces in the form of violent anarchism or disorganized peasant uprisings (with the peasants often sentimentally convinced that the Tsar would be on their side if they could just expose the lies of his scheming ministers); the democratic reform movement is pitifully small. Sophisticated European revolutionaries such as Karl Marx consider Russia far too undeveloped to manage a modern revolution.

Russian Capitals

The old capital of Russia was Moscow, an inland port on the Moscow River. Centered on its *Kremlin*, or citadel, a medieval complex of palaces, churches, and offices, the city has long since recovered from the great fires deliberately started by Russian patriots when Napoleon captured it; the "Holy Mother of the Russias" can survive worse than that.

However, in 1703, in the middle of a war with Sweden, the ambitious Tsar Peter the Great dragged thousands of his people to a swampy site on the Neva River to found a new city: St. Petersburg. Peter, an intelligent, obsessive man, created one of the most beautiful cities in Europe, which has become Russia's greatest port, despite being iced up for several months each year. Lying far north, the city experiences long nights in winter and bright "white nights" in summer. However, the low-lying site is still prone to flooding.

The Italies

Italy remains a patchwork of small states in the Castle Falkenstein world. France and Austria are too worried about Prussian expansionism to fight over it, so the process of winning independence and unification has been slower.

There are four major players here; the Kingdom of the Two Sicilies (which controls Sicily, Naples and the foot of the Italian boot), the Papal States (a strip running across the peninsula from Rome to Ravenna), the Kingdom of Sardinia (which includes Turin, Genoa and the island of Sardinia), and the Austrian domains (running from Milan to Venice).

Of the four, only the Kingdom of Sardinia (the name is a misnomer – the island of Sardinia is poor and thinly populated, while the kingdom's capital is Turin, on the mainland) is really interested in unifying the peninsula; the others prefer the status quo. Under its brilliant Prime Minister, Count Cavour, Sardinia encourages rebel movements in the rest of Italy and strives to gain support from the Great Powers. While Napoleon III supports Italian unification, he is reluctant to offend Austria. Prussia, however, has no hesitation, and in recent months Prussian influence in Sardinia has been increasing. If Bismarck can help Cavour and King Vittorio Emmanuelle unite the Italies by force, he can gain an ally wedged between France and Austria.

The Ottoman Empire

The Ottoman Turks theoretically rule an empire extending from the edge of Europe to Iraq, Arabia, and Africa. The reality is less impressive.

The last great expansive Muslim power, the Ottomans emerged in the Middle Ages to conquer most of the Middle East, gain a foothold in Europe, and repeatedly threaten Christendom. Driven back from the gates of Vienna, they eventually went into decline, refusing to adopt the innovations that enabled Europe to dominate the world. However, sheer size and religious dedication enabled them to ignore their own decay for centuries; only recently has Turkey's status as "the Sick Man of New Europa" become painfully evident. Now, the Empire is propped up by an agreement between European powers, none of whom want to see its provinces fall into the hands of rivals.

Currently, however, Prussia is taking a dangerous interest. This had not previously seemed a risk; Bismarck once said that he "never even bothered to open the mailbag from Constantinople." But with his conquests in Germany halted, the Iron Chancellor is dreaming of *Drang nach Osten*, the "Trend to the East," while "Westernizing" Turks dream of resurrecting Ottoman glory by adopting modern military skills, and see the Prussians as the best source. Moreover, the Prussians are helping with plans for the creation of a railway network, to bind the Ottoman Empire closer together.

The Ottomans have attempted in the past to create a modern army, with European equipment and advisors, but too often placed the resulting force under the command of Turks who despised "foreign ways." The new Prussian emissaries face a large task. Currently, the Ottomans depend on hordes of irregular infantry, the *bashi-bazouks*, and wild feudal cavalry, *sipahis*. Fighting for loot rather than pay, these backwoods regiments are often responsible for the massacres and pillaging that accompany every suppression of revolt or border skirmish. (Unfortunately, this is yet another venerated Ottoman tradition.) Ottoman artillery, however, is formidable, with an ancient fondness for gigantic siege-guns.

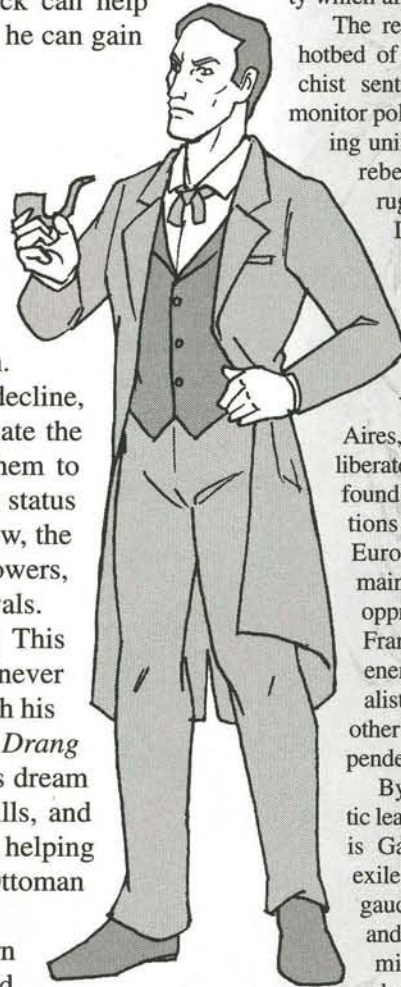
IL RISORGIMENTO

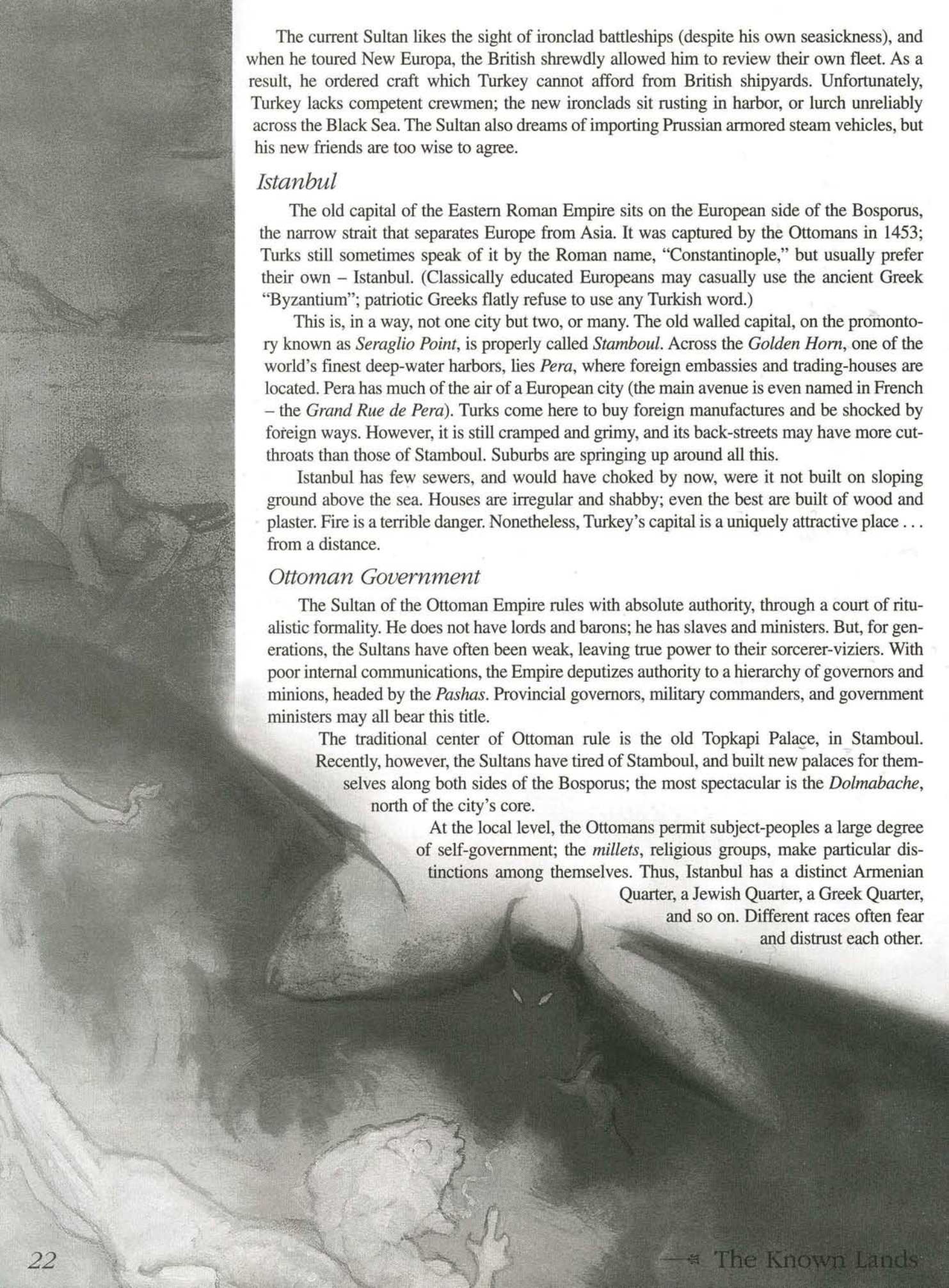
While there is enormous diversity among Italy's kingdoms, provinces and city-states, there is one thing nearly everyone agrees upon: Italy should be ruled by Italians, not by Austrians, the Pope, or the Bourbon kings of Sicily. The movement to reunite Italy is known as *Il Risorgimento* ("The Resurgence"), and has support from nearly all segments of society. Capitalists and bankers favor unification because it would be good for business, workers want a more democratic state, and intellectuals want to sweep away the ignorance and poverty which afflicts their country.

The result is that Italy is a hotbed of revolution and anarchist sentiment. Secret police monitor political groups advocating unification, armies chase rebel bands in Italy's rugged mountains, and Italians overseas support dozens of political movements.

There are large exile communities in London, New York, and Buenos Aires, all filled with plots to liberate Italy. Italians can be found in anarchist organizations throughout New Europa. Austria is the main symbol of foreign oppression, and Emperor Franz Joseph is the chief enemy of Italian nationalists. Italians work with other groups seeking independence from the Empire.

By far the most romantic leader of Il Risorgimento is Garibaldi. He lived in exile for several years as a gaucho in the Argentine, and his followers are a mix of patriots, gauchos, and colorful characters from all over New Europa. Another symbol of Italian nationalism is the composer Giuseppe Verdi. Because his last name is also the acronym for *Vittorio Emmanuelle, Re d'Italia* (Vittorio Emmanuelle, King of Italy), crowds can chant *Verdi! Verdi!* and claim they are only showing their approval of his music.





The current Sultan likes the sight of ironclad battleships (despite his own seasickness), and when he toured New Europa, the British shrewdly allowed him to review their own fleet. As a result, he ordered craft which Turkey cannot afford from British shipyards. Unfortunately, Turkey lacks competent crewmen; the new ironclads sit rusting in harbor, or lurch unreliably across the Black Sea. The Sultan also dreams of importing Prussian armored steam vehicles, but his new friends are too wise to agree.

Istanbul

The old capital of the Eastern Roman Empire sits on the European side of the Bosphorus, the narrow strait that separates Europe from Asia. It was captured by the Ottomans in 1453; Turks still sometimes speak of it by the Roman name, "Constantinople," but usually prefer their own – Istanbul. (Classically educated Europeans may casually use the ancient Greek "Byzantium"; patriotic Greeks flatly refuse to use any Turkish word.)

This is, in a way, not one city but two, or many. The old walled capital, on the promontory known as *Seraglio Point*, is properly called *Stamboul*. Across the *Golden Horn*, one of the world's finest deep-water harbors, lies *Pera*, where foreign embassies and trading-houses are located. Pera has much of the air of a European city (the main avenue is even named in French – the *Grand Rue de Pera*). Turks come here to buy foreign manufactures and be shocked by foreign ways. However, it is still cramped and grimy, and its back-streets may have more cut-throats than those of Stamboul. Suburbs are springing up around all this.

Istanbul has few sewers, and would have choked by now, were it not built on sloping ground above the sea. Houses are irregular and shabby; even the best are built of wood and plaster. Fire is a terrible danger. Nonetheless, Turkey's capital is a uniquely attractive place . . . from a distance.

Ottoman Government

The Sultan of the Ottoman Empire rules with absolute authority, through a court of ritualistic formality. He does not have lords and barons; he has slaves and ministers. But, for generations, the Sultans have often been weak, leaving true power to their sorcerer-viziers. With poor internal communications, the Empire deputizes authority to a hierarchy of governors and minions, headed by the *Pashas*. Provincial governors, military commanders, and government ministers may all bear this title.

The traditional center of Ottoman rule is the old Topkapi Palace, in Stamboul. Recently, however, the Sultans have tired of Stamboul, and built new palaces for themselves along both sides of the Bosphorus; the most spectacular is the *Dolmabache*, north of the city's core.

At the local level, the Ottomans permit subject-peoples a large degree of self-government; the *millets*, religious groups, make particular distinctions among themselves. Thus, Istanbul has a distinct Armenian Quarter, a Jewish Quarter, a Greek Quarter, and so on. Different races often fear and distrust each other.

The Sublime Porte

The Ottoman Court-Government is called the “Sublime Porte.” In early times, Turkish chiefs held audiences in the entrance of their tents; their descendants use a more spectacular gate (or *Portal*) in the innermost courtyard of the Topkapi Palace. This is marked by two stone pillars, alleged to have been created by Solomon himself. The Ottomans claim that they were a gift from Solomon to the Queen of Sheba, and that they were found in her palace. Texts speak of them as both the “Gates of Paradise” or the “Gates of the Djinn.”

No one in the West knows what these terms really mean, but possibly, the pillars might enable a sorcerer to open a gate to the Faerie Veil. However, Solomon’s lore is primarily concerned with the binding and *controlling* of Djinn; it is unlikely that any device associated with him would permit an uncontrolled Faerie to have access to our world. More likely, Djinn can be *summoned* through the Sublime Porte, and in the process, bound to the will of the summoner.

The Ottoman Fringes

The Balkans

The mountainous southeastern corner of Europe has been disputed territory for millennia; the Ottomans were merely the latest power to push through on their way to the European heartlands. However, the still more-or-less-tribal locals have their own ideas on this subject; when they cannot actually stop an invasion, they retreat to the remote valleys, take to banditry, and tell ferocious tales of their heroic ancestors.

The Ottomans are still dominant here, although Austria controls a strip of the Adriatic coast, and Montenegro has long preserved a shaky independence. Most people are Christian and proudly proclaim themselves European, though much of the population of Albania is Muslim (their ancestors having converted to escape Turkish violence and heavy taxes). Although the Ottomans sometimes recruit soldiers (such as Mehemet Ali – see p. 24) from the mountains, they mostly regard these subjects as rebels and bandits.

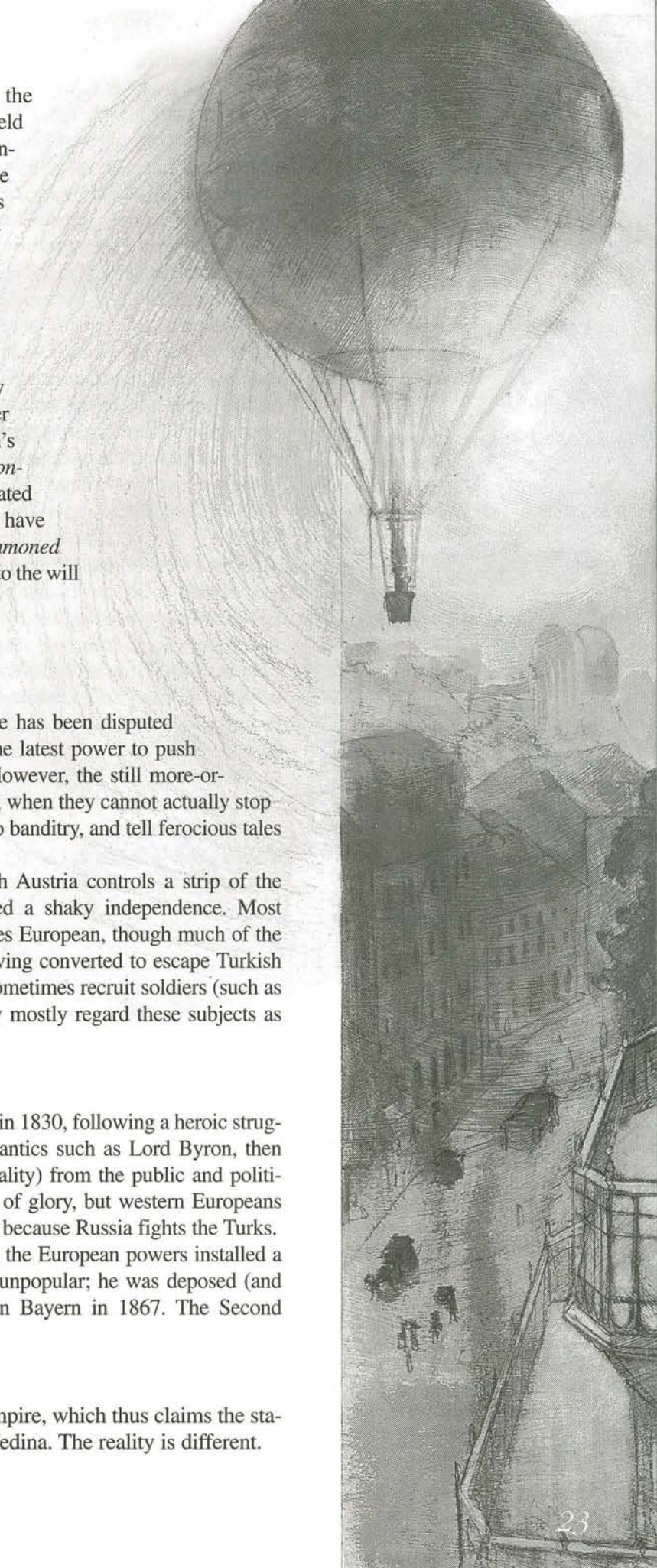
Greece

Greece gained independence from the Ottomans in 1830, following a heroic struggle which gained European support, first from romantics such as Lord Byron, then (especially when the Ottomans responded with brutality) from the public and politicians. The Greeks now dream of their classical age of glory, but western Europeans respect them less when they side with Russia simply because Russia fights the Turks.

Unfortunately, when Greece won independence, the European powers installed a Bayernese prince as its king, and he made himself unpopular; he was deposed (and replaced by a Danish prince) in 1862, and died in Bayern in 1867. The Second Compact thus has problems finding friends here.

Arabia

Theoretically, Arabia is part of the Ottoman Empire, which thus claims the status of guardian of the Holy Cities of Mecca and Medina. The reality is different.



THE LATE UNPLEASANTNESS

The American Civil War lasted from 1861 to 1864, and saw many revolutions in how wars are fought. Instead of small professional forces, it saw the deployment of mass armies. It saw the development of a host of new weapons, including ironclads, dirigibles, submersibles and Gatling guns. The war ended the question of slavery in the United States, and effectively ended it in the world.

The armies of the South fought with tremendous bravery and skill, but were ultimately overwhelmed by the North's greater population and industrial capacity. With the exception of Lee's abortive invasion of Pennsylvania, the war was fought on Southern soil, and consequently large regions are still in ruins. Southern cities and plantations were burned, and the entire Southern economy was wrecked, both by the fighting and then by the end of slavery. However, thanks to former President Abraham Lincoln, the process of rebuilding the South is well underway, and Lincoln has done much to make Southern leaders see that their region can only prosper if the freed slaves become full partners in politics, society and business.

An important legacy of the Civil War is the large number of former Confederates who left the country at the end of the conflict to seek fortune and adventure abroad. Seasoned Confederates have turned up as mercenaries or serving in armies around the world. Confederate inventors have taken their Infernal Devices or Fantastic Vehicles abroad, and a few have become Criminal Masterminds. Virtually the entire Confederate Aerial Corps has joined the ranks of the aerial pirates in the Caribbean and Antillea.

What alarms officials of the United States government is the possibility that all these disgruntled ex-Confederates may be plotting a rematch. Scattered across the globe, with dozens of secret bases, powerful Infernal Devices, and a fanatic cadre of some of the best soldiers in the world, a Second Confederate conspiracy might be a threat comparable to the World Crime League.

The Arabs have never been comfortable under Turkish rule, and the Bedouin nomads never took it seriously, reverting to their ancient traditions of banditry at whim. In past centuries, the Ottomans were strong enough to control them, or offered them a part in profitable conquests, but the moribund modern government is simply incapable of exerting authority away from the larger cities and most important roads. Whole towns are openly ruled by Arab princes. Furthermore, to the Ottomans' shame, they are incapable of defending the routes to Mecca, so that Muslims performing their sacred duty of pilgrimage are murdered by casual bandits. Idealistic Arabs dream of independence from the Turks (and some progressive Turks see the ramshackle Empire as a dead weight), but to judge by our history, this will take half a century and a world war.

European travelers bring back astonishing stories, such as the recent history of the Emirs of Hail, the capital of the region of Jabal Shammar, which saw assassination, usurpation, insanity, and sorcery. Those who seek to explore the unconquered deserts of the Empty Quarter, or to trade for matchless Arab horses, should be warned, however; Arabia is still a land of Djinn (see p. 90) and magick, and while its cities may be governed by Ottoman officials, true power, on the streets as well as in the desert, lies in the hands of tribal sheiks.

Egypt

Egypt consists, essentially, of the valley and delta of the River Nile – a hot land made fertile by regular flooding. It was, of course, one of the first great civilizations, and thousands of years ago, the Unseelie manipulated its population in the guise of animal-headed gods. However, they were opposed by Seelie counter-plots and human magick; in fact, many modern sorcerous Orders *claim* Ancient Egyptian origins. After periods of Greek and Roman rule, it became part of the Islamic Empire, eventually coming under Ottoman control. However, strong governors and the *Mamelukes*, a military class descended from slave-soldiers, often ran it as their own.

In the modern era, Egypt is important because it lies on a direct route from Europe to the Far East. In 1798, Napoleon led an expedition there, seeking to cut Britain off from India, but was himself cut off from home by the British Navy, and forced to retreat. Subsequently, an Ottoman officer, Mehemet Ali, rose to power, wiping out the Mamelukes, and setting his own terms when asked to aid the Turks in Greece. He eventually found magickal allies, modernized his army, and attacked his Ottoman "overlords," nearly reaching Istanbul before European powers intervened to restrain him.

Between 1858 and 1869, a French company built the Suez Canal between the Mediterranean and Red Seas, making Egypt even more important. Britain and France now dominate local politics, and the debts run up by the ruling *Khedive* keep him firmly in their pockets. The cities of Port Said and Suez on the canal, Cairo (the capital), and Alexandria, are hives of intrigue and commerce, where sorcerers and diplomats rub shoulders around hotels, bazaars, and ruins.

☞ THE NEW WORLD ☞

The United States of America

While Europeans might still, at heart, view the USA as an unsophisticated colony, this big, rich, fast-growing industrial power seems likely to become one of the world's leading nations by the start of the next century. Its population of 35 million is growing by leaps and bounds as immigrants crowd into its cities; the bulk of inhabitants are still "old Americans" of British descent, but there are large German and Irish minorities. Italians and Slavs are the latest arrivals. Meanwhile, in the South, a third of the people are black, recently liberated from slavery but trapped by poverty and lack of education.

The country stretches from the Great Lakes to the Gulf of Mexico, and from the Atlantic to the Mississippi. For a time after the Louisiana Purchase of 1803 it claimed everything up to the Rockies, but after a group of Indian shamans obliterated the city of St. Louis by sorcery in 1830, the Americans ceded the west to the Twenty Nations Confederation and the Republic of Texas.

There are 28 states: Alabama, Connecticut, Delaware, Florida, Georgia, Illinois, Indiana, Kentucky, Maine, Maryland, Massachusetts, Michigan, Mississippi, New Brunswick, New Hampshire, New Jersey, New York, North Carolina, Ohio, Ottawa, Pennsylvania, Rhode Island, South Carolina, Tennessee, Vermont, Virginia, West Virginia, and Wisconsin. The capital is Washington, in the District of Columbia between Virginia and Maryland.

By modern standards, the federal government is very weak; its chief source of income is customs duties and its largest single department is the Post Office. To most citizens, local and state government is far more important. Ulysses S. Grant, the current President, is a well-meaning man and a good military commander, but his administration is riddled with corruption. Grant seems unable or unwilling to stop the "Robber Baron" tycoons enriching themselves at public expense and writing legislation to suit themselves. Former President Abraham Lincoln (who survived Booth's assassination attempt, thanks to a Bonifacian sorcerer-physician) remains a vigorous presence, and his leadership has made the process of Reconstruction remarkably swift and amicable, while preventing Southern politicians from imposing laws to disenfranchise the newly freed blacks.

(Incidentally, *this* Grant is much as detailed in *GURPS Who's Who 2*, p. 86, but with Animal Empathy, Collected, Status 7, and Stubbornness. His dry wit and determination still sometimes break through.)

One very vigorous government department is the Army. The United States finished the Civil War with the largest and most advanced army in the Western Hemisphere, perhaps even in the world. Most of the troops have gone back to civilian life, but the 50,000 still under arms are almost all experienced veterans. By contrast, the Navy has declined since the war, scrapping dozens of ships and letting the rest rot for lack of maintenance. Aside from a few ironclad monitors, the bulk of the Navy is unchanged from the days of John Paul Jones.

Sorcery in the United States is strictly controlled. The only fully accepted major Order, by law, is the Freemasons (though the Church-sponsored Orders of Knights Templars and St. Boniface are tolerated). The result is that the United States has relatively few sorcerers, and lags behind most New European nations in the Art. As if in compensation, American inventors are perhaps the best in the world. Even by technophilic New European standards, Americans are crazy for the latest gadgets. Nearly every home has some kind of weird appliance, and the Army wields devastating weaponry. Men who would be treated as dangerous Mad Scientists elsewhere are popular heroes. Any invention is considered an accomplishment, no matter what it does; inventors often become vastly rich, joining the ranks of the Robber Barons. Most stop inventing then, but some use their wealth to create ever more fantastic devices.

Traditionally, the United States has tried to remain aloof in international politics; the Monroe Doctrine holds that European meddling in the Western Hemisphere should always meet opposition, but America has no interest in European affairs. That situation is changing, for a number of reasons. With westward expansion blocked, the United States has begun seeking allies in the hope of crushing the Twenty Nations. Commercial ties have created a good relationship between Robber Barons and British Steam Lords, and Prussia has been building an alliance with American leaders who want to bring the whole continent under one flag.

THE UNITED STATES SECRET SERVICE

Until the Civil War, the United States lacked any official government espionage agency. The government and the army mostly relied on newspaper reports to learn about the activities of foreign governments. All that changed with Secession. President Lincoln recruited his old friend Allan Pinkerton to act as the nation's chief of intelligence-gathering and covert operations. The Pinkerton Detective Agency formed the nucleus of the Secret Service.

Secret Service agents served with distinction during the Civil War, thwarting plots by Confederate agents both in America and abroad. With the end of the conflict, the agency discovered new threats to oppose. Secret Service agents tracked down counterfeiters in the United States, gathered information in Orleans, Texas, and California, and started keeping tabs on European agents in America. They also took on the job of protecting the President. But the Service's most spectacular exploits were its battles against various Criminal Masterminds — Dr. Inigio Lovelorn, General Nathan Bedford Forrest, and a host of other aerial pirates and mad inventors.

At present there are 38 active Secret Service agents, along with a much larger number of clerks, technicians, and support personnel. The Service is under the direction of James J. Brooks, and is headquartered in the Treasury building in Washington. The Secret Service makes use of Calculation Engines to sift reports and collate information on possible threats to the nation.

Secret Service agents are all extremely well-trained and competent individuals, equipped with the best gadgets American invention can create. A few are trained sorcerers of the Freemasonic Order. Since the end of the Civil War, a couple of former Confederate spies have found places in the Service. While they generally operate in or near the United States of America, their missions can take them almost anywhere in the world in pursuit of enemy spies or villains bent on conquest.

Continued on next page . . .

THE UNITED STATES SECRET SERVICE

(CONTINUED)

Although they often fight against evil Masterminds and other villains, Secret Service agents *do* have a reputation for ruthlessness; there are allegations that they engage in sabotage of other governments' activities and even assassination. (The Service may soon also take to using calculation engines to track the activities of "enemies of the United States.") In game terms, agents *might* become stout allies and friends to PCs, but they are *definitely* in the employ of a dubious government, and they sometimes become the cat's-paws of some very sinister conspiracies.

The Republic of Texas

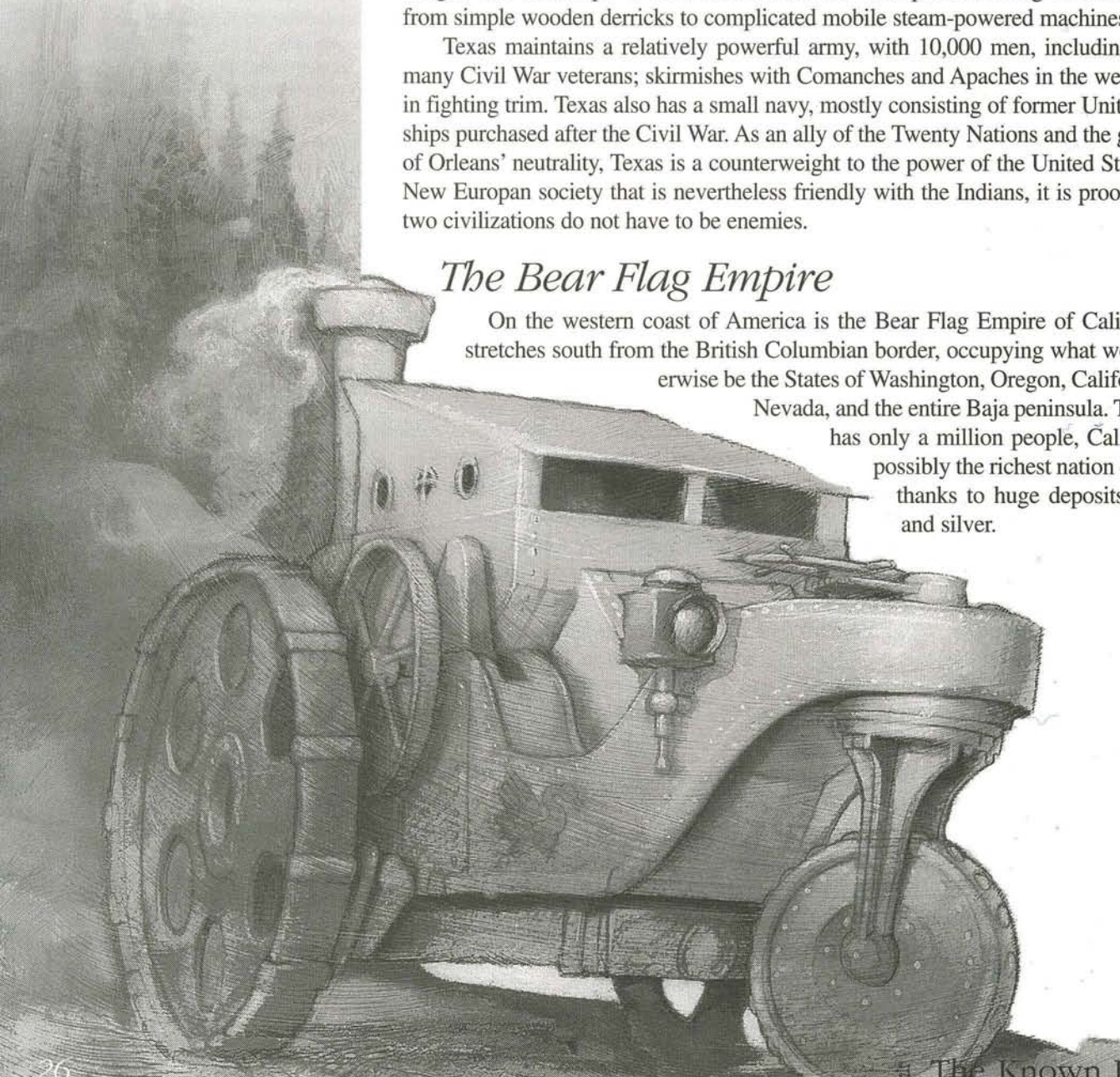
Texas became independent in 1836, when Sam Houston defeated the Mexicans under Santa Anna. Since then, President Houston has guided his nation along a path which combines the best features of Indian, English, and Spanish heritages. The result is a vibrant, brawling republic stretching from Orleans to the Colorado river. Texas has four million inhabitants, a mix of Cherokees, Comanches, settlers from the United States, descendants of Spanish settlers, black freedmen, and immigrants from Germany and Bohemia. Fort Worth is the capital, though President Houston still spends as much time as possible at his home in Washington-on-the-Brazos.

The Texan economy is currently booming. During the Civil War, neutral Texas profited by selling supplies to the Confederacy, and picked up a lot of the Southern foreign trade halted by the Union blockade. The basis of the economy is beef. Cattle barons own huge spreads, some bigger than entire European nations. Texan beef winds up on dinner tables all over America, and even finds its way across the Atlantean aboard vane clippers packed with ice. Second to the beef trade but growing fast is the petroleum business. While so far the Steam Age has been fueled by coal, oil is gaining popularity, especially for steam automobiles and steam zeppelins, as it packs more energy into less weight. The landscape of East Texas is studded with patent drilling devices, ranging from simple wooden derricks to complicated mobile steam-powered machines.

Texas maintains a relatively powerful army, with 10,000 men, including a great many Civil War veterans; skirmishes with Comanches and Apaches in the west keep it in fighting trim. Texas also has a small navy, mostly consisting of former United States ships purchased after the Civil War. As an ally of the Twenty Nations and the guarantor of Orleans' neutrality, Texas is a counterweight to the power of the United States; as a New European society that is nevertheless friendly with the Indians, it is proof that the two civilizations do not have to be enemies.

The Bear Flag Empire

On the western coast of America is the Bear Flag Empire of California. It stretches south from the British Columbian border, occupying what would otherwise be the States of Washington, Oregon, California and Nevada, and the entire Baja peninsula. Though it has only a million people, California is possibly the richest nation on Earth, thanks to huge deposits of gold and silver.



Its centerpiece is the city of San Francisco, with nearly a quarter of the nation's population and all its industry. The port is full of sailing ships, vane clippers, and steamships. It is defended by the bulk of California's armed forces, including the *Cortador Madera*, a huge magickal electric cannon.

Settlers from the United States began trickling into California in the 1840s, when the region was still controlled by Mexico. They were mostly farmers, seeking good land. In 1846, during a later Texas-Mexico conflict, the Californians declared independence under President John Fremont. Then in 1848, everything changed. Gold was discovered near Sacramento, and the trickle of settlers turned into a tidal wave of prospectors. California grew populous, incredibly rich, and amazingly corrupt. Fremont's government became an oligarchy of business leaders.

Today, California's government may well be the oddest in America, if not the world. Norton I proclaimed himself its Emperor when he was a penniless vagabond in San Francisco. He might have remained nothing but a local crackpot, save for the assassination of President Fremont in 1863. Because the Cabinet could not agree on who was to take over, they accepted the suggestion of newspaperman Samuel Clemens to make Joshua Norton President; the harmless lunatic would be a figurehead while a cabinet cabal ran things behind the scenes. But fate had other ideas. When assassins (dark rumors suggest that they were agents of the U.S. Secret Service) tried to wipe out the entire leadership of California at a military review, Norton survived due to the quick action of Kit Carson, the commander of the Republic's army.

With the cabal gone, Norton ruled as a monarch, and altered the name and constitution of California to fit. He has proved surprisingly effective, and has been able to unite quarrelsome factions to keep their nation strong and independent. Somehow his supreme self-confidence allows him to win over vigilante bands, Indian tribes, Chinese tongs, business leaders, and local political bosses.

Of course, he is still as eccentric as the day is long – he conducts most of the business of government while sitting on park benches, strolling about the city, or playing chess at the Mechanics' Institute. Sometimes, he disappears for days. He wears a ceremonial uniform so gaudy one can hardly look at him without squinting. It's a completely crazy way to run an Empire – but it works.

The Bear Flag Empire is allied with Texas, as the two nations have many of the same concerns – defense against Mexico, foiling Freemason plots, and trying to keep relations between whites and Indians from blowing up into war. California also has good ties with China, as Norton's vigorous efforts on behalf of Chinese immigrants have won the favor of the Dragon Emperor. Recently, California has signed an alliance with Bayern, and cooperation with the Second Compact is likely.

Canada

Canada has a somewhat different history in the world of Castle Falkenstein than in our own. To begin with, the Hudson Bay Company has become a sinister, manipulative force, which seeks to increase British power in North America, with itself pulling the economic strings. However, its schemes were disrupted in the War of 1812, when the British lost Upper Canada (up to the Ottawa River) to the United States; this area was named "Ottawa" by its new owners. Later, in 1837, the Company secretly engineered a rebellion in the French-speaking provinces, in an attempt to induce Britain to impose stronger central control. However, when Ottawa's French-speaking settlers joined the revolt, and a French army landed in New Brunswick in support of the movement, the United States and Britain united to crush it; in the aftermath, Britain ceded New Brunswick to the U.S., and both it and Ottawa are now states of the Union.

U.S. FREEMASONRY

The Freemasons are more than the dominant Sorcerous Order in the U.S.; they now accept magickally untalented members. They influence government, business, and the Army. Masons were important in the American struggle for independence; since then they have quietly built their power to the point where they effectively control the country. All Presidents are Masons (or become Masons once elected), as are most Congressmen and most of the richest Robber Barons. The true extent of Masonic power is a secret from most citizens of the United States, but almost everyone is aware that they are very influential.

The Masonic leadership is behind the growing tilt of the U.S. toward the Steam Lords and Prussia. They also encourage an aggressive policy toward the other nations of America. It is unclear if they are motivated chiefly by greed and ambition, or if they have some secret goal. If Unseele influence among the Masons is greater than realized, the Second Compact will have a much harder fight to protect the world.

DRAGONS AND AMERICA

Dragons knew of the Americas for millennia, but never settled there in great numbers. The local spirits tolerate them, but there can be friction. European Dragons occasionally mentioned America to human acquaintances, but their tales became garbled into legends of the "Lands of Youth" to the west, and most tried not to upset the status quo by saying too much. (There are several delicate agreements among Dragons, Faerie, and spirits as to what humans can be told.)

Dragons visiting America mostly prefer white-ruled, less spirit-filled areas (though one Dragon has become a member of the elite Texas Arcana Rangers). Dragons like urban cultures, where they can find lots of interesting artwork to collect. Before Columbus, they found the Aztecs and the Mayans too fond of dark, distasteful sorcery, and the Incas remorselessly hostile. One Dragon, Quetzalcoatl, actually tried to wean the Aztecs off their habit of blood sacrifice, but failed, and he eventually left for Europe, promising to return. There is some suspicion that he later encouraged the king of Spain to finance Columbus.

THE FREE STATE OF ORLEANS

The mouth of the Mississippi is under the control of the Free State of Orleans, occupying what would be the state of Louisiana in another history. Orleans (the "New" is generally dropped, especially when referring to the state rather than the city) has been independent since 1806, when Aaron Burr engineered a revolt among the French inhabitants who had no desire to join the United States. Burr maintained the Free State's independence through a combination of clever diplomacy and the sorcerous power of his mistress Marie Laveau. Orleans is defended against the United States by the armies of Texas, against Texas by the United States, and against everyone by an army of undead zombie soldiers.

Aaron Burr has been President-for-Life of Orleans for the entire history of the nation. Currently 114 years old, Burr is still in charge, though nobody has actually seen him for years. Day-to-day government of the country lies mostly in the hands of the Mayors of New Orleans.

Orleans is the chief port and base of operations for the aerial pirates who infest the Caribbean and the Gulf of Mexico. In New Orleans, the pirates can sell their stolen goods with no questions asked, repair and refit their ships, and spend all their earnings in the city's saloons and bordellos. In exchange, the pirates are expected to help defend the Free State, and avoid preying on ships flying the Orleans flag.

Smuggling and piracy are not the only sources of wealth in the Free State of Orleans. While the rest of the Old South's plantation economy was destroyed by the Civil War, in Orleans the grand mansions surrounded by fields of cotton and sugar cane still stand. President-for-Life Burr has abolished slavery, but the only effect has been to turn slaves into sharecroppers.

In 1868, Britain granted the "United Provinces" (Quebec and Ontario) independence within the Empire as the "Dominion of Canada"; on the west coast, British Columbia remained a separate colony. Meanwhile, the Company had been compensated for the loss of some of its holdings in the newly independent area by large land grants on the Great Plains. This led to a complex struggle between the Dominion, the Company, the Blackfoot-Cree Indian Confederacy, and the half-Indian *metis* of the Red River. After a revolt in 1870, the Red River area was declared the independent province of Manitoba, nominally part of the Dominion but actually ruled from Winnipeg by President Louis Riel, who continues to plot for full independence in alliance with the Blackfoot-Cree and the Twenty Nations. The Company continues to stir trouble viciously, seeking to play kingmaker; the only peacemakers in the area are the Dominion's North West Mounted Rifles, the "Mounties," trying to police 300,000 square miles with just 300 men.

Western Lands

Meanwhile, British Columbia contemplates joining the Dominion, but is cut off by sheer distance; if Canada doesn't want to lose this Pacific port to alliance with the Bear Flag Empire, it will need to drive a very long railroad through a rebellious wilderness. And watching from seclusion in the Canadian Rockies is the enigmatic Cymru Newydd, a nation founded by pre-Columbian Welsh settlers and local Indians, and guarded by the part-Druidic, part-Native magick of the Foursquare of Harlech.

The Twenty Nations

The Twenty Nations Confederation barely rates as a nation at all by European standards; even if it were recognized, it consists of a population of little more than a million people, many of them nomadic herders. However, it successfully holds off the might of the United States, and makes alliances with local and world powers. The basis for this is powerful traditional magick, and the support of even more powerful supernatural beings.

The Confederation was inspired by the ideas of the Shawnee chieftain Tecumseh, who worked to organize Indian resistance to white expansion at the beginning of the 19th century, and was assisted in its organization by Sam Houston, before he became president of Texas. It has now grown beyond 20 tribes, but retains its early name; it includes Iroquois, Cherokee, Cheyenne, Sioux, and Arapaho, among many others, all governed by a Council of Chiefs. If necessary, it can muster the sort of raw aggressive power that destroyed St. Louis, but its main defense is the "Spirit Wall," maintained by an unending dance of shamans at the meeting-place of its council. Any outsiders entering its territory are intercepted by powerful intangible beings, sooner or later; large and aggressive groups are noticed more quickly. The intruders are tested in some way, often through dreams; if the spirits judge that they are hostile, they are usually turned around and rendered confused so that they wander off the Twenty Nations' land (though occasionally, intruders simply disappear).

Recently, the Confederation has come to accept that the Spirit Wall cannot hold forever, and the old ways *are* going to change, one way or another. As a result, the governing Council has been looking to extend its current informal alliances with Orleans and Texas, and to formulate plans for adapting to the changing world; this has even included a tentative approach to Bayern and the Second Compact.

The Unorganized Territories

The so-called Unorganized Territories occupy an area of the western Rockies, between the Bear Flag Empire, Texas, and the Twenty Nations. They are dominated by various Indian tribes who have refused to join any of these states, along with the Mormon city of Deseret (on the Great Salt Lake), and various white outlaws. Rumors suggest that the Mormons, fearing incorporation by other powers, are offering magickal aid to an ambitious Shoshone Indian chief with dreams of expansion.

Mexico

Since Cortez, his *conquistadores* and Templar supporters, and their local allies defeated the Aztecs in 1519, Mexico has developed as a mixed Spanish and native culture. It remained the main source of wealth for the Spanish Empire until Napoleon conquered Spain and drove its royal family into exile; without support from Europe, the loyal Viceroy was forced to acknowledge the independence movement under Agustín de Iturbide. The country was proclaimed independent in 1821. However, when Iturbide declared himself Emperor the next year, Mexico fell into decades-long civil war.

In 1862, during the American Civil War, the European powers grew impatient with Mexico's instability, which made it hard to reclaim the debts Mexico owed, and installed the Austrian Emperor's younger brother Maximilian as Emperor, backed by French troops. However, by 1864, the French called their troops home to face Prussia, and the United States, now at peace, made it clear that they disliked European intervention on "their" continent. Maximilian's power-base, never strong (Mexicans' only point of agreement being that they did not wish to be ruled from abroad), collapsed; he refused to flee, and was captured and executed in 1867.

In the 1870s, Mexico has a population of 10 million, and is organized as a federal republic, with a constitution modeled on that of the USA, but with a markedly stronger president. The country is at peace, and many Mexicans are optimistic, despite the devastation caused by years of conflict, but visitors may be viewed with suspicion. Most great European nations are seen as meddling enemies, and Texans are all too proud of escaping Mexican rule. Orleans and, these days, Spain are viewed as allies, however.

The Empire of Brazil

Brazil is the largest country in Antillea, covering more than a third of the continent. It was controlled by Portugal rather than Spain during the colonial era, so its language is Portuguese. The population is about 11 million.

When Napoleon's armies overran Spain and Portugal, the Portuguese royal family withdrew to their rich colony. In 1822 Portugal was liberated, but the heir to the throne, Prince Pedro, was reluctant to return. He proclaimed Brazil independent and himself its Emperor.

Pedro I made his country independent; keeping it united was harder. Uruguay broke free in 1828, and revolts raged for more than a decade. In 1831 Pedro I gave up and returned to Portugal. His five-year-old son succeeded him.

For the next decade, a series of Regents governed on behalf of the boy Pedro II. They generally did a poor job, and in 1840 the Emperor took over. Dom Pedro had a will of steel. In the first decade of his reign, he ended unrest and united his realm, and has made it peaceful and powerful. In person, he is an impressive man, tall and bearded. He is interested in science, and corresponds with many of the world's leading inventors and scientists. Though the Second Compact has not yet approached him, Pedro would be a natural ally.

Though Brazil has an elected Senate, most real power lies with the Emperor and his ministers. Second only in importance to the Emperor is the Visconde do Rio Branco, President of the Council of Ministers – the Prime Minister. The Visconde is a brilliant diplomat, and one of the Emperor's most trusted advisors on foreign affairs. He is a staunch conservative who believes strongly in Imperial rule and favors slow reform.

THE GOOD OLD BOYS FROM BRAZIL

After the Civil War, thousands of Southerners chose exile over life in the defeated South. They purchased land and slaves in Brazil, trying to recreate conditions in the antebellum South. Most grow coffee and tobacco, and a few diehards struggle to cultivate cotton. Most of the "Confederados" live in São Paulo province in the south. They have become influential in Brazil as a result of their American business connections, although they sometimes clash (and sometimes collaborate) with the powerful local "coffee barons."

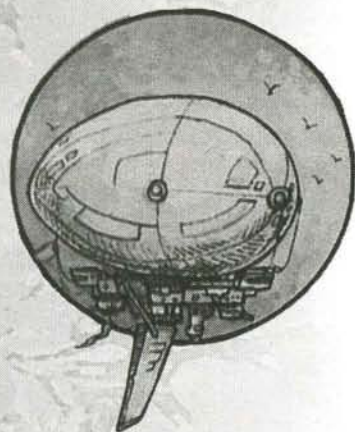
The Confederate colony supports the secret base of the pirate dirigible *Alabama II*, commanded by the Civil War raider Captain Raphael Semmes. The *Alabama II* is a typical pirate airship, but her captain and crew are all veterans (assume a skill of 14 in anything related to operating the ship). At least six American merchantmen have been looted off the Brazilian coast. Washington is pressing Rio to deal with this problem.

It is rumored that the Confederados brought away large stocks of gold and some secret weapons from the dying Confederacy. Stories range from rocket bombs or rapid-firing rifles to mind-control rays, poison gas, or weather control devices. What is certain is that there are some determined and well-financed Southerners in Brazil, preparing for a rematch.

THE EMPIRE OF THE ANTS

Farmers in the lower Amazon basin were recently forced to abandon their lands by an invasion of strange, big-headed ants. According to witnesses, the ants acted with amazing coordination and planning, as if under intelligent control. A few survivors claim to have seen ants using tools and fire, but this seems unlikely. The ants have driven all animals from a region about 10 miles across, and are slowly expanding their range. Nobody is quite sure what to do about them – suggestions range from attempts to communicate to ambitious schemes for eradication.

Their origin and ultimate goal are a mystery. Are they the products of some mastermind's laboratory? Could it be that evolution has generated the species to succeed mankind as rulers of the planet? Only time will tell . . .



INCA TECHNOLOGY

While most of their Empire operates at TL0 or 1, the Incas have *limited* access to TL10 and even TL12 technology. Many of their devices combine magick and super-science; key components are often crystals and jewels. Their primary energy source is fusion power, known as "Blood of the Sun." Using anti-gravity machines, they can raise objects of any size; in battle, a few elite troops carry lasers or blast rifles. (See *GURPS Ultra-Tech* for more information on such technology; for example, "Sun-Fire" weapons might be TL8 lasers with TL10 power cells. Note also that sufficiently advanced weaponry can inflict True Death on Faeries.) A surprising lack is the complete absence of the wheel; despite their splendid road system, they do not use wagons or any kind of wheeled vehicles. (Of course, people with anti-gravity technology hardly need wheels.)

Sky Pyramids

The most impressive symbol of the Sapa Inca's power is his small force of Sky Pyramids. They are made of some ceramic material, roughly 100 yards square at the base and 50 yards high. The shining gold sides are decorated with images of the sun. They fly by means of the secret anti-gravity device, powered by Sun's-Blood generators which give them almost infinite endurance. However, some unknown constraint seems to limit them to operations within the Empire's borders.

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The country consists of two very different sections. The coastal strip has jungle along the coast, and grasslands further inland. The highlands which parallel the coast are rich in minerals. The rest of Brazil is the basin of the Amazon river, the largest rainforest in the world, and most of it is unexplored.

The wealth of Brazil lies in its resources – coffee, cotton, tobacco, emeralds, and cattle – but by far the most important product is rubber. The Steam Age needs rubber for tires, gaskets, belts, and balloons, and all of it must come from the sap of Amazon trees. The city of Manaus, the center of the trade, resembles San Francisco during the Gold Rush. Incredible fortunes are made overnight. But the cost comes in lives; the treatment of Indians and rubber-tappers in the Amazon is incredibly brutal. It is estimated that each ton of rubber costs a man's life.

Rio de Janeiro is the capital of Brazil and its greatest metropolis. It stands on one of the most beautiful sites in the world, on the southern shore of Guanabara Bay. The bay is a superb natural harbor 10 miles across, guarded by mountains on the seaward side. Sugar Loaf Mountain stands at the entrance, overlooking the city. Rio has more than 250,000 people, and is the center of business and culture for the Empire.

Brazil is the greatest military power in Antillea. With an army of almost 100,000, plus British-built ironclad warships, it is the equal of any power in the New World. Recently, Brazil, Argentina and Uruguay ended a long and incredibly bloody war against Paraguay which left that country in ruins.

The Inca Empire

The empire of the Incas, called *Tahuantinsuyu* by its people, extends along the western coast of Antillea, from Gran Colombia down to Chile, and has over seven million inhabitants. Nearly all the territory is 1,000 feet or more above sea level; with the possible exception of Tibet, the Andean plateau is the most heavily populated mountain region in the world. The greatest city is Cuzco, the capital, with a million inhabitants.

The ruling Inca clan uses Quechua as the court language, and most inhabitants of the empire speak that tongue in addition to their native dialect. They are pure-blooded Indians; no immigration is allowed.

The Inca clan has controlled their empire for thousands of years. They claim to be descended from godlike beings that live among the stars. To help humanity escape its primitive state, the sky beings chose two of their number and set them down on Earth; these were the ancestors of the Inca clan. The two children of the heavens instructed humans in the arts of civilization. Manco Capac, the first Inca Emperor, built the city of Cuzco in a single night, using magic and super-science. The Inca and their subjects gradually conquered the other tribes of the region, using flying pyramids and Sun-Fire projectors.

In 1532, a Spanish expedition under Francisco Pizarro entered Inca territory. Only one survivor returned to Panama. Since that time, the Incas have guarded their borders with ceaseless vigilance. Advanced medical knowledge defeated the European diseases which decimated other Antillean cultures.

Government is held entirely by the Inca clan. At the top, of course, is the Sapa Inca, lord of the Andes and Son of the Sun, known generally as just "the" Inca. He is assisted by a Council of the Realm, but ultimate decision-making power lies with him. The mummies of previous rulers are preserved in their royal residences, with servants and attendants. By means of sorcery, the current Inca can commune with his predecessors for advice.

Emperor Viracocha is a weak ruler, devoted to study and pleasure. In his youth he was vigorous, but as he enters his second century he has withdrawn, and now leaves most of the running of his empire to bureaucrats and the Council of the Realm.

To protect the Son of the Sun, there is an Imperial Guard, armed with the dreaded Sun-Fire weapons, which emit a dazzling beam of light which destroys whatever it touches. The standing army is nearly as impressive. The Empire has 50,000 men under arms, with a variety of weapons: slings throwing explosive grenades, fire-sprayers, blowguns with poison darts, spears, bows, and maces. (For a sense of the sort of setting brave visitors might experience, see *GURPS New Sun*.)

The rest of the world dismisses most of what it hears about the Incas as garbled accounts of impressive but unrefined sorcery. Dragons avoid the Andes, and deny all knowledge of the origins of Inca civilization; Auberon likewise pleads ignorance (and worryingly, never smiles while doing so). Both the White Lodge and the Temple of Ra (see Chapter 6) like to think that they have something in common with the Incas, and have sent emissaries to the Andes, seeking to establish a relationship; both have been slapped down.

The Mayan Empire

Just over 400 years ago, the ruler of the Central American city of Mayapan, Hunac Ceel, threw himself into the city's sacrificial well in order to commune with his gods. Remarkably, he returned, bearing a prophecy of a strange invasion – and advice on how to prepare against it.

Thus it was that the Spanish *conquistadores* arrived in the Yucatan to discover not only vast and wealthy cities, but a well-organized empire, based on trade, which politely accepted missionaries but was fully able to resist both military attack and political subversion. So it is that the Mayan Empire still stands today, ruling the Yucatan Peninsula from the great city of Chichen Itza. The Mayans are willing and able to trade with outsiders, and have adopted New European technology, although they are not especially advanced (in *GURPS* terms, they are at early rather than late TL5), and certainly cannot match the miraculous science of the Incas (see sidebars). Chichen Itza is comparable with any city in Europe. However, the Maya are still regarded with distrust and apprehension by New Europeans; not only do they still worship strange and ancient gods, but they sometimes engage in blood sacrifice.

This is not conducted on anything like the psychotic industrial scale of the old Aztec empire, and the Templars have never been able to muster the sort of outraged large-scale crusade that brought down the old Aztec sorcerer-priests. But the fact remains that Mayans devoutly believe that some blood must be shed to maintain the balance and prosperity of their nation, and part of the system is the casting of great ritual spells using Unraveling (see p. 97). As a result, a Mayan traveling almost anywhere else in the world will suffer from a 15-point Social Stigma, and a suspected or known Mayan sorcerer will *also* suffer a negative Reputation as a suspected magickal murderer.

ASIA

China

China is the biggest and most populous nation on Earth, with a complex, highly developed civilization tracing its history back four millennia. For most of that time, China was the most advanced and powerful nation in the world, but in the past century it has had a series of rude awakenings.

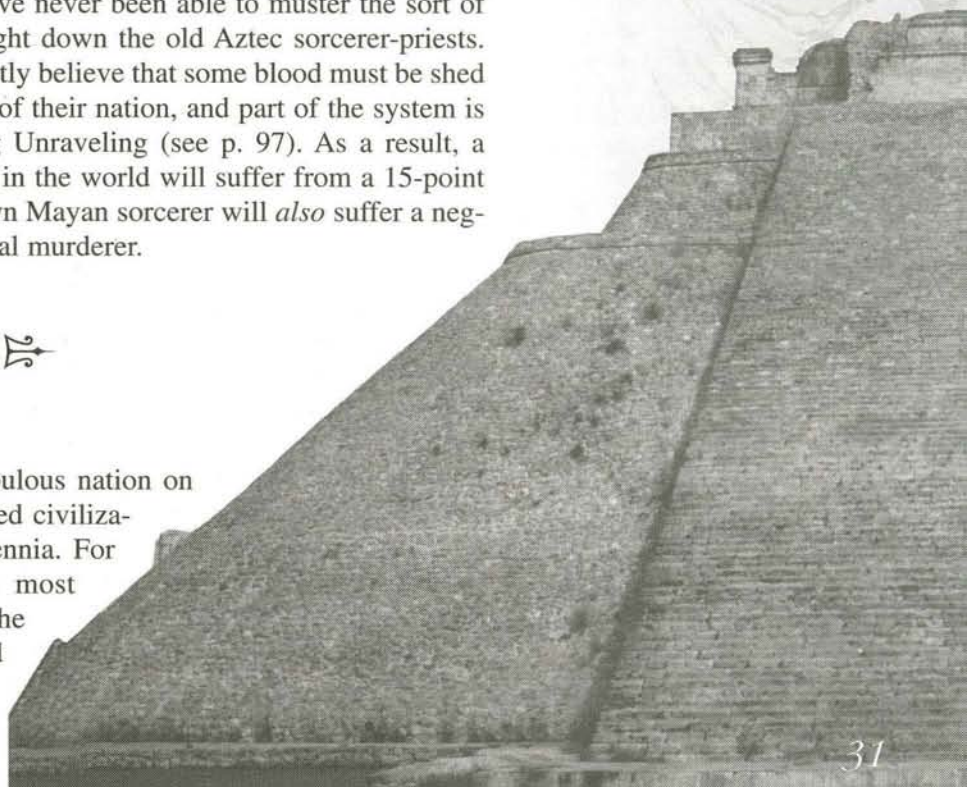
The Known Lands

INCA TECHNOLOGY (CONTINUED)

Sky Pyramids move at a stately 20 miles per hour or so. Each is armed with a large Sun-Fire beam at the apex (equivalent to a military dinosaur laser; see pp. UT50 and UT125), and can carry an entire regiment of troops. Sky Pyramids can also damage objects on the ground by landing on them. (This will crush any normal living thing flat; no one knows exactly how much they weigh, but even if they are largely hollow, it must be hundreds of tons at minimum, and even settling slowly they will inflict several *thousand* dice of damage – see p. B131.) The advanced ceramic covering provides DR 100 protection on all faces.

The Nazca Lines

The Nazca plain is just southwest of Cuzco, a vast level expanse of bare dirt and scattered tufts of grass. (See *GURPS Places of Mystery*, p. 107.) It is inscribed with colossal figures of animals and vast geometric patterns. Perfectly straight lines stretch for miles. Inca magicians can allegedly use the lines to travel to other planets, other times, and other universes.



THE DRAGON EMPERORS

As explained in Chapter 5, European Dragons are solitary mountain-dwellers who occasionally descend into human society to do business or find mates. However, matters are different elsewhere. In 220 B.C., one Dragon clan migrated eastward and took control of China, which was then in a period of civil war following the breakdown of the Chou dynasty; Shih Huang Ti became the first Dragon Emperor. In the following decades, other Dragons became rulers in nearby kingdoms. Over the centuries, there have been dynastic changes, wars, and rebellions, but all the rulers of China, Japan, and much of Southeast Asia have been either Dragons or human-Dragon hybrids. By now, nearly all the upper classes in the Far East have at least some Dragon blood.

However, there are simply not enough Dragons to run everything. Nobles, civil servants, and generals have usually been human; Dragon Emperors have sometimes dictated policy, and sometimes been comfortable figureheads, leaving the work to the scurrying humans. For that matter, most Asian Dragons are much like their European cousins, living alone with their collections.

The Dragon Emperors have given their realms centuries of stability. They are potent sorcerers, and have the friendship and alliance of the great Dragons of the West. Unfortunately, their draconic patience and resistance to change have led to an unhealthy social rigidity and stagnation.

The present Chinese dynasty produces quite active rulers, though the current Emperor, Tung Chih, is a weak figurehead, dominated by his mother, the Dowager Empress Tzu Hsi. Tzu Hsi is decisive and able, but is hampered by an amazing lack of knowledge about the world beyond China. She is working to keep European intrusions under control, but the dynasty may ultimately fail in this.

Continued on next page . . .

New Europeans, once dismissed as ghost-colored barbarians, have made startling progress in science and industry. Armed with devilish inventions like breechloading guns and steam ironclads, they have seized islands and ports, and even dared to make war upon the Middle Kingdom itself! So far, China has kept the foreigners at bay, but at the cost of concessions. After the Opium War in 1851 the Dragon Emperor permitted the British to occupy and claim an otherwise worthless fishing village called Hong Kong. British, American and French merchants have trading privileges at the Treaty Ports of Canton, Amoy, Foochow, Ningpo and Shanghai.

One effect of this forcible end to isolation has been that a large number of Chinese have left their homeland in search of a better life abroad. Many cities in the British Empire have small but vigorous Chinese populations, and London itself has a substantial number of Chinese inhabitants in the Limehouse district. In America, most of the Chinese are concentrated in the Empire of California, though New York has a growing Chinatown. Though most emigrants are hardworking souls who only want a better life, a few criminal masterminds and evil sorcerers hide among them.

China has a population of some 300 million, about as many as all the Great Powers of Europe combined. The majority live in small farming villages, but China supports several great cities, including Peking (the capital), Chunking, Nanking, and the ports. The empire has extensive handicraft industries, but so far has not adopted New European-style mechanization.

Where once China was the most technologically advanced nation on Earth, it has now fallen behind. Its domestic technology is TL4, with a scattering of imported TL5 items. A few inventors have come up with fantastic devices mixing Chinese technology with advanced creations of their own devising. (Chinese inventors seem best at creating chemical formulations, reflecting the Chinese alchemical tradition.)

If China lags in technology, it remains a land of advanced sorcery. The Dragon Emperor himself is expected to be a competent magician, and it is thought that Imperial sorcery is one of the things which keeps China from collapsing altogether. Unfortunately, there are at least as many magicians in China serving rebel groups, criminal masterminds, or their own ambition.

At present, China is suffering from domestic unrest and foreign aggression, which feed on each other – foreign influence causes popular unrest, which makes the foreigners bring in more soldiers to keep order, which makes the people more rebellious . . . All this puts a severe strain on the ability of the Dragon Throne to govern the country. Lawlessness and banditry are growing. Secret societies are flourishing. The great Taiping Rebellion of 1848-1864 was only suppressed with foreign help.

Many Chinese secret societies and rebel groups are adept at the arts of unarmed combat. Often they combine martial arts training with sorcery, enabling adepts to perform seemingly impossible feats. (Such adepts can store Thaumic Energy – “Chi” – in their bodies after gathering it through meditative rituals, then release it to augment their personal abilities.) Various forms of Kung Fu make the warriors and assassins of the secret societies formidable indeed; borrowing cinematic styles from *GURPS Martial Arts* is perfectly appropriate.

China's wealth and weakness put it in a unique position diplomatically. Though the Great Powers of Europe could easily start carving up the empire, their mutual suspicion has so far kept their appetites in check. Meanwhile the United States and California both want to keep China intact, for very different reasons.



British India

India is the main basis of Britain's Imperial wealth and power. It was acquired almost by accident, when the British East India Company became locked in conflict with European rivals over trade rights, and developed a strategy of manipulating and subsidizing friendly local princes. The Company moved into the power vacuum created by the decline of the Moghul Empire, but its problems with corruption, and the threat of other European powers, led to more and more intervention from home, and it eventually became an arm of the British government.

Then came the Indian Mutiny (also known as the Sepoy Rebellion) of 1857-9. The Mutiny saw two years of bitter, bloody struggle before the British regained full control; the Company was blamed, and was dissolved and replaced by a Viceroy.

The 1870s sees the height of the British Raj; the completion of the Suez Canal (p. 24) has made communications with Britain much easier, incidentally leading more Britons to bring wives from home, and reducing Anglo-Indian intermarriage. In fact, the whole British attitude about India is growing increasingly detached, with attempts to open the Indian Civil Service to Indians being foiled and the Viceroy often overruling the Council which is supposed to guide him. The spread of railways (backed, of course, by the Steam Lords) is destroying old trade patterns, as Britain is increasingly tempted to treat India purely as a source of treasure. However, this land of several hundred million people is too vast and complex to be reduced to subservience.

The India of *Castle Falkenstein* is very much Rudyard Kipling's India, with sunburned soldiers and callow public-school officers facing wily Afghan bandits and Russian spies, local British administrators taking tea with maharajahs and dealing with ancient feuds and strange supernatural forces, and fakir mystics (some of them genuine sorcerers, some expert in non-supernatural conjuring). The nature of local entities such as the demonic *Rakshasa* or vampiric *Baital* is distinctly enigmatic; European Faeries deny that they are related. Meanwhile, European sorcerers come in search of secrets, and adventurers look for opportunities.

Japan

The Dragon Emperors of Japan had a rocky time of it for centuries, living as little more than figureheads for a series of military dictators, or *Shoguns*. The Shogunate pursued a policy of strict isolation, cutting Japan off from the world, with only a single trading station at the port of Nagasaki open to foreigners. Even firearms were abolished, to preserve the power and privileges of the sword-wielding samurai class.

All that changed one afternoon when a squadron of American warships steamed into Tokyo harbor. Commodore Perry brought with him friendly letters from his President, and a very unobvious threat. The message was clear: join the modern world, or become a New European colony.

Under the Emperor Meiji, it is clear that Japan has chosen modernization. The Shogunate has been swept away, replaced by a New European-style monarchy. Intelligent young students are sent abroad to learn about steam technology and modern science. Reactionary samurai and feudal lords are having their privileges stripped away in the name of national survival.

The change has not been without problems. At least one student, Lord Tomino, came home with the desire to increase his own power by building a Giant Steam Automaton to terrorize Tokyo. In some provinces, criminal gangs have grown powerful enough to run entire towns. Liberals demand more, faster change even as conservatives argue against the whole idea. But in general, the Japanese have taken to modernization with enthusiasm; it is not impossible to envision a day when Japan may be the most advanced nation in the world.

THE DRAGON EMPERORS (CONTINUED)

By contrast, the Emperor of Japan, Meiji, has recognized the need to modernize his realm, and has embraced all the innovations of New European technology. His goal is to create a centralized, powerful state on the Prussian model. So far, his policies have had mixed results; Japan is making great strides, but has also been plagued by Criminal Masterminds using advanced technology.

Western Dragons visiting the East will usually be treated with respect by humans, but cannot depend on the friendship of local lords; while the oriental Dragons acknowledge kinship, they are not entirely immune to the sense of cultural superiority often displayed by their human subjects.

OTHER EMPIRES

Almost all New European nations which aspire to sophistication desire overseas empires, to a greater or lesser extent; "Imperialism" is not (yet) a dirty word. There are high-minded folk who argue that the European powers exploit and abuse their subjects, but even they are as likely to argue for reform as for abolition, and many moralists hold that empires are a civilizing force, bringing law, technology, and Christianity to the "natives."

These people would not deny that the rulers gain a great deal of economic advantage, acquiring reliable sources of raw materials and captive markets for their industrial production, but would argue that the territories benefit, too. (There are a few daring students of economics who suggest that the cost of administering an empire, and the distorting effects of focusing all trade on these scattered territories, outweigh the benefits, but that is a minority view.) Thus, Africa, Asia, and Antillea have been the scene of a series of grabs for land and local quarrels over the last few centuries. With modern medicine overcoming tropical diseases, the last few unexploited regions are opening up.

Continued on next page . . .

OTHER EMPIRES

(CONTINUED)

Spain and Portugal were the first great European imperialists. The Portuguese, constrained by lack of manpower, were mostly limited to Brazil and a string of trading outposts across the rest of the world, although they have some holdings in Africa. Spain was slightly less successful than in our history, having been foiled by Mayan and Incan power in the Americas. But, reinforced by fanatical Templar sorcerers, the Spanish did take Mexico and extend their power across the Pacific. Today, however, Spain is a shadow of its former self; devastated by Napoleon and wracked by intermittent civil wars since his time, it is gradually losing control of its remaining possessions.

Other modern nations in the game include France (see p. 16), an assertive power with strong interests across much of Africa (although it has largely abandoned attempts to meddle in Mexico), and Holland, always a nautical, trading power, which has acquired some territory in Asia, especially in Indonesia. Belgium feels left behind in the race for empire, although it is more preoccupied with preserving itself among greater European neighbors. However, to judge by our history, its King Leopold II will eventually cause considerable harm by taking *personal* control of the Congo.



Meiji Japan is a fascinating mixture of old and new, where samurai live by their rigid code even as inventors create scientific marvels. Among the recent products of Japanese invention which have found buyers abroad are miniature phonographs, amusing Entertainment Clockworks, and a line of Pneumatic Automotives.

To most foreigners, Japan is unknown territory, and Japanese society is a complete mystery. The culture shock can itself provide material for dozens of adventures. Visitors may encounter anything from fox spirits to ninja to giant robots – or all three at once! Tokyo, Osaka and Nagasaki are as grittily industrial as anywhere in New Europa, but rural villages have not changed in centuries. This mixture opens up hundreds of possibilities. Will Tomino and his like become Steam Samurai? Will Japan become a cyber-steampunk land of megacorporations and clockwork-driven street toughs?

OTHER AREAS

Africa

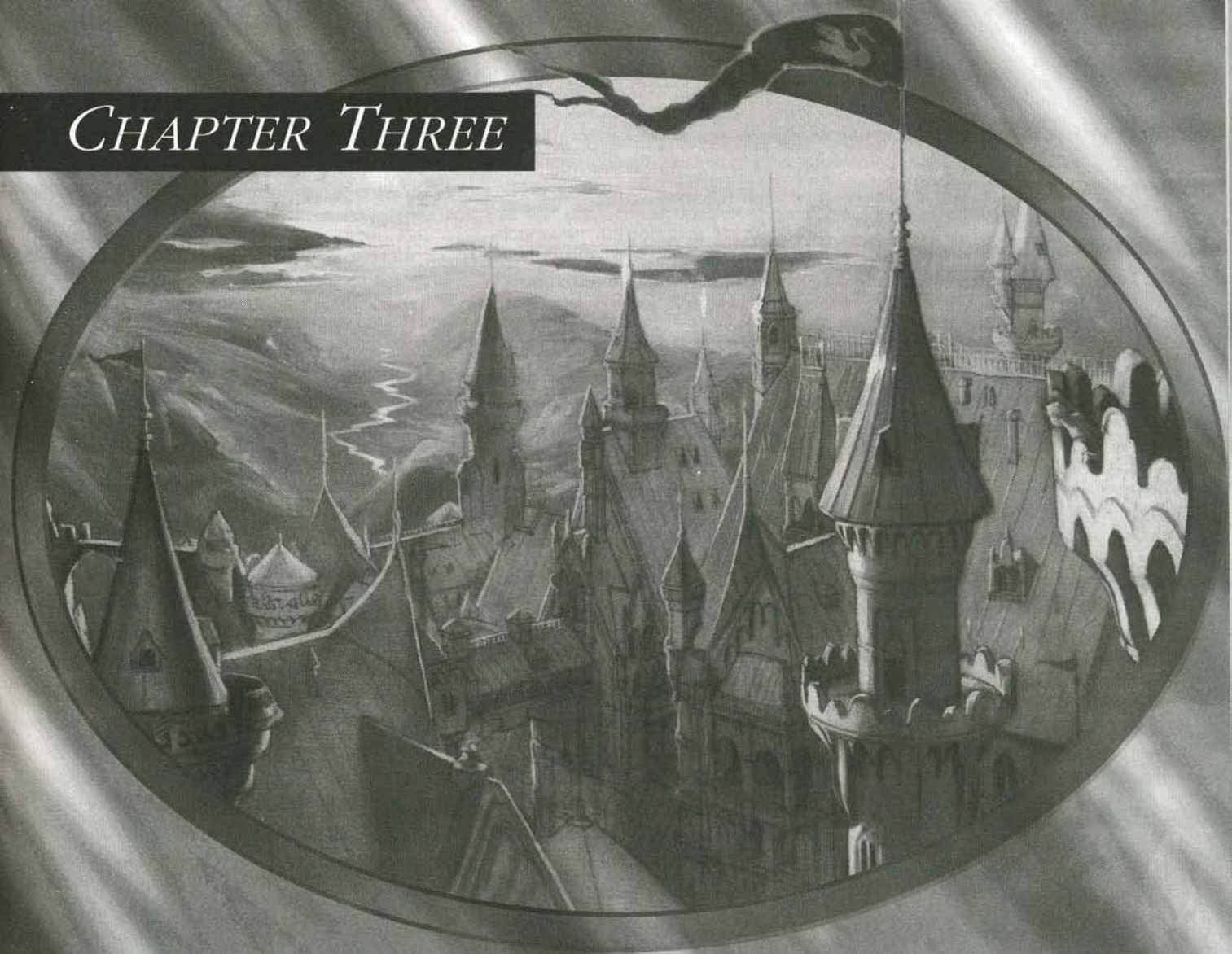
1870s Africa is a patchwork of colonies, outposts, and unexplored territory, suffering when European nations use it as the scene of competitions for resources or glory. To be fair, the British especially have often ventured here for nobler motives, not least the suppression of slavery. In the south, Britain has annexed the old Dutch colonies, causing the Afrikaner *Voortrekkers* to migrate northward, fighting local tribes for land. The recent discovery of diamonds and gold in the interior has led to a rush of treasure-seekers from across the world. To the northwest, British and French coastal outposts, founded as bases for trade and naval refueling, have expanded, and steamships are pushing up the Niger River. Scholars and sorcerers struggle to reach the desert city of Timbuktu, with its huge, uncataloged libraries of ancient Muslim lore. East Africa is still being opened up; explorers such as Livingstone, Speke, and Burton (see p. 136) have only recently established the general layout of the interior (so there is still plenty of opportunity for Rider Haggard-style adventures). On the coast, the British are working to suppress Arab slave-traders while worrying about increasing Prussian interest.

Australia and New Zealand

Thanks to the navigational brilliance of Captain Cook, Britain acquired Australia a century ago, using it initially as a penal colony. Free colonists followed, and the population grew; in 1870, it is well over a million. Although the colonies have a fair amount of self-rule, there is enough taxation without representation to provoke grumbling, and the 1850s gold rush led to friction and one armed uprising. Meanwhile, the development of sheep farming has led to expansion of the colonized areas, though the great deserts of the interior remain largely empty.

New Zealand too is a growing British possession. Despite treaties, the native Maoris are being displaced, and recently made a serious attempt to fight for their rights; this war was ended by an uneasy truce in 1870. The Maoris suffered significant casualties, and will need years to recover.

CHAPTER THREE



A MORE CIVILIZED AGE

The world of Castle Falkenstein is not contemporary America, and it's not quite our 19th century, either. People act and think differently. Here is a short guide to how people behave in the Steam Age of New Europa.

≡ SOCIAL CLASS ≡

It is difficult to overemphasize the importance of social class in New Europa, although sometimes it doesn't work the way one might expect. Society is very stratified, and mobility is limited. Each class has its own place – its rights and duties. Knowing one's place is vital.

There are approximately nine levels of society, which can be grouped into the Upper, Middle, and Lower Classes, each with subdivisions.

The Upper Classes

At the very top of the heap are Royalty, at Status Level 6 or 7, depending on the importance of their dominions. While the Divine Right of Kings is no longer generally accepted, there is still a widespread notion that monarchs are different from the ordinary run of human beings. The only people who don't defer to Royalty are other Royalty. Among monarchs, one's formal title is secondary to the importance of one's kingdom – Queen Victoria is just a Queen (until such time as she assumes the title Empress of India) while Pedro II is Emperor of Brazil, yet nobody would give Pedro precedence over Victoria.

Below Royalty are the Aristocrats, titled nobility with huge estates. Aristocrat status runs from about Level 4 to 6. They are still probably the richest group in the world, although some American millionaires might challenge that. Aristocrats have hereditary titles, some dating back centuries. The Second Empire in France has a more modern aristocracy descended from Napoleon I's supporters, plus some of Napoleon III's cronies.

At the bottom of the Upper Classes are the Gentry. There is no sharp line of division between them and the Aristocracy; the two groups often intermarry. Gentry are people of "good family" without titles, at Status Levels 2 through 4. People who have earned knighthoods fit here. Like the Aristocracy, members of the Gentry don't work for pay (though they may be diligent large-scale farmers).

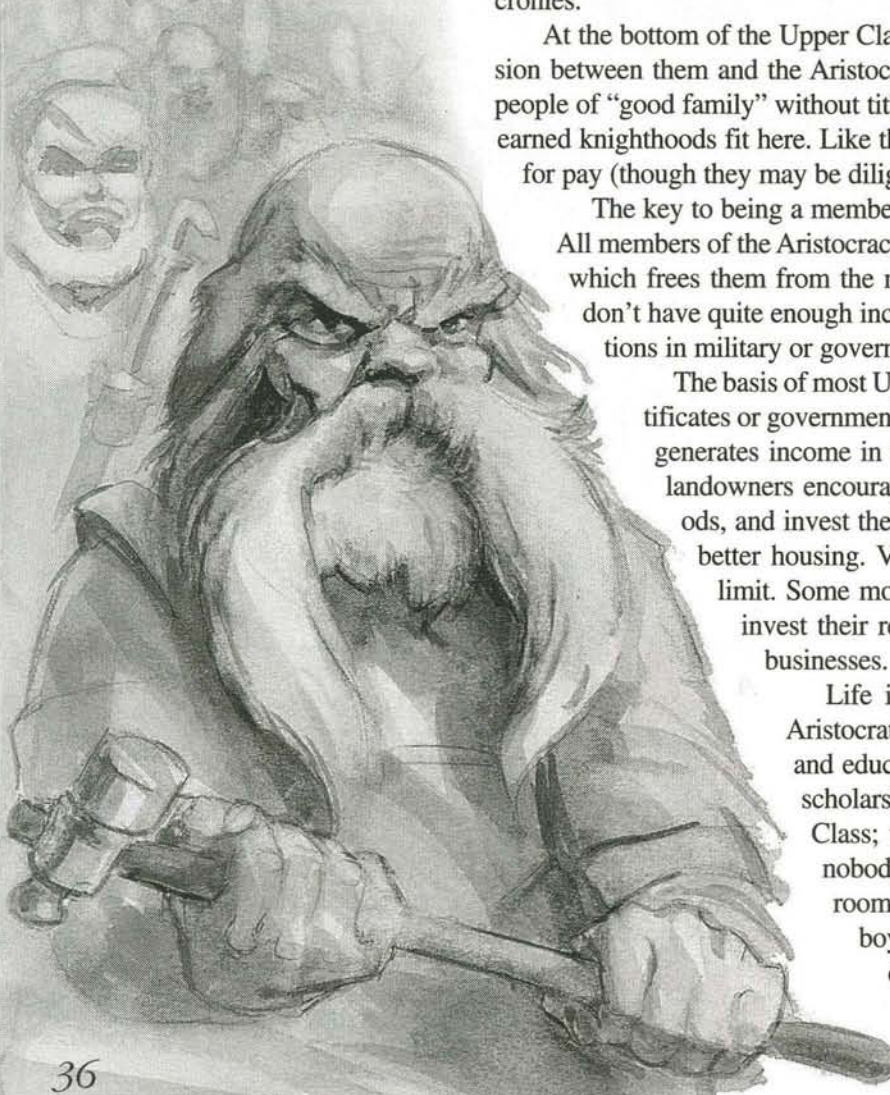
The key to being a member of the Upper Classes is not working for a living. All members of the Aristocracy and Gentry have some source of external income which frees them from the need to earn a paycheck. A few unfortunate souls don't have quite enough income to manage, and strive desperately to get positions in military or government service.

The basis of most Upper Class fortunes is land, and lots of it. Stock certificates or government bonds may be profitable, but land is eternal. Land generates income in the form of rents from hundreds of tenants. Wise landowners encourage their tenants to use progressive farming methods, and invest their rents in improvements like roads, rail lines, and better housing. Venal and foolish ones exploit their tenants to the limit. Some more daring souls (including Britain's Steam Lords) invest their revenues in factories, railroad companies, or other businesses.

Life is good when you're at the top of the pyramid. Aristocrats and Gentry live lives of leisure, and have the time and education to engage in science, magick, literature, and scholarship. It's no surprise that most explorers are Upper Class; they can go off to remote parts of the globe and nobody can stop them. Alternatively, they can stay in one room, gamble, collect pottery, join the Church, be cowboys, or write novels. The only rule is that one should do something solely for enjoyment or out of a sense of duty; working for money is vulgar.

A man cannot be too careful
in the choice of his enemies.

– Oscar Wilde,
*The Picture
of Dorian Gray*



The Upper Classes really consider only two careers worth following: government and soldiering. In most monarchies (though not France), titled aristocrats automatically have a seat in parliament or its equivalent, and even where they do not, aristocrats have the money and connections to get elected. Furthermore, since few nations pay their elected officials, anyone who has to work for a living can't afford to be in the government. (America is a notable exception, which is why the wealthy old families there have mostly abandoned politics.) In military service, it is considered important to get into a "fashionable" regiment, where an officer can associate with others of his own class.

The Middle Classes

Before the past couple of centuries, there were the gentry, the common people, and a very few merchants and craftsmen. Now, the growth of trade and industry has turned the Middle Class into the backbone of society, but there are still some growing pains as society adjusts.

The topmost category here are Professionals – doctors, barristers, bankers, and stockbrokers – at Status 1 or 2. The richest manufacturers and capitalists fit here, unless they have managed to secure a knighthood and join the Gentry. Professionals look and act much like the Gentry, but the gulf between them is wide.

In the middle of the scale is the Business class, made up of engineers, business owners, merchants, and the like, at Status 0. This is a fairly new class, as most of its members do jobs which didn't exist a century before. As a result, its members are most devoted to the idea of social mobility – and provoke the most resentment, from both the Upper Classes (who see them as pushy) and the Lower (who see them as greedy).

At the bottom of the Middle Classes are Tradesmen, also at Status 0 but without the wealth of the business class; small shopkeepers, ship captains, clerks, independent farmers, and self-employed individuals like journalists or inventors. Tradesmen may be the most self-consciously proper about their behavior, because they are most worried about dropping down into the Lower Classes. Indeed, the Middle Classes are the most stereotypically Victorian in their attitudes about religion, morality, and behavior. They are concerned with being and appearing "respectable" because they don't have the security of the Upper Classes and don't want to drop back down into the Lower.

Middle-class men work; that's what separates them from the Upper Classes. But middle-class women generally don't. As long as the husband is earning a good living, a middle-class household can imitate upper-class existence, with a cook, a housemaid, and perhaps even a scullery-maid or boy. However, the husband's earnings are likely to be the only source of income. A successful solicitor might have a son at Eton, a large townhouse, and half a dozen servants, but if he is killed or becomes unable to work, there is little between the family and destitution. That's one of the reasons middle-class folk in the period are so driven and obsessed by business.

The Lower Orders

The great bulk of society in the Steam Age is the Lower Classes, who work for other people, own little or no property, and have almost no power to change their lot. They work in grimy factories or farms, live in squalid tenements or cottages, and get one day off a week. (But modern readers should remember that workers often flocked to industrial cities *voluntarily*. Toiling in a factory for 12 hours a day is hard, but it can be more attractive than sleeping in the same room as your cow.)

Artisans like mechanics, engine drivers, valets, policemen, cab drivers, and builders are at the top of the Lower Classes at Status -1 or 0, along with superior "indoor servants." They tend to be fairly satisfied with their lot, for while they have little chance of moving up, their place is pretty secure. They are a fairly religious group, though not usually as aggressively pious as the Middle Classes.

CLUBS

Almost all members of the Upper Classes (and many of the Middle Classes as well) belong to clubs. These range from serious-minded political or literary societies to groups who just like to raise hell together. As one might expect, clubs are just as socially stratified as everything else in the Victorian era, and are usually all-male or all-female. The following are merely some examples. Some (marked with a "B") have their own club buildings; others meet at restaurants or hotels.

Academe (München: B): An association of writers, artists, philosophers, actors, and intellectuals of all kinds. The center for highbrow discussion and witty repartee in Bayern.

Athena Club (München): A club for intellectual women, with some of the Continent's most accomplished female writers, artists, and scientists as members.

Carlton Club (London: B): The heart of England's Conservative Party, the Carlton is frequented by Conservative stalwarts – aristocrats and the richest industrialists.

Chatelaine Club (London: B): A club for aristocratic ladies, where most of the events of the London social season are arranged. Because nearly all the women have husbands in politics, the Chatelaine is a major center for discreet deals and power-brokering.

Explorers' Club (München: B): A club for adventurous explorers, particularly those interested in making detailed observations of other cultures around the world.

Garrick (London): A club for actors, opera singers, theater professionals, and playwrights. A hotbed of all the latest theatrical gossip.

Geographic Society (London: B): The premier club for explorers and travelers, with affiliate clubhouses in remote corners of the British Empire. Members must actually have traveled extensively or have made important contributions to geographical knowledge.

Continued on next page . . .

CLUBS

(CONTINUED)

Jockey Club (Paris): Ostensibly for racing fans, the Jockey Club is the stronghold of French aristocrats, especially dissolute younger nobles. Wild behavior and heavy drinking are practically mandatory.

Le Légion (Paris: B): A conservative political club for members of the *haut bourgeoisie*, particularly military officers and veterans. The members are almost all fervent Bonapartists and supporters of Napoleon III.

Marlborough Club (London): Founded by Edward, the Prince of Wales, the simplest description of the Marlborough is "Friends of Bertie." The Prince enjoys meeting interesting people, which means that the Marlborough has an eclectic membership. Naturally, all the highest-ranked English nobles are members, but so are some actors, writers, travelers, and even boxers. It meets at Marlborough House, the Prince's London residence.

Reform Club (London: B): The birthplace and stronghold of England's Liberal Party, the Reform is favored by business leaders, bankers, and publishers. It stands across the street from the rival Carlton Club.

Salon de Paris (Paris: B): A women's club established by Empress Eugenie of France. While it is devoted to discussing literature and art, the primary activity is gossip, the more scandalous the better.

Société de Calculation (Paris): A club for calculation engineers, known for its prestigious lecture series.

Steam Engineers' Society (London: B): The leading organization of steam engineers and inventors, founded by Sir Isambard Kingdom Brunel. The clubhouse is a marvel of advanced gadgetry, and even has mechanical servants.

Whitefriars (London: B): A club for writers and intellectuals, with a strong emphasis on wit. The place to go if you want to hear the latest clever sayings.

Below them come Laborers, the vast majority of Steam Age people. Laborers dig coal, plough fields, sweep chimneys, clean houses, and do all the hard physical work. These are the ones most likely to drown their misery in cheap gin, and the ones most attracted by the ideas of reformers and Anarchists. Laborers are Status -1 or -2.

At the very bottom are the Poor, made up of workers displaced by machinery, farmhands thrown off their land, and all the outcasts of society. Their Status is usually -2 or lower. They scrape by in a variety of appalling ways – begging, prostitution, picking through refuse, and crime. Reformers and evangelists concentrate their efforts here.

Being a member of the Lower Orders has some advantages. There is no need to worry about "respectability" when you're at the bottom anyway. Lower-class women have a good deal of freedom, both to work and in their personal lives. Furthermore, members of the lower classes are effectively invisible to their "betters." Detectives like Sherlock Holmes have learned that dressing as a beggar or a laborer is the best form of camouflage in a city.

However, there are considerable drawbacks to being poor. The chief one, of course, is not having any money. Lower-class individuals can't just drop everything to go off on adventures because they can't risk losing their jobs. It is also hard for the lower classes to enter places favored by their betters – restaurants and hotels simply won't admit someone who is obviously poor. And if any trouble arises, the police are likely to assume all lower-class individuals are criminals.

Nonhumans in Society

The nonhumans of the world of Castle Falkenstein fit surprisingly well into the social structure. Dragons and Daoine Sidhe are accepted as members of the aristocracy, lesser Faerie are usually lower class, and Dwarfs are solidly middle class. Their behavior and attitudes tend to reflect their position in human society. Dragons are thoroughly aristocratic in outlook – even the oldest "old families" of human society can't trace their lineage back to the Cretaceous. Faerie Lords and Ladies act like human aristocrats of a century earlier. Brownies defer to their "betters" much like human peasants (though Pixies are as free of social convention as wild animals). Dwarfs, like middle-class humans, value hard work, self-improvement, and thrift.

≡ BEING A GENTLEMAN ≡

There are two parts to being a gentleman (or a lady) – is not working for a living and behaving like a gentleman. The first part means that a gentleman has to have a source of income, or at least appear to. It is not unknown for ladies or gentlemen who have squandered their capital to resort to fraud or crime to support themselves, rather than suffer the disgrace of taking a job. There is a narrow "gray area" for professions which don't involve actually charging fees or drawing a salary – academia, sorcery, or positions in the government or army. Of course, a gentleman who just happens to make a lot of money keeps his status; the important thing is not to seem to care.

The second part is more complex. It is almost a Zen exercise; the key to acting like a gentleman is not seeming to care if you are acting like a gentleman. That paradox is actually the heart of upper-class mentality: not letting yourself be governed by what other people might think. An individual who behaves according to accepted etiquette out of genuine respect for others is being a gentleman; one who is fanatical about manners because he wants people to think he's a gentleman is an impostor. Keeping track of who is and isn't a gentleman or lady isn't as hard as one might think, because upper-class society (at least within a given nation) is fairly small and insular; everyone knows everyone else, or at least has an acquaintance in common.

Honor and Duty

In the Steam Age, people still take ideas like Honor and Duty very seriously. The codes of honorable conduct may be a little toned down since the days of chivalry, but they are still very strict. The typical Gentleman's Code of Honor in New Europa has the following elements:

Always Keep Your Word

Ladies and gentlemen never break their word. They abide by oaths and vows and never betray a trust. The flip side is also important – a true gentleman doesn't give his word lightly, or promise things he can't deliver. Breaking one's word is certain to lead to disgrace if anyone ever finds out.

Tell the Truth

Lying is a form of breaking your word. Gentlemen never lie – unless it is to preserve the good name of another. If a gentleman is caught having an affair, he will lie to protect his partner's reputation, not his own. Lying to benefit oneself is the mark of a rogue and a cad. Steam Age ladies and gentlemen even go to great lengths to avoid telling lies to enemies.

Be Courageous

Courage can be both physical and moral. Physical courage means remaining calm in the face of danger, not allowing others to threaten or intimidate one, and a willingness to risk harm to accomplish one's goals. Moral courage means standing up for what is right, no matter what the cost.

Defend Your Honor

Gentlemen and ladies are expected to defend their honor; insults *cannot* go unanswered. This doesn't mean one should go around picking fights – one naturally gives the transgressor the opportunity to apologize. But if no apology is forthcoming, honor must be defended, somehow.

Defend Others

Being part of the ruling class has its responsibilities, and the greatest is defending those who are unable to defend themselves. This doesn't mean protecting everyone, but it does mean that the weak, the elderly, the poor, and all women and children should be defended to the best of a gentleman's ability. (To some extent, this is simply part of having moral courage.)

Dueling

Duels are a Steam Age survival of the old ritual of trial by combat. The point of a duel is that one is willing to defend one's honor even at the risk of injury or death. Duels are much less common than in previous eras, and are against the law almost everywhere, but custom is strong, and many authorities wink at a private affair of honor, and are likely to become involved only if someone is killed.

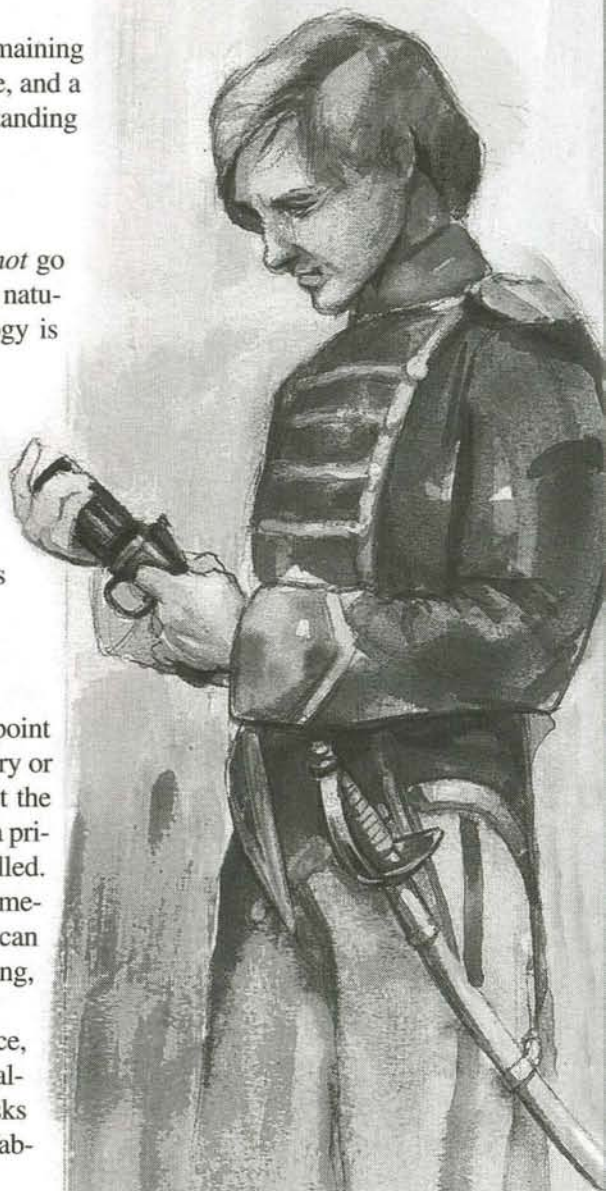
A duel begins with an insult (real or imagined) to a gentleman or to something he feels obliged to defend – his family, his country, or a lady. Insults can take many forms: verbal abuse, laughing at someone, accusations of cheating, or eloping with someone's sister.

The insulted party issues a challenge. This is usually done face to face, though one might send a friend if tempers are running high. To decline a challenge is to admit one has behaved dishonorably, and one who does so risks being branded a coward, a cad, or both. (If the insult is obviously absurd or fabricated, it is possible to decline it without dishonor.)

A More Civilized Age —

Ah, Monsieur, live in the bosom of the waters. There alone you will find independence; there I recognize no master; there I am free!

– Captain Nemo,
quoted by
Jules Verne



It is important to note that one only challenges or accepts challenge from one's social equal, though the definition of an equal is pretty broad – anyone within two Status levels of one's own is near enough. When dealing with an obvious social inferior, a duel isn't necessary; horsewhipping is the preferred method to deal with an upstart. Military men may sometimes be able or even required to refuse challenges from civilians.

Once the challenge is accepted, friends of the duelists, known as "seconds," arrange the details. (Among the middle and lower classes, the combatants often dispense with this and get straight to the fight.) The seconds determine when and where the duel will take place, what weapons will be used, and how far the fight will go.

Duels usually take place outdoors, often on the outskirts of the city in which the combatants live. In America, the duelists often cross a state line to reduce the possibility of official interference. Dawn is a favored time, because the duel won't be disturbed then.

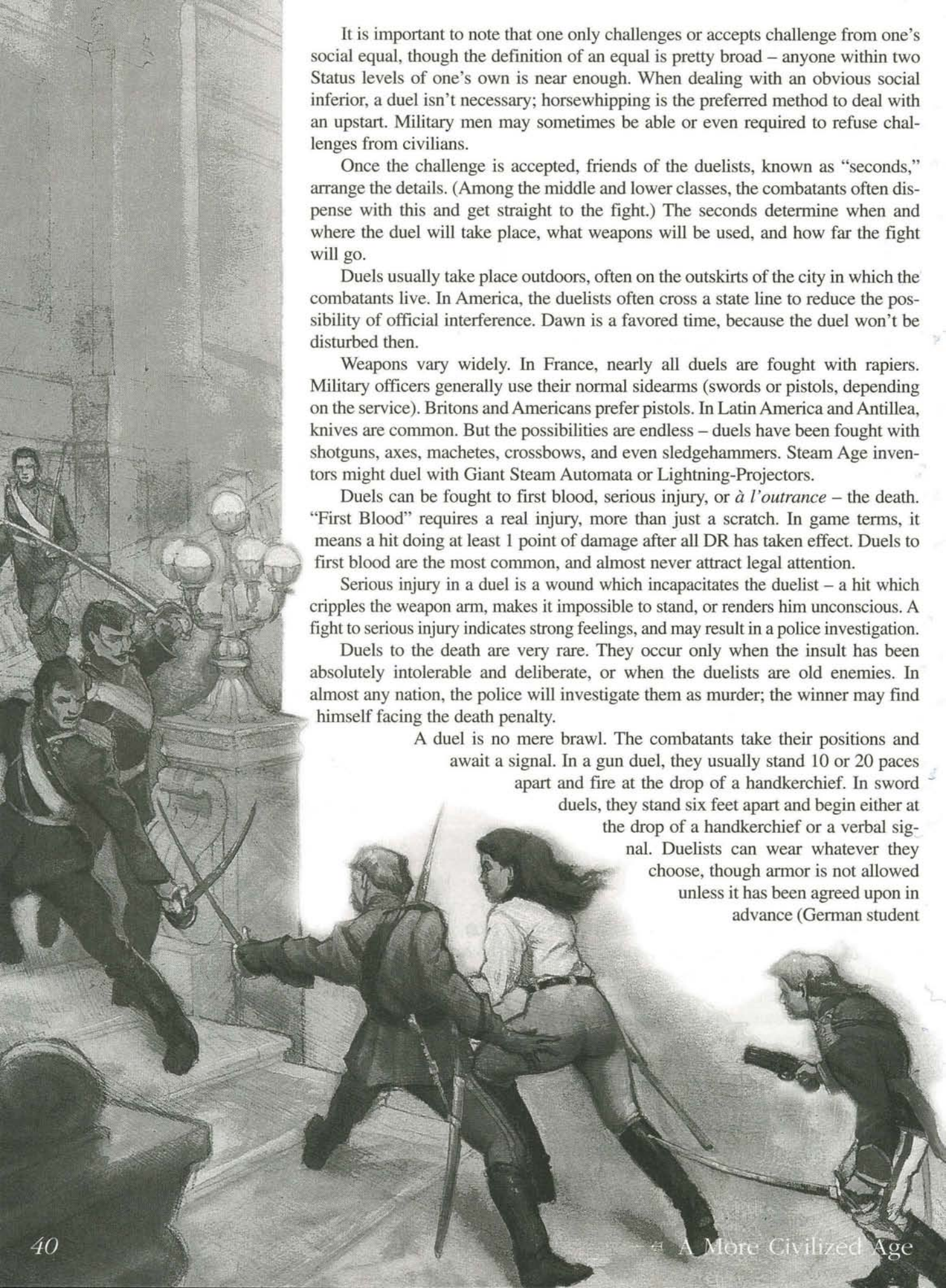
Weapons vary widely. In France, nearly all duels are fought with rapiers. Military officers generally use their normal sidearms (swords or pistols, depending on the service). Britons and Americans prefer pistols. In Latin America and Antillea, knives are common. But the possibilities are endless – duels have been fought with shotguns, axes, machetes, crossbows, and even sledgehammers. Steam Age inventors might duel with Giant Steam Automata or Lightning-Projectors.

Duels can be fought to first blood, serious injury, or *à l'outrance* – the death. "First Blood" requires a real injury, more than just a scratch. In game terms, it means a hit doing at least 1 point of damage after all DR has taken effect. Duels to first blood are the most common, and almost never attract legal attention.

Serious injury in a duel is a wound which incapacitates the duelist – a hit which cripples the weapon arm, makes it impossible to stand, or renders him unconscious. A fight to serious injury indicates strong feelings, and may result in a police investigation.

Duels to the death are very rare. They occur only when the insult has been absolutely intolerable and deliberate, or when the duelists are old enemies. In almost any nation, the police will investigate them as murder; the winner may find himself facing the death penalty.

A duel is no mere brawl. The combatants take their positions and await a signal. In a gun duel, they usually stand 10 or 20 paces apart and fire at the drop of a handkerchief. In sword duels, they stand six feet apart and begin either at the drop of a handkerchief or a verbal signal. Duelists can wear whatever they choose, though armor is not allowed unless it has been agreed upon in advance (German student



dueling societies often use protective goggles and leather jackets). Many duelists fight stripped to the waist, as this allows free movement and reduces the risk of infection from bits of cloth in a wound.

After the duel, the combatants are expected to bury their hostility. The matter of honor has been settled, and nobody has any cause for a grievance. In fact, each duelist is a witness to the honor and courage of the other. While it may be a bit much to expect gentlemen who have traded potshots to become friends, they should give each other all due courtesy. Failure to do so would be insulting and ungentlemanly.

❧ DRESSING THE PART ❧

One way that New Europeans navigate the complexities of social class is by dress. The clothes one wears advertise one's status and position. One of the secrets to being a master of disguise is simply paying attention to the way people dress, and being willing to "dress down."

Starting at the top, everyone wears hats. Upper-class and professional men wear silk top hats in the city, tweed caps for fishing, deerstalkers ("Sherlock Holmes hats") for hunting, Tyrolean hats for mountaineering, and boaters for boating. Artistic gentlemen may affect a soft felt "trilby." Middle-class businessmen and tradesmen wear bowler hats almost exclusively. Lower-class men wear a mix of flat caps, high-crowned bowlers called "billycock" hats, and old-fashioned or beat-up versions of upper-class headgear. Soldiers wear an impressive variety of shakos, kepis, and helmets, depending on their nationality and regiment. Upper-class ladies wear wide-brimmed "picture" hats, or versions of men's hats "feminized" with ribbons and bows. Middle-class women either try to imitate them or wear old-fashioned bonnets. Lower-class women, like lower-class men, wear hats bought second-hand. Women servants wear white "mob caps," which were standard headgear for all women a century earlier.

On the body, gentlemen dress in silk or linen shirts with detachable collars. At a formal dinner, they add a starched shirtfront. During the day, they wear frock coats and trousers. Tweeds are for hunting, and blazers and flannel trousers are for boating or sports. German gentlemen sometimes wear loden jackets when outdoors, or lederhosen in summertime. In the evening, gentlemen wear tail coats and white tie, though Prince Edward of England has recently invented a new kind of formal wear called a "dinner jacket" (Americans know it as a "tuxedo"). Middle-class men wear suits, and as one goes down the social scale the colors and patterns get brighter. Their shirts are cotton or second-hand linen. Lower-class men work in shirtsleeves, often wearing shirts of rough flannel and work pants of blue canvas, but are likely to own a single suit for Sundays. Servants wear uniforms, generally based on gentlemen's clothing of the previous century, although coachmen proudly wear their tall top hats. Ladies wear blouses and skirts for ordinary wear, or dresses with a jacket. Skirts reach to the ground and have a "bustle" at the hips and rear. Blouses are similar to men's shirts. A shawl or cape is common in rain or cold weather.

HORSES AND CARRIAGES

Horses are the main mode of transportation in the Steam Age, but they're also an important sign of status. Knowing how to ride and handle a horse is a mark of good breeding, and keeping your own horse and carriage is mandatory for anyone in the professional class or higher.

Horses themselves come in a variety of breeds, but functionally fit into five types.

Racehorses are the most delicate (ST 26-32, HT 12-14), the fastest (Move 18), and the most expensive. They are fantastically temperamental, and can cost more than a middle-class family would earn in a year.

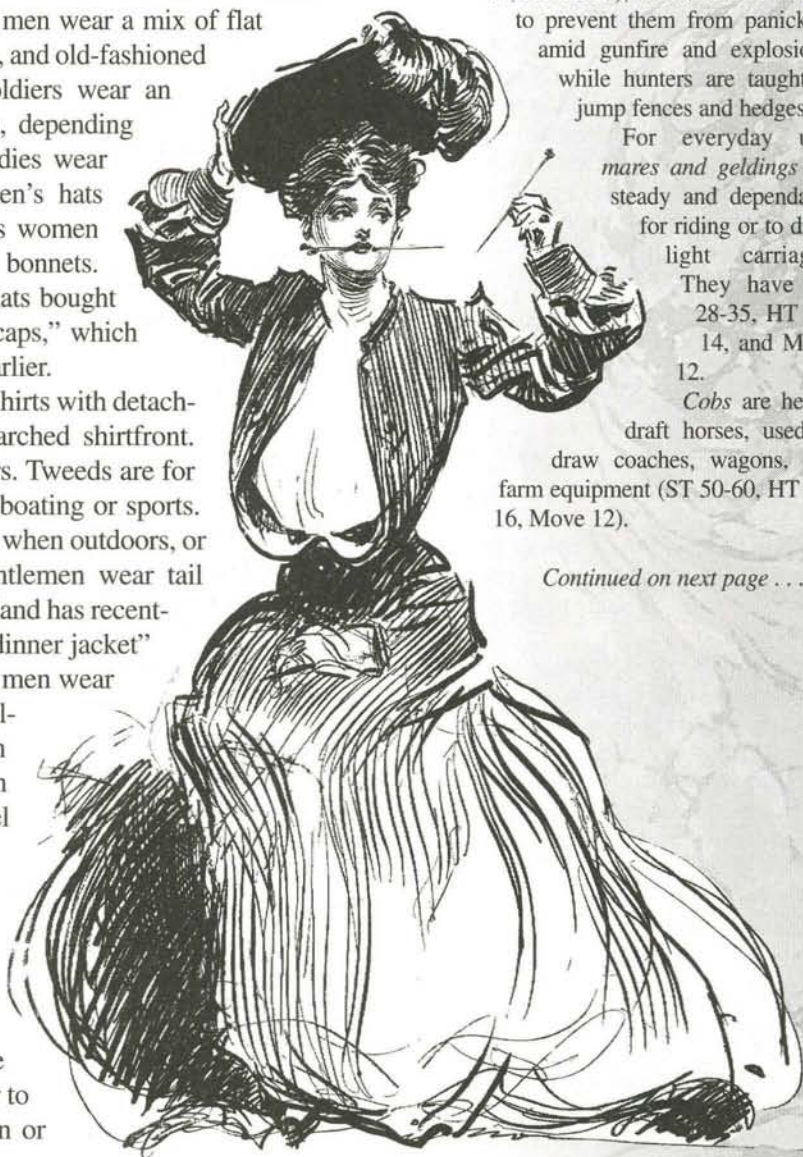
Hunters and warhorses are bred for speed (Move 16) and endurance (ST 32-40, HT 12-15); warhorses are trained to prevent them from panicking amid gunfire and explosions, while hunters are taught to jump fences and hedges.

For everyday use, *mares and geldings* are steady and dependable for riding or to draw light carriages.

They have ST 28-35, HT 12-14, and Move 12.

Cobs are heavy draft horses, used to draw coaches, wagons, and farm equipment (ST 50-60, HT 13-16, Move 12).

Continued on next page . . .



HORSES AND CARRIAGES (CONTINUED)

Children often learn to ride on a *pony*, and pony-carts are used by the elderly as a kind of powered wheelchair. Ponies have ST 24-30, DX 10, HT 11-13, and Move 13. All horses have IQ 4 and DX 9. They can do 1d crushing damage with a kick (1d+2 for warhorses and draft horses, 1d-2 for ponies), and bite for 1d-1 crushing damage.

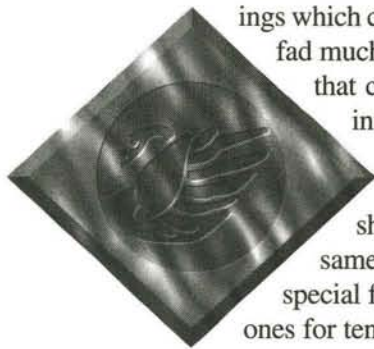
Carriages are essential to one's status. Anyone of the professional class or higher should own one. (A steam automobile may substitute, but is still assumed, somewhat unfairly given New European technological progress, to be sooty and unreliable; it will mark the owner as a dedicated technophile.)

The lightest carriage is a *gig* or *surrey*, with two wheels. They are drawn by one or two horses – to look really smart one should have a matched pair of horses. (The Steam Age equivalent of a young man in a sports car is a young gentleman in a gig with a matched pair.) A larger four-wheeled coach with a “convertible” top is called a *victoria* (in honor of the Queen, of course); these are generally pulled by two horses and hold up to four people. The biggest coaches have four or even six horses and can carry up to six people. Only the most wealthy have a full-sized coach.

Commercial equivalents of all of these exist. A *cab* is essentially a closed gig available for hire. *Stagecoaches* are large coaches running on a fixed schedule, with replacement horses stationed along the route. One public vehicle which doesn't have a private equivalent is the *omnibus*, a horse-drawn bus plying a route in a city or large town. These are also chartered for excursions.

Undergarments are complicated. Men wear cotton (or wool!) drawers and vests, or even a full “union suit” from ankles to wrists. Ladies wear stockings which come above the knee and “pantalettes” (a New European fad much more common there than in our own history). Above that comes the corset (see below). Brassieres haven't been invented yet.

Shoes are relatively uniform; nearly everyone wears high-button shoes with pointed toes. Ladies' shoes have higher heels than men's, but are generally the same. For riding one wears boots, and many sports have special footwear – cork-soled shoes for bicycling, rubber-soled ones for tennis, and so on.



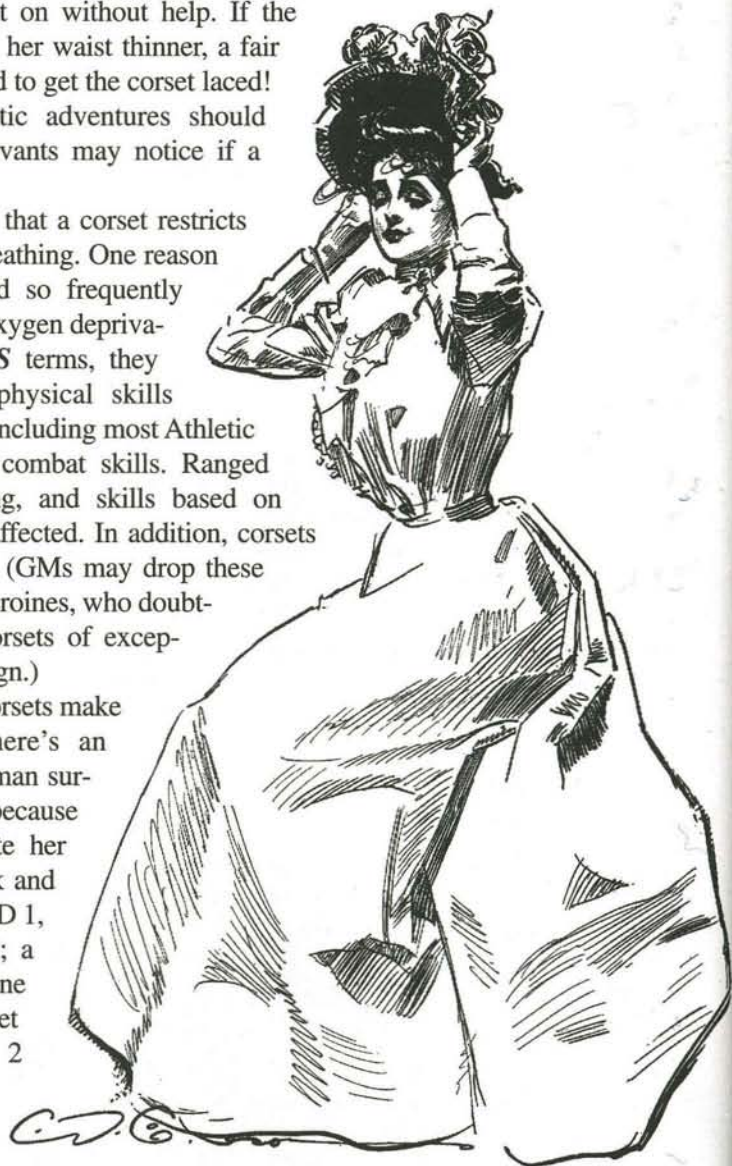
Corsets

Corsets, the primary undergarment for Steam Age women, are made of silk or cotton with stays of whalebone or steel, and shape the waist and support the bust. They are essential for the hourglass shape which is thought the epitome of female beauty. They are worn by women of all social classes.

Corsets lace up the back, which makes them almost impossible to put on without help. If the wearer is trying to make her waist thinner, a fair amount of force is needed to get the corset laced! Ladies planning romantic adventures should recall that observant servants may notice if a corset has been re-laced.

There is no denying that a corset restricts one's movements and breathing. One reason Victorian women fainted so frequently may have been chronic oxygen deprivation. In realistic *GURPS* terms, they give a -2 penalty to physical skills involving bodily agility, including most Athletic and unarmed or melee combat skills. Ranged weapons, formal dancing, and skills based on manual dexterity are unaffected. In addition, corsets *double* all Fatigue costs. (GMs may drop these penalties for cinematic heroines, who doubtless wear lightweight corsets of exceptionally comfortable design.)

On the bright side, corsets make pretty good armor. There's an account of a frontier woman surviving an Indian raid because arrows couldn't penetrate her corset! An expensive silk and whalebone corset gives PD 1, DR 1 on locations 9-11; a cheaper cotton and steel one is PD 2, DR 2. A corset generally weighs 1 or 2 pounds.



War is still (mostly) considered a glorious business in New Europa. Memories of the Napoleonic Wars are strong, and most recent conflicts have been relatively quick, with limited casualties. British and French soldiers score easy victories against poorly equipped natives in Africa and Asia, and the bungles of the Crimea and the long, bloody American Civil War are dismissed as aberrations rather than omens. Military life is still glamorous.

The armies of New Europa are still mostly built around regiments – bodies of about a thousand men, commanded by a colonel. In most armies, the regiment is the largest permanent formation, assembled into larger bodies on an ad hoc basis. Only the Prussians have a standing corps organization, though many of their neighbors are moving toward a similar system. Two or more regiments make a brigade, under a brigadier-general. A division is made up of several brigades, and is commanded by a full general.

In modern conflicts, the division is becoming the primary unit. Several divisions combined make up a corps, and multiple corps make an army. Only the largest nations can field more than a single army, so armies are usually commanded by a king or commander-in-chief.

Infantry carry rifles tipped with bayonets. In modern armies like those of Prussia and France, the rifles are breechloading, bolt-action weapons. Old-fashioned forces like the Austrians and Spanish still use muzzleloaders, but in the wake of recent devastating Prussian successes, most powers are scrambling to convert their armies to breechloaders. Cavalry are still armed with lances and sabers, though some have adopted pistols or breechloading carbines for serious fighting. Officers carry pistols and swords, and are expected to lead from the front.

Uniforms are ornate and impractical, with lots of gold braid, shiny brass buttons, silvered helmets and breastplates, and plumed hats. Regiments have distinctive uniforms; the idea of a standard national uniform is still considered radical outside the United States. Uniforms are supposed to be visible – camouflage isn't the goal. Officers have to be able to see their men.

In Continental armies, there are fashionable and unfashionable regiments. Members of the Upper Classes vie for commissions in the fashionable ones, leaving the unfashionable regiments for the Middle Classes. Note that even in Great Britain, where the Navy is the keystone of the nation's power, service in the Navy isn't considered fashionable, nor are units like the Engineers or Artillery where technical skill is required. Since generals and staff officers are often drawn from elite fashionable regiments, this creates a dangerous situation; armies are led by officers who don't know very much about modern weapons and warfare.

Almost every army includes a significant number of nonhumans, with the sole exception of the Prussians. Dragons seldom care to get involved in human battles (the recent defense of Bayern being a notable exception). Dwarfs and Faerie, however, often serve alongside humans. Dwarfs are becoming increasingly common as technology becomes more important; battleships routinely have a gruff Dwarf chief engineer, and the engineering and artillery corps have substantial numbers. By contrast, Faerie are becoming rarer. Once just about every army had its regiment of Faerie cavalry, mounted on winged horses. Sadly, the increasing use of iron is driving them from the battlefield; in the past, a few swords or helmets weren't enough to cause trouble, but huge concentrations of iron in artillery parks, thousands of steel rifles, and steel shrapnel make a modern battlefield a very unpleasant place for Faeries.

A subset of the lower classes who play a big part in the lives of the upper and middle classes are servants. In Continental households, servants are still treated almost as members of the family, but in Britain, they are expected to be unseen and unheard. This doesn't mean they can't see and hear, though. Servants know pretty much everything that happens in the household, even things their employers want kept secret. Unscrupulous servants sometimes enter the employ of Criminal Masterminds to make use of their position for blackmail or robbery.

The most common servant is a maid. In small households, she is a maid-of-all-work, who basically does all the housekeeping chores. Bigger households break up the position into specializations – ladies' maids help their mistresses get dressed and undressed, and take care of their clothing; housemaids clean (sometimes divided up according to the part of the house they work in); and scullery maids wash dishes and polish silver.

Food preparation is handled by a cook, assisted by scullery maids and under-cooks in large households. Cooks are also expected to serve as a kind of sergeant in charge of the other servants. Very fancy households might have a French or Italian chef, and Chinese cooks are common in the Bear Flag Empire.

The butler is the chief servant, in overall charge of running the household (except in *very* grand households which can afford a steward to supervise everything). They are also in charge of the wine cellar, and in smaller households function as the master's valet.

Footmen are male under-servants who do jobs like fetching and carrying, helping people into carriages, and waiting at dinner. "Boys" are young employees performing all sorts of menial errands. A valet is a gentleman's personal servant, in charge of shaving him, laying out his clothes, and helping him dress.

Outdoor servants include gardeners, gamekeepers (who guard the estate against poachers, and ensure the presence of animals and birds for hunting), coachmen, and grooms (who take care of horses). A household with a steam automobile will employ a driver and possibly an engineer or two. Medium-sized houses may employ one or two gardeners; large country estates have whole hierarchies of outdoor staff.

≡ A WOMAN'S PLACE ≡

The role of women in the Steam Age is complex. To modern eyes, they seem to be second-class citizens, but that is an oversimplification. Men and women in the Steam Age are responsible for different spheres of activity. Men run businesses, governments, and armies. Women are in charge of home and social life.

This might appear to be an uneven division: women rule the home, men get the entire rest of the world. But social influence is an important “currency” in the Steam Age, and can have a tremendous influence on one’s success in business or government. Just as a woman without a husband is at a disadvantage because she has nobody to support her, a single man is also at a penalty because he has nobody to “network” for him.

The position of women in New Europa is a bit freer than in our own history, partly because of the Faerie. Faerie women aren’t bound by human social conventions, and consequently have been an example of emancipation to their human sisters. Essentially, women’s rights are about a generation ahead of where they were in our own history – much more like our 1890s than our 1870s.

One sphere of activity where women are powerful is Magick. Sorcerous Talent appears to be slightly more common among women than among men (or at least more women go on to develop their abilities). Women hold important positions in many Sorcerous Orders, and consequently wield a lot of power behind the scenes.

Adventurous Ladies

Ladies who follow all the conventions of polite society can lead adventurous lives without having to give up the advantages of their sex.

Upper-class ladies are the most adventurous, routinely traveling to exotic parts of the world and engaging in strenuous pursuits like mountain-climbing and big-game hunting. But middle-class ladies may actually have more *opportunities* for adventure. In the great colonial empires, upper-class gentlemen in colonial service leave their families at home, but middle-class households often relocate to places like Algiers, India, Hong Kong, the Caribbean, or the East Indies. The wife of a middle-class Army officer or railroad builder may find herself having to cope with tigers, monsoons, native uprisings, epidemics, or volcanoes – and still keep a properly respectable household. If her husband is away, or is injured or killed, a colonial wife suddenly becomes the personification of Empire for a large region, and has to maintain order, resolve disputes, and keep the wheels of Progress running.

The lower classes make up the bulk of those who seek new lives in America, Antillea, or Australia, and a girl from London’s slums or the German countryside may find herself a pioneering settler wife. Women on the frontier have a good deal more freedom than those back in Europe, but may also have to learn to handle a six-shooter or shotgun.

Adventuresses

The New European Adventuress has a role without parallel in our history. She is a woman who chooses to live by her sword and her wits: a female soldier of fortune. Essentially, she trades the social protection of being “the weaker sex” for the opportunity to succeed or fail by her own efforts. Since most armies don’t have women soldiers (not officially, anyway), Adventuresses must make their way as mercenaries, guards, spies, or assassins. Those with an independent income can simply go about in search of excitement.



Being an Adventuress isn't so much a career as the term for a type of woman. There are no entry requirements and no training school. Adventuresses are a diverse group – some are married, some widowed, some single, some scandalously involved in romantic affairs. Even those with children don't seem to let that slow them down much (though a reliable governess helps).

Adventuresses are rare, even in the world of Castle Falkenstein, and many tradition-minded people are a bit shocked by their conduct. But they have the acceptance of the leaders of Society, and that's what matters.

⇨ SOCIAL LIFE ⇨

High Society

For the Upper Classes, the year is arranged around a series of major social events, collectively known as "The Season." The precise dates are different depending on where one lives, and with a good calendar and a taste for travel, a determined socialite can spend the entire year in an endless series of parties and balls. Social events are more than just diversions for the elite; they are opportunities for discreet political and diplomatic maneuvering, venues for romantic escapades, and occasionally the cover for espionage and crime.

Between major events of the Season, the basic social event for the upper classes is the house party. This is more than just a keg and some chips in the den; it is the Normandy Invasion of parties. To host one, a big house is necessary; a manor house can have as many as a hundred rooms, which is good because house parties generally involve a lot of guests, and all those guests are going to bring their personal servants. Typical house parties go on for days, which means all those people are going to be spending the night. House parties are exclusively upper-class affairs because nobody else can afford them.

Romance

The Steam Age of New Europa is a very romantic time. The "stiff upper lip" is only for when you're looking Death in the eye. Gentlemen and ladies alike are moved to tears by music and grow rapturous over scenic views. So when love is involved, passions can run very strongly indeed. The world of Castle Falkenstein is a world of romance in every sense.

As with nearly everything else, romance is affected by class. For one thing, relationships are expected to remain within one's own class. Women can hope to "marry up" – a wealthy professional's daughter attracting an insolvent gentleman, for example – but generally the classes marry among themselves.

In upper-class society, marriages tend to be as much business mergers as the joining of two souls. A proposal is accompanied by a lot of fairly frank discussion of dowries, separate property for the bride, and the groom's inheritance prospects. Middle-class marriages are a bit less complicated, though the bride's family naturally wants to be sure she will be properly supported. Courtship in the middle and upper classes is heavily supervised. Young couples are not allowed to be together without an escort, usually a female relative of the girl. This is less true among the lower classes, if only because all the available women are probably busy working or keeping house. Lower-class couples can and do even live together before marriage. At this level, marriage for love or companionship is possible simply because both partners will still need to work hard to keep fed.

THE DEMIMONDE

By contrast to Adventuresses, the ladies of the Demimonde occupy a role which had its parallels in our own history, but which modern readers may have a hard time understanding. First of all, a Demimondaine isn't a prostitute. Perhaps a better description would be "professional mistress." Most have a handful of gentleman admirers, and live on gifts from them. Perhaps the best way to understand the role of the Demimondaine is to keep in mind the social importance of not working for a living. Just as a barrister is socially superior to a solicitor because solicitors charge fees to their clients while barristers accept an honorarium, a Demimondaine isn't a prostitute because she accepts gifts instead of charging money. The fact that many of those gifts find their way to the pawnshop doesn't affect the Demimondaine's status. Moreover, a Demimondaine is more than a mere bed-partner. These are cultivated, charming women, skilled hostesses, and delightful conversationalists. They are almost the New European equivalent of Japanese geishas. Most important, their favors are their own to give or withhold; a Demimondaine is entirely her own woman.

France is the center of the Demimonde. The ladies of the Left Bank in Paris are by far the most accomplished and delightful of New Europa's Demimondaines. Cabinet ministers, noblemen, generals, and leaders of industry are among their lovers. Many foreign gentlemen keep a mistress in Paris. The Demimondaines of Paris are celebrities – some even lend their names to commercial endorsements for beauty products.

Elsewhere, the Demimonde is more discreet. In England, they tend to be married ladies of the lower reaches of the gentry, or actresses. In Vienna, the most celebrated Demimondaines are opera singers or dancers. America has no Demimonde as such, though an equivalent does exist among the octoroon ladies of New Orleans.

VICTORIAN PRUDERY

The prudishness for which the Victorians are notorious was actually not a widespread phenomenon. It was an attitude almost entirely confined to the middle class, but since they were the primary consumers of most fiction of the day, their attitudes are the ones which have been preserved in books and stories.

The Victorian lower classes were a crude bunch, as one might expect from people who spent their days in back-breaking toil and their nights in pubs. The entertainment in music-halls, which catered to the working class, was full of racy jokes, showgirls in tight dresses, and bawdy songs. The great British tradition of lowbrow humor (perhaps best exemplified in our own time and world by Benny Hill) is a direct descendant of music-hall entertainment. What prudery the lower classes did have was due to the influence of religion – in particular the temperance movement, which took aim at all sorts of licentious behavior besides drinking.

Nor were the upper classes much better. In the 19th century, the aristocrats of Europe perpetuated a tradition of uproarious behavior dating back to the days of the Vandals. As a concession to propriety, the Victorian upper classes kept their most scandalous behavior behind closed doors, but that hardly slowed them down.

The middle classes were the guardians of morality. They were the most fervent church-goers, the ones most attached to the idea of self-improvement, and the ones who had the most to lose. The upper classes were more or less immune to scandal, and the lower classes were at the bottom of the pyramid anyway. The middle classes aspired to rise in society, and so worked hard to conform. Ultimately, they were able to impose their codes of conduct on the rest of society, at least in public.

To be properly Victorian, any reference to bodily functions should be discreetly veiled by euphemism. This includes just about all such functions, but especially anything even remotely related to reproduction. No part of the body below the shoulders should be described in anything but the vaguest of terms. Acceptable euphemisms are Latin terms (for the well-educated) or painful circumlocutions (“limbs” for legs, or “bathroom” for a privy).

Of course, by modern standards Victorians were brutally frank about such matters as death, illness, race, and class. Every society has its taboos.

Of course, marriage and love are not necessarily the same thing. While marriage is restricted by class and property, love (or sheer physical desire) is not, and affairs can and do cross class lines. Upper-class gentlemen seducing housemaids is practically a cliché, and more than a few upper-class women have dalliances with handsome footmen. In general, though, affairs tend to be among people of the same class, if only because they are more likely to move in the same circles and have the same tastes and interests.

The middle classes are the least likely to have affairs. They lack opportunity, and are the most fervently moral and religious. Among the lower classes, husbands and wives are more likely to have married for love, so adulterous affairs are less common than premarital ones. The real champions of adultery are the upper classes, who practice a code of unspoken tolerance. The chief rule is that women are expected to present their husbands with “an heir and a spare” before doing any serious fooling around.

Nonhuman Attitudes

To Dragons, the whole concept of marriage is absurd. They may form attachments with humans, but never consider themselves to be tied to a single partner. Since Dragons are well able to provide for their mates, they seldom have trouble finding willing partners. Most human societies tacitly consider the mates of Dragons to be married, and ignore the scandalous aspects of Dragon behavior (not that it would do any good to complain).

Dwarfs are the most human-like in their attitudes. They are generally faithful husbands to their Faerie wives, even if the reverse isn't true. Dwarfs don't have the human obsession with chastity, and consider many human romantic customs a foolish waste of time. They do take a dim view of seducers, though – anyone trifling with a Dwarf's daughters had better be ready to make a commitment.

The Faerie themselves have very casual attitudes. Love is a game to them, and they play it for amusement, having even more affairs than upper-class humans. Sometimes, though, love will catch a Faerie by surprise, and turn what would otherwise be a casual dalliance into a serious romance. Just about all loves between Faerie and mortals contain an element of tragedy, because the human is doomed to grow old and die while the Faerie lover remains forever young.

One exception to the free and open Faerie attitude is their reaction to infidelity or abandonment. Even in a casual affair, the mortal partner is expected to be faithful and devoted until the Faerie decides to break things off. A mortal who cheats on a Faerie lover has made a powerful enemy, who may well decide to ruin the mortal's life.

True Love

In the world of Castle Falkenstein, nobody wants to have a “relationship” or a “domestic partnership.” Nobody wants to get married for the tax break. The only kind of love is True Love – intense, stronger-than-death love; the sort of obsessive, single-minded devotion which our less romantic age considers grounds for restraining orders.

Finding True Love is the ultimate motivation. If your True Love needs a rare herb that grows only on the slopes of the Himalayas, you set out for Tibet without a moment's delay. If your True Love is kidnapped by a Master Villain, then either you or the villain is going to die. And if your True Love loves another . . . you never speak of it (except with your dying breath).

In game terms, True Love can be represented either by a Dependent or an Obsession. A Dependent is best if the character is married or engaged to the True Love, or at least both are aware of the relationship. If the character is keeping his (or her) devotion secret, it would be a -5 or -10 point Obsession.

Romantically inclined GMs may wish to give characters some sort of bonus whenever they are rescuing or protecting their True Love; perhaps the lover becomes temporarily Hard to Kill, or gains a few levels of Strong Will or the Luck advantage, or simply +2 to all rolls.

Romance Plots

GMs who want to introduce romance into their campaign must take into account the preferences of the players. If they prefer mowing down hordes of Prussians to “mushy stuff” then there’s no point in trying to force romance down their throats.

There are three possible basic romantic situations in games: NPCs in love with other NPCs, PCs in love with NPCs, and PCs in love with other PCs. Obviously, the GM can control everything about an NPC romance – they can be hopeless cases of one person in love with someone who disdains him, convention-breaking romances across class or species lines, or picture-perfect romances which some evildoer is determined to ruin. Romances involving PCs are harder. GMs should provide characters with opportunities to fall in love, but it’s usually a bad idea to have it happen against the player’s will. A temporary seduction is one thing (roll vs. Sex Appeal . . .), but a long-term relationship can’t really be handled with dice.

Fates Worse Than Death

One fixture of 19th-century melodramas was villains threatening heroines with a “fate worse than death!” So what was a fate worse than death, anyway?

Rape, usually (the more proper term was that the woman was “outraged” or “violated”). Because of the tremendous importance attached to a woman’s virtue, even a victim of forcible rape was considered somehow “fallen” or dishonored. She might be unable to secure respectable employment or marry afterward. Depending on her social station and the attitudes of her family and friends, a woman might actually prefer death.

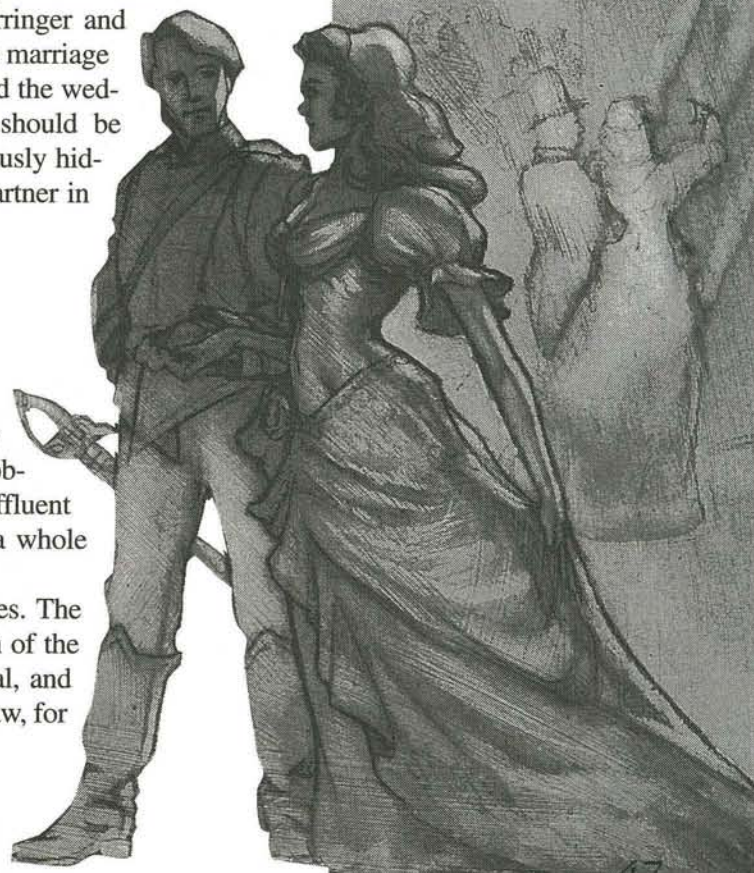
If that’s too ugly for your *Castle Falkenstein* campaign, a fairly close equivalent is for a woman to be married against her will. The folks in the Steam Age take marriage seriously; if you’re married to someone, you’re really married, even if you can’t stand him and only said “I do” because he was threatening to unleash a deadly swarm of poison locusts on Paris if you refused. Divorce is rare and usually requires proof of infidelity; the mere fact that your husband is a wretch or a Master Villain isn’t enough.

Of course, in a *Castle Falkenstein* adventure, fates worse than death should always remain threats. The heroes burst in to rescue the unfortunate girl before the marriage is complete – or the heroine pulls her hidden derring and arrests the villain while his accomplice tries to puzzle out the marriage service. If by some mischance the last-minute rescue fails and the wedding is a success, then either the Criminal Mastermind should be redeemed by True Love or the heroine can discover a previously hidden talent for Master Villainy and find happiness with her partner in crime.

❧ THE UNDERWORLD ❧

Crime has recently undergone a revolution as dramatic as any of the changes of the Steam Age. In the past, the only ongoing “professional” criminal activities were highway robbery and smuggling. The growth of cities, the birth of an affluent middle class, and the rise of new technologies have made a whole range of new crimes possible.

Steam Age criminals come from a range of social classes. The bulk are from the bottom of the social ladder, but the growth of the middle class has seen the birth of the “white collar” criminal, and even among the upper classes there are a few who break the law, for greed, thrills, or deeper motives.



Crimes

TOWN AND COUNTRY

Despite the rapid growth of industrial cities, most Steam Age people still live down on the farm. Only in intensively industrialized nations like Great Britain or Prussia is the urban population even close to the rural.

Country villages are very insular. People grow up and grow old within a mile or two of their birthplace. On the positive side, villagers have a sense of "belonging" and a secure place in the community. On the minus side, there is tremendous pressure to conform; anyone with ambitions faces derision.

Anyone venturing into the country will discover that much depends on whether one is a native or not. Natives (even those who have been away for decades) receive a friendly welcome, offers of help, and guaranteed silence if anyone shows up asking questions. To strangers, rustics are close-mouthed and unhelpful, and charge outrageous prices.

WHAT PEOPLE KNOW

The world of Castle Falkenstein contains many plots and hidden menaces. How much does the average citizen know about such things?

Engine Magick: The existence of Engine Magick is known to New Europa's top scientists and sorcerers; most people (certainly those with relevant interests) are likely to have heard rumors of varying accuracy. Exactly how it actually works is a tightly guarded secret.

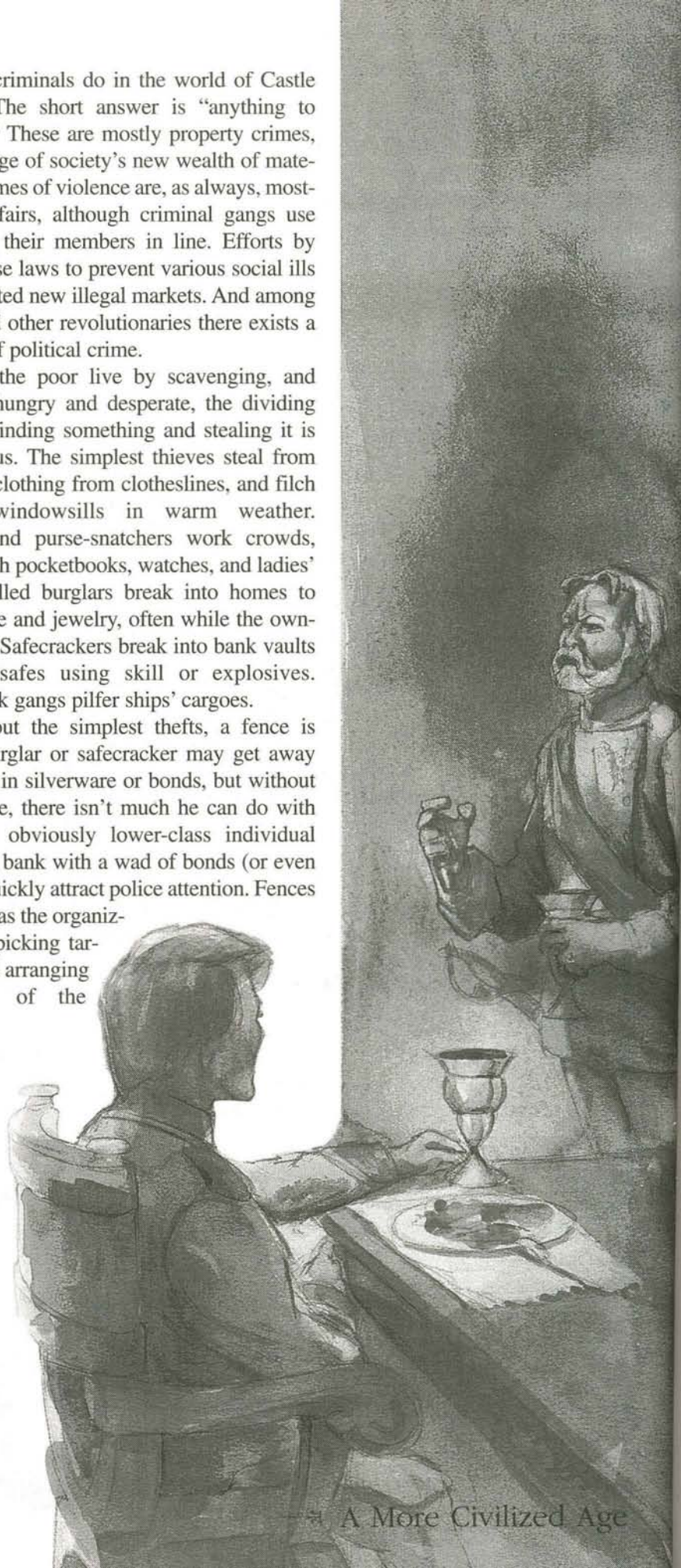
Magick: Everyone knows that magick works and that sorcerers are powerful individuals. Only well-educated people are likely to know which spells are available to members of a given Order or how spell-casting actually works.

Nonhumans: Everyone knows that Dragons, Dwarfs, and Faerie exist, and have a good idea of how they behave and what they do. Most mortals are aware that all Dwarfs are male, Dragons use Magick, and Faeries are vulnerable to iron. Most villages have at least one person who knows some ways to repel the more common sorts of dangerous beings.

What do criminals do in the world of Castle Falkenstein? The short answer is "anything to make a buck." These are mostly property crimes, taking advantage of society's new wealth of material goods. Crimes of violence are, as always, mostly personal affairs, although criminal gangs use force to keep their members in line. Efforts by reformers to use laws to prevent various social ills have only created new illegal markets. And among Anarchists and other revolutionaries there exists a whole world of political crime.

Many of the poor live by scavenging, and when you're hungry and desperate, the dividing line between finding something and stealing it is awfully tenuous. The simplest thieves steal from shops, snatch clothing from clotheslines, and filch things off windowsills in warm weather. Pickpockets and purse-snatchers work crowds, making off with pocketbooks, watches, and ladies' handbags. Skilled burglars break into homes to steal silverware and jewelry, often while the owners are asleep. Safecrackers break into bank vaults and railway safes using skill or explosives. Organized dock gangs pilfer ships' cargoes.

For any but the simplest thefts, a fence is required. A burglar or safecracker may get away with a fortune in silverware or bonds, but without a reliable fence, there isn't much he can do with this loot. An obviously lower-class individual walking into a bank with a wad of bonds (or even cash) would quickly attract police attention. Fences often function as the organizers of gangs, picking targets to rob and arranging for disposal of the goods.



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Robbery is a bit more dangerous than theft. Since a great many gentlemen go armed, it requires a fairly large group of criminals to overawe and intimidate victims. The best targets for armed robbery are isolated, contain substantial wealth, and have only a few defenders. Stagecoaches and trains are good, because they often carry government payrolls or postal orders, and have only a small crew. The difficulty is getting them to stop.

Piracy is a specialized form of robbery, and is undergoing a renaissance in the Steam Age as dirigible-borne aerial pirates make use of the speed and range of their airships to prey on shipping. Like thieves, pirates need a market; the Free State of Orleans or various Latin American republics fit that role nicely.

Murder is still considered the most heinous of crimes, sure to attract the attention of police and Consulting Detectives. The Steam Age in New Europa has seen a great change; whereas once, murders were usually fairly simple, nowadays murderers try to devise unusual and hard-to-detect means of killing, as a way to confuse and foil detectives.

A kind of murder which has become common in recent decades is political assassination. Assassins seldom bother with subtlety, relying either on suicidal determination or devastating weapons like bombs or Infernal Devices. Their targets are usually monarchs, presidents, government leaders, or prominent businessmen.

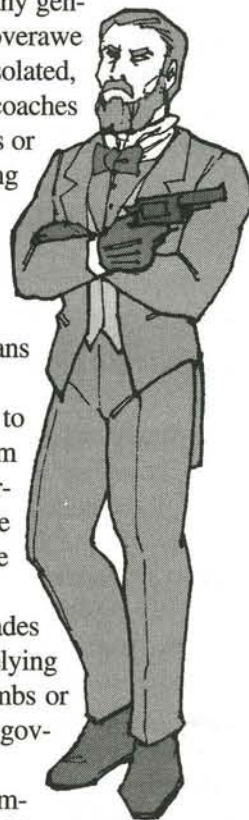
Murder and mayhem are not a large part of the activity of criminal gangs, as there's little profit in them. Murderers tend to be either amateurs driven by greed or emotion, or madmen. Gangs do use violence to keep members in line, punish informers, and intimidate the victims of "protection" rackets. It is rumored that some members of the World Crime League have begun offering their services as assassins-for-hire; it remains to be seen if that will be profitable.

Perhaps the most degrading of all criminal enterprises is prostitution. In London alone, there are 50,000 fallen women plying their trade, and other great cities of New Europa have similar numbers. Like everything else in Steam Age society, there is a hierarchy among prostitutes. At the bottom are streetwalkers, trading a few minutes of intimacy in an alley or doorway for enough money to buy gin and a bed for the night. More successful ones work in bordellos, and may be able to earn enough to retire before their looks fade. At the very top are expensive, attractive women who verge on being Demimondaines (see p. 45).

Masterminds

Criminal Masterminds are to ordinary criminals what Otto von Bismarck is to a local politician. They have the intelligence, vision, and organizational ability to turn criminal gangs into underground armies. Such "Napoleons of Crime" fall into two main categories. The more common type is content to create Crime Trusts and reap the benefits of superior efficiency and economies of scale. They control fences, robbers, bordellos, blackmailers, smugglers, forgers, crooked Calculation Engineers, and a handful of trained killers. Goods stolen by the thieves can be sold through the fences. Patrons of the bordellos can be marked for squeezing by the blackmailers. Forgers can create spurious permits for the smugglers. And the thugs and killers can make sure nobody talks to the police. For the low-level crook, membership in a Mastermind's organization creates security: there's no need to worry that your fence may turn you in, or that the girls at the fancy house will pass word to the coppers if you brag a little. Less money is wasted in stolen property that can't be fenced or smuggled goods that have to be abandoned. The greater profits find their way into the Mastermind's pocket, and can pay for barristers, bail, and tickets to Brazil.

A More Civilized Age —



WHAT PEOPLE KNOW (CONTINUED)

People: King Ludwig's mysterious reappearance after being thought dead is common knowledge; the possibility that he has come from beyond the Faerie Veil is known only to Ludwig, Auberon, and whoever ordered his murder in the first place. Auberon is known to be the ruler of the Seelie. Most educated people know that Tom Olam is a visitor from another, "futuristic" world beyond the Veil, though details about his home and his current role are often garbled and sketchy. Captain Nemo is famous as a result of Jules Verne's book, and is both feared as a dangerous madman and admired as a crusader for peace.

Politics: Everyone who can read is aware that Prussia has designs on its neighbors and that its relations with France are deteriorating. Bismarck is believed to be the sole architect of Prussia's expansion. People in America know that the USA is on poor terms with Texas, California, and the Twenty Nations.

The Second Compact: The Second Compact is a secret to most people, and even those who have heard of it may have wildly inaccurate ideas about its role, who its members are, and what resources they command.

The Unseelie: Everyone knows the Unseelie are dangerous, evil Faerie. Most people have at least heard stories of the Wild Hunt. Only a few people know that the Unseelie are allied with Bismarck and the Steam Lords, or that they have subtle long-range plans to subjugate humanity.

THE CORRUPTION OF PROGRESS

A whole new form of crime has emerged in the past few years. Unscrupulous Calculation Engineers have used their skill to enrich themselves by altering bank accounts, government records, and other stores of information. Others have unlawfully gained access to Engine records about their fellow citizens and used them for blackmail or other criminal purposes.

PROPER RANTS

One of the distinguishing characteristics of a good Master Villain is the quality of his Rants. Common criminals don't Rant at all; they may make a few coarse jokes at their foes' expense, but speeches aren't really in their line. Masterminds tend to be intellectual sorts, and as such are likely to be long-winded. Given the slightest opportunity to lecture a captive audience, the Criminal Mastermind will seize it with a vengeance.

The subject matter of the Rant depends on the personality and plans of the Mastermind. Politically motivated sorts, like anarchists or fanatical Prussians, are naturally going to expound on their ideals, often at great length. Phrases like "the blood of the oppressors will run ankle-deep in the streets!" are standard for political Rants. Masterminds with a personal grudge are probably glad for the opportunity to talk about how they have been wronged, and how terrible their vengeance will be. Quoting the old Spanish proverb that "Revenge is a dish best served cold" is practically mandatory.

Then there are those mad scientists who feel compelled to demonstrate that their theories are correct by using some application to cause widespread devastation. "They laughed at me back at the University, the fools!" is a good start, followed by a lot of self-congratulation about how nobody else could have created such a splendid Infernal Device and how nobody will ever discover the one tiny flaw in it.

Even Criminal Masterminds motivated entirely by greed are prone to Ranting. Their Rants generally are about the incompetence of the authorities and how their plans are bound to succeed. "Your puny island is doomed!" is a common line, as is the inevitable (and invariably false) "Nothing can stop me now!"

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Somewhat more colorful are Masterminds whose ambitions reach beyond mere crime. To them, underworld empires are merely means to an end. They are often of a scientific bent, and may make use of fantastic inventions. Their motives range from desire for political power through personal grudges to warped altruism. In practice, their criminal organizations function much like those of more materialistic Masterminds, but the profits are plowed into larger projects – an Infernal Device, an army of fanatics, or controlling interests in major industries. These Masterminds are more likely to betray and abandon their minions, and often have to rely on foreigners or fanatics.

The Law

Society's first line of defense against common criminals and Masterminds alike consists of the police and the whole apparatus of courts, judges, and prisons. Rising crime created by the rapid growth of cities has led to the creation of professional forces and scientific detectives. Most major cities in the Steam Age have some form of police force; London's Metropolitan Police (known as "Bobbies," or "Peelers" in honor of Sir Robert Peel, their founder) established the pattern.

Most forces have officers who patrol on foot. Policemen (in Britain especially) do not generally carry guns on patrol; their customary weapon is a billy-club, although some Italian forces still issue swords. Policemen do get guns to deal with armed mobs or rioting, and detectives may carry revolvers if they choose. To restrain prisoners, policemen use either handcuffs or thumb clamps, though many simply rely on a firm grip on the prisoner's collar.

Above the patrolmen are police detectives, who conduct investigations. Most solve crimes by legwork, interviews, and the use of informants; "scientific" detection is still in its infancy, and many policemen are suspicious of self-proclaimed "experts" solving crimes with test tubes and microscopes.

Fingerprinting is not yet in general use, and blood typing is unknown. Some forces do use biometric measurements to identify criminals – measuring head size and certain body proportions. This sort of systematic record-keeping is made much more efficient with the help of Calculation Engines.

When an arrest is made, the matter is handed over to the courts. Justice systems vary from country to country; America and Great Britain use the adversarial system of defense vs. prosecution, while in France and other Continental nations, the judge or magistrate is in charge of discovering the truth of the case and has fairly wide powers. The rights of the accused vary from state to state, and are strongest in America and Britain, weakest in Spain, Naples, and eastern Europe.

Punishment in the Steam Age is usually swift and severe. Although criminal codes have been reformed, there are still plenty of hanging offenses: murder, rape, treason, piracy, and espionage are capital crimes almost everywhere.



Hanging is the primary method of execution in America and Great Britain; French authorities use the guillotine. Other countries use firing squads, and a few traditional kingdoms still use the headsman's sword. Lately, some inventors have turned their minds to this subject, devising a variety of machines to electrocute, suffocate, decapitate, exsanguinate, or defenestrate the guilty.

Less severe crimes can result in long jail terms. (The French send their most incorrigible offenders and political prisoners to Devil's Island, off Guiana.) Prison life mirrors life on the outside: high-status prisoners get relatively comfortable quarters and can pay for good meals, firewood, and candles, and poor prisoners get gruel. The purpose of prison is simply punishment; there is little notion of "reform." To occupy their time, prisoners are made to walk a treadmill or pick oakum (tearing apart scraps of cloth to make lint for caulking wooden ships).

Underworld Slang

The following terminology is used by the Victorian underworld (mostly by London criminals; other nations have their own slang).

Thieves are *Beefs* or *Tea-Leaves* (rhyming slang), but there are many sub-categories. Safecrackers and lockpickers are *Cracksmen*, a *Dipper* or *Tooler* is a pickpocket, a *Maltooler* is a pickpocket who steals from passengers on public transport, a *Demander* works by simple intimidation, a *Bearer-Up* robs men who have been decoyed by a female accomplice, a *Dragsman* steals from carriages, a street robber is a *Mug-Hunter* (hence "mugging"), a *Palmer* works by "palming" items, and a *Snoozer* specializes in robbing rooms while the occupants are asleep.

Bug-Hunting is robbing drunks who have passed out on the street, and *Rolling* is stealing from drunks (or prostitutes' clients) generally. Smash-and-grab, snatching, and suchlike is *Blagging*; shoplifting is *Hoisting*; stealing from clotheslines is *Snowing*.

A *Kidsman* runs a gang of child thieves. Counterfeiters are *Bit Fakers* or *Coiners*; a *Smasher* passes counterfeit money. Card-sharks are *Broadsmen* (and what they do is *Broadening*) or *Sharps*. A swindler or pickpocket who impersonates a gentleman is a *Mobsman*.

A prostitute is a *Dollymop* (usually an amateur or part-timer) or *Judy* (though that term may be applied to any woman). Pimps are *Cash Carriers* or *Haymarket Hectors* (the Haymarket area is notorious); a female brothel-keeper is an *Abbess*; her male partner is an *Abbot*.

Begging, peddling, or scrounging is *Griddling*; a beggar, or a criminal who disguises himself as one, is a *Lurker*. The *Scaldrum Dodge* means begging with fake or self-inflicted wounds.

A lockpick or pry bar is a *Jemmy*, while a skeleton key is a *Screw*. Guns are *Barkers*, *Irons*, or *Barking Irons*. Removing identifying marks from stolen goods is *Christening*.

To hurt or maim is to *Nobble* (so a "Nobbler" is a professional thug).

The underworld is *The Family*; the pubs they favor are *Flash Houses* and the slums they frequent are *Rookeries*.

A *Mollisher* (or *Moll*) is a woman, probably a criminal's mistress. A pawnbroker's is a *Jerryshop*.

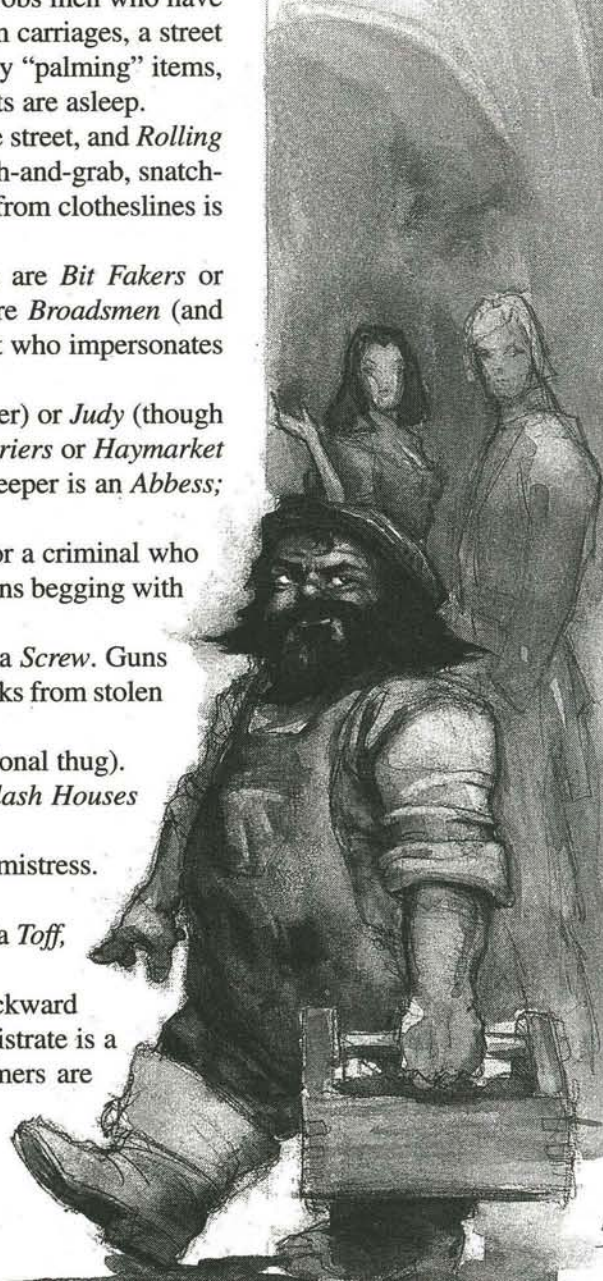
The victim of a theft or a fraud is a *Mark*; he may well be a *Toff*, a gentleman or someone dressed stylishly.

Policemen are *Bluebottles* (for the uniform), *Esclops* (backward slang), *Miltonians*, or *Pigs*; police detectives are *Jacks*; a magistrate is a *Beak*. To be arrested is to be *Nibbed*. Police spies and informers are *Noses*, and informing to the police is *Blowing*.

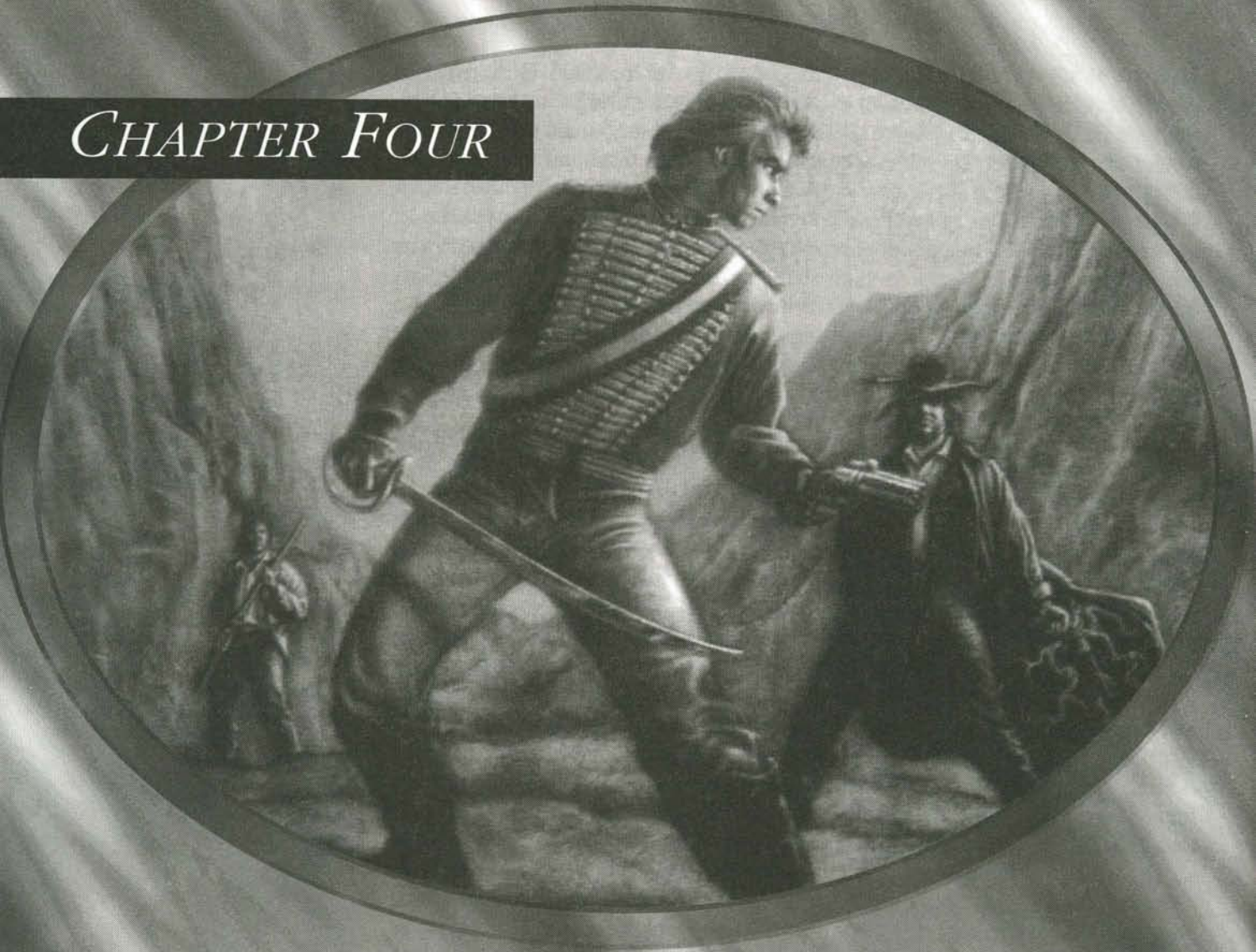
PROPER RANTS (CONTINUED)

Finally, there are the Master Villains who really are crazy. They can be infallibly recognized by Rants which begin, "You think me mad? Ha!" The Villain then goes on to explain how sane he is, demonstrating in the process that he is an utter lunatic.

It is considered sporting in Criminal Mastermind circles to explain your insidious plot at length just before triggering the fiendish death-trap which will destroy the heroes with agonizing slowness (fast-acting deathtraps are only for eliminating henchmen). Shooting the hero without a word of explanation is something to which no Master Villain would ever stoop. They have standards, you know.



CHAPTER FOUR



DRAMATIC CHARACTERS

*The world of Castle Falkenstein is a place of adventure and excitement, requiring a good deal of flexibility to do well. Characters for **GURPS CASTLE FALKENSTEIN** should be heroic individuals capable of facing the Prussian army, the Unseelie Court, and a dowager duchess all before breakfast.*

CREATING A STEAM AGE CHARACTER

A bare minimum for *GURPS Castle Falkenstein* characters is 100 points, for a campaign in which everyone is a human with no magickal abilities. If the campaign is going to include nonhuman races like Dwarfs and Faerie, the GM should allow characters up to 300 points.

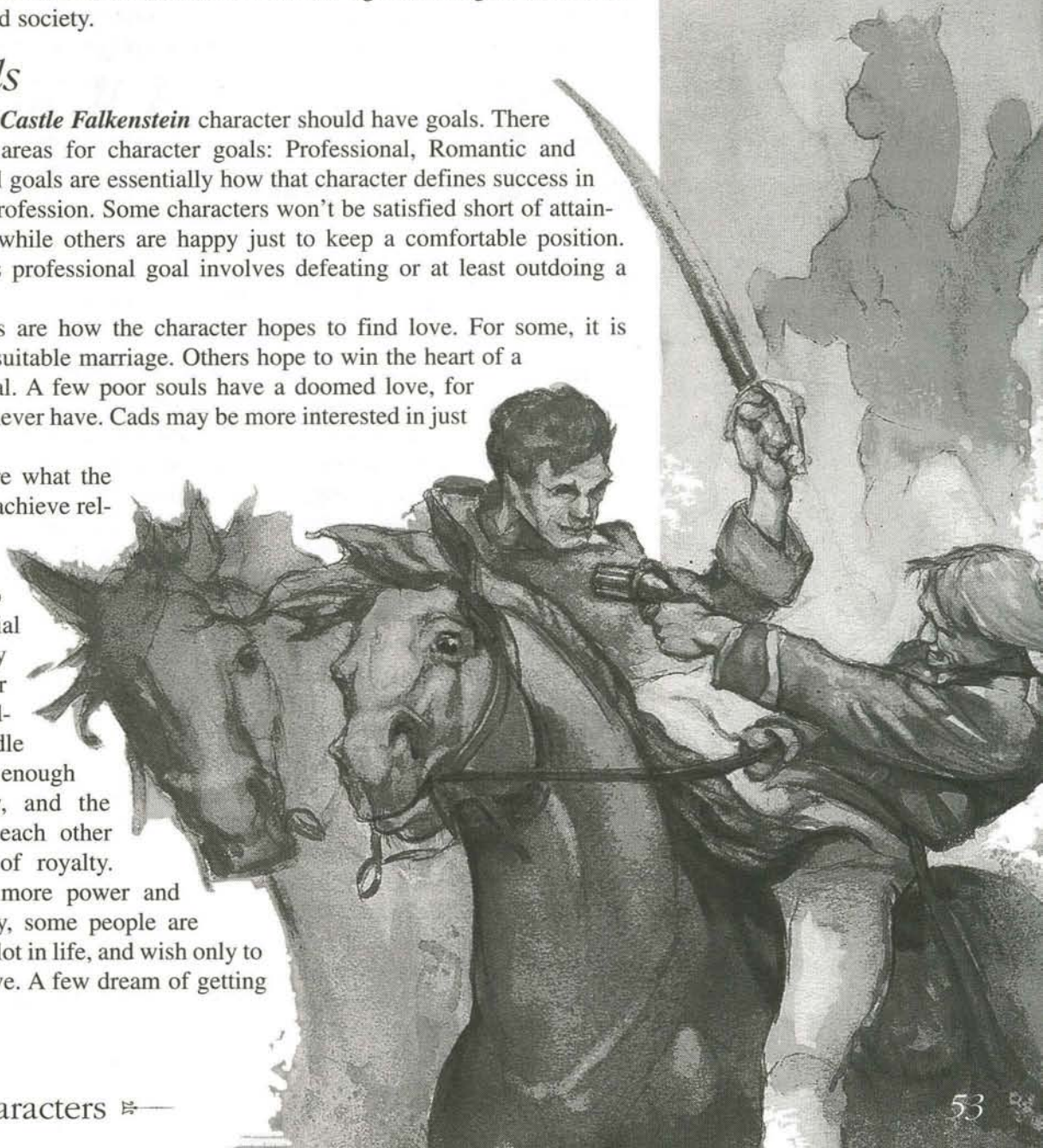
There are ways to keep players from using such an abundance of character points that they create unstoppable combat monsters. First of all, upper-class characters need to spend a fair amount on Status, Wealth, and Contacts. Sorcerers will have to invest a lot of points in Magical Aptitude and all the various skills and abilities associated with using Magick effectively. All of those things can burn up a lot of points. The (2 × age) limit on skill points for starting characters can keep skill levels from getting insanely high. And if a player insists on creating a lower-class ruffian with incredible attributes and a whole battery of advantages, just make sure he suffers all the disadvantages of being at the bottom of a highly stratified society.

Your Goals

Every *GURPS Castle Falkenstein* character should have goals. There are three primary areas for character goals: Professional, Romantic and Social. Professional goals are essentially how that character defines success in his or her chosen profession. Some characters won't be satisfied short of attaining global power, while others are happy just to keep a comfortable position. Often a character's professional goal involves defeating or at least outdoing a hated rival.

Romantic goals are how the character hopes to find love. For some, it is enough to make a suitable marriage. Others hope to win the heart of a particular individual. A few poor souls have a doomed love, for someone they can never have. Cads may be more interested in just having fun.

Social goals are what the character wants to achieve relative to society. Many Steam Age individuals hope to rise above the social class in which they were born. The poor wish they were middle class, the middle class try to get rich enough to marry nobility, and the nobility vie with each other for the attention of royalty. Even kings want more power and respect. Conversely, some people are satisfied with their lot in life, and wish only to keep what they have. A few dream of getting away from it all.



CHARACTER DIARY EXAMPLE

Phil is creating a new character: Doctor Sigismund Clave, a scientist-anarchist who uses his inventions in the service of liberty everywhere. He begins by writing in Clave's diary.

"I was born in August of 1837 in a tiny Moravian village. My father was a notary, pathetically proud that a cousin of his had married a minor nobleman in Carinthia. My mother was a peasant girl; she died while I was an infant. As a child, my health was delicate and I was bedridden for weeks at a time. During those long periods, I forgot my ills by reading. By the age of ten, I had gone through my father's library, and two years later I had read all the books to be had in the district.

"My father sent me to school in Prague, hoping that I might become a lawyer. But my interest was captured by Science, and I devoted all my time to the study of chemistry, biology, and electricity. After my father cut off my allowance, I supported myself by tutoring other students.

"I might well have gone on to become a professor lecturing to classrooms full of apathetic louts, had it not been for Marta. She lived in the garret of the house where I had my lodgings, and was a vision of loveliness. I was smitten the first time I saw her. She was 19 years old, I was 18, and we were in love.

"There was a mystery about her. Even after half a year I was unable to discover what she did during the day. But as the months passed, I noticed a sadness and a weariness about her, which grew from day to day. One afternoon when I met her for a walk along the river, she collapsed in my arms. I got her home and summoned a doctor, and he told me she was dying of consumption brought on by overwork.

"As she lay dying, she confessed that she had been working days in a factory making matches, then spending her nights doing needlework. Her family was destitute, her father an invalid. She was their sole support, and she had worked herself into the grave.

"When Marta died, I discovered in myself a tremendous hatred of all that had brought about her illness. What good was science if people still lived in misery? I resolved to apply my knowledge to benefit humanity and punish oppressors."

A character's goals should be reflected by appropriate disadvantages and quirks taken during character creation. Professional goals might be reflected by disadvantages like Glory Hound, Fanaticism (or Megalomania), Stubbornness, Workaholic, or perhaps even an Obsession. Romantic goals can be the origin of disadvantages like Dependents, Lecherousness, or Secret. Social goals can create disadvantages like Jealousy, Selfish, Self-Centered, Code of Honor, or Sense of Duty.

Your Diary

Characters in *GURPS Castle Falkenstein* are strongly encouraged to keep diaries. The most fun way to handle it is for the diary to be both a character possession and a real item belonging to the player. A character diary can be as elaborate as a bound journal, as simple as a bunch of looseleaf sheets stapled together, or as high-tech as a word-processing document on the player's laptop.

The diary serves two main purposes. The first is at the start of the character's adventuring career, when the player can use the diary to note the character's background and goals. With some help from the GM, this can also establish connections to the other player characters and important NPCs in the campaign. It is usually best to describe the character's background in the diary before getting down to the nuts and bolts of *GURPS* character generation. The diary lets the player paint the character in broad brushstrokes before filling in the details with skills, advantages, and quirks.

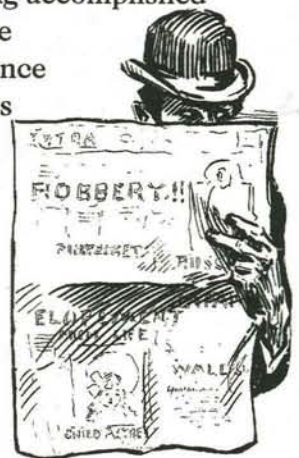
The advantage of writing up the character's background this way is that it gives the player lots of ideas for ways to flesh out and deepen the character. Doctor Clave (from the sidebar) would obviously have scientific skills and perhaps some thief/spy abilities learned as an anarchist. But from the writeup, we know he grew up in a small farming town and so may have some outdoor skills. From his father, he may have learned a little law. Having been sickly as a child, he may suffer from a phobia about disease and infection.

There are two important things to remember about a character's diary, if you decide to keep one. The first is that it is the *character's* diary, not the player's. Things which the character doesn't know can't appear in his or her diary (although players with a bent for creative writing can find ways to imply things which the characters don't actually know).

The second thing to keep in mind is that the diary really exists in the campaign. The player should specify where his character's diary is kept, and if another character comes across it, that player is allowed to read it (only a cad would stoop to such a thing, but some people enjoy playing cads). Non-player characters also have diaries, in which they tend to spell out all their hidden goals or fiendish schemes.

TO WHOM IT MAY CONCERN: A WARNING

Let it be known to the public that the person recently presenting himself as HIRAM K. MORTLAKE, alias "Hiram the Mason" or "The Enlightened Master of the Washington Temple," has NO CONNECTION with any extant branch of the Freemasons, on any continent. Furthermore, his supposed supernatural powers have been positively identified as fraudulent, being accomplished by nothing more than the assistance of a mischievous Leprechaun.



➤ ADVANTAGES, DISADVANTAGES, AND SKILLS ➤

Advantages

Claim to Hospitality see p. CI21

The upper classes in New Europa are a small and tightly knit group, and preserve the old medieval custom of open hospitality. Characters who are Status 1 or greater can buy a Claim to Hospitality allowing them to stay at the houses of other aristocrats wherever they go. (Characters who don't take the advantage haven't moved about in society enough to be well-known.) For 5 points, the character is known to all the other gentry in his home nation, and for 10 points, he can take advantage of the hospitality of aristocrats all over New Europa. Magicians can also claim the hospitality of the Chapterhouses of their own or other Sorcerous Orders all over New Europa. This is an 8-point Claim to Hospitality.

Courtesy Rank see p. CI23

Former military officers in New Europa often go by their service rank in civilian life. This is particularly true for gentlemen of good family without a noble title. In America and other nations of the New World, almost all men of any consequence have an officer's commission in the local militia; Colonel is the preferred rank. There are far more colonels than regiments in America and Antillea.

Cybernetics

The cunning Dwarf craftsmen of New Europa have made wonderful clockwork limbs for those wounded in war or in accidents. But clockwork limbs are obviously machines, and are easily removable (nobody wears an artificial limb to bed). Consequently they are considered ordinary possessions rather than cyberware, and have no point cost. See Chapter 7 for details.

Diplomatic Immunity see p. CI24

The Steam Age is the high point of adherence to diplomatic immunity and protocol. Interference with a foreign diplomat would be a cause for war between the two nations.

Dramatic Characters ➤

On the other hand, nations are much less profligate at handing out diplomatic accreditation – most nations maintain only a handful of embassies, in the capital cities of their closest neighbors and trading partners.

Dragon Racial Advantages

The special Dragon powers of Dragon Magick, Firecast, and Shapeshifting are described in the section on Nonhuman Races in Chapter 5.

Dwarf Racial Advantages

The Dwarf powers of invulnerability to fire and of Metal Sense are both described in the section on Nonhuman Races in Chapter 5.

Faerie Racial Advantages

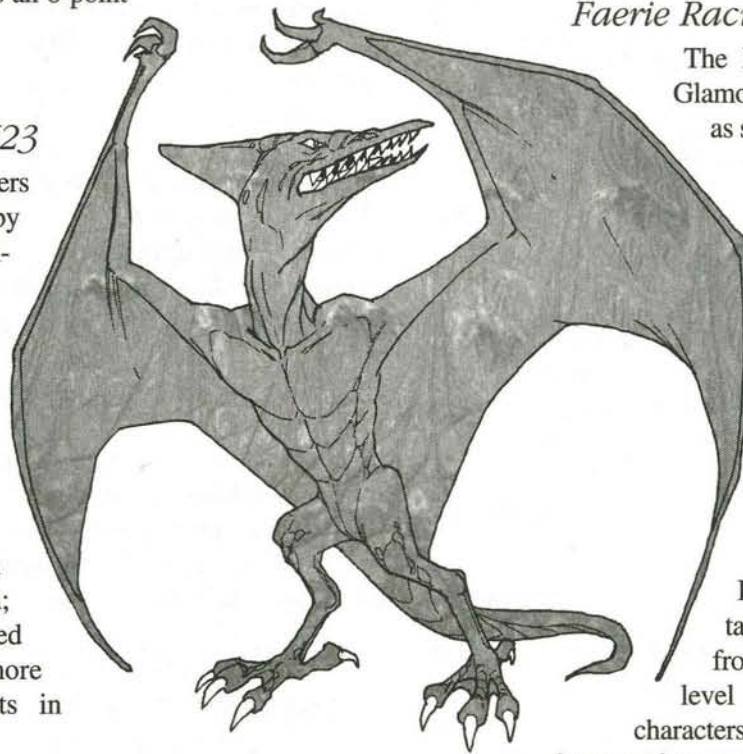
The Faerie powers of Etherealness, Glamour, and Shapeshifting, as well as specific powers of different types of Faerie, are described in Chapter 5.

Gadgeteer see p. CI25

This is the required advantage for Inventor characters. Without it, characters are restricted to off-the-shelf equipment or items created at their own tech level using the standard Invention rules on p. B186. With the Gadgeteer advantage, Inventors can create devices from any tech level. The 25-point level is sufficient for most Inventor characters, but it's certainly appropriate to have a character with the 50-point "cinematic" version, able to whip up a superweapon out of odds and ends while the villains are breaking down the door.

Gizmos see p. CI124

Inventors may also have Gizmos on hand, since they are entirely in keeping with the spirit of *GURPS Castle Falkenstein*. Because of the widespread love of built-in gadgets and hidden accessories in New Europa, an inventor with the Gizmos advantage may elect to declare some or all of his Gizmos to be built into his walking-stick, pocket watch, or top hat. He must pay the cost of having the container item modified in advance, and of course the Gizmo must be able to fit into the space available.



High Technology

see p. C126

This advantage is only suitable for characters who are not inventors, but nevertheless have access to a supply of devices more advanced than the standard TL for *GURPS Castle Falkenstein* (see p. 116). Adventurers from beyond the Faerie Veil, armed with futuristic weaponry, should take this advantage at whatever level is appropriate for their home tech level. Gadgets like shoe-derringers or cufflink garrottes are not High Technology, as they can be built by any craftsman of sufficient skill.

Literacy

see p. B21

In the world of Castle Falkenstein, literacy is the default condition for all characters and costs no points.

Luck

see p. B21

This is a fairly common advantage. It may be that the laws of probability simply work differently in the world of Castle Falkenstein. At any rate, both the ordinary 15-point Luck and its 30-point Extraordinary version are appropriate for *GURPS Castle Falkenstein* characters. GMs may even allow Ridiculous Luck (p. C129), especially as a way to beef up mortal humans in a party of powerful nonhuman characters.

Magical Aptitude (Magery)

see p. B21

This is available in this setting (to human and Dragon characters), but is used a little differently; see Chapter 6 for details. PCs should not usually start with more than one level of Magery, unless the GM wants to run a high-power, magick-heavy game, but the level can be raised with earned experience, provided that the character has been spending at least some time casting spells. In fact, characters can achieve up to four levels of Magery, though this is rare; the fourth costs 15 points.

Magic Resistance

see p. B21

This is available in the world of Castle Falkenstein, but is mostly a racial advantage. For humans to possess more than one or two levels would *certainly* require an Unusual Background (10 points). It is also used a little differently in this setting; instead of reducing the casting roll, it increases the "Thaumic Energy Requirement" of a sorcerer's spells (see Chapter 6). It does subtract directly from rolls made when Faerie powers are used on the character. Note that Dragons have both Magical Aptitude and Magic Resistance as racial advantages. Their sheer power is such that they can combine the two, unlike human beings.

Patron

see pp. B24, C128

Agents of the Second Compact can take the organization as a Patron. The Compact is a powerful patron with advanced technology and unusual reach in time and space. Its members can potentially mobilize large military forces, up to and

including Bayernese Aerocruisers or the Verne Cannon. However, the leaders of the Second Compact have a lot of matters to attend to, and require their agents to be self-reliant sorts. Furthermore, the slow speed of communications in the Steam Age means it is difficult to call for help and expect a response in less than a week. Consequently, the Second Compact is a Patron worth 20 points, with a Frequency of Appearance of only 6 or less.

Sorcerous Orders are generally less powerful than the Second Compact, but they take care of their own, and their magickal powers mean they can mobilize help anywhere it is needed. They have a Frequency of Appearance of 9 or less and are worth 20 points as Patrons.

The U.S. Secret Service and other intelligence agencies are all still rather small organizations with limited resources. They do supply equipment (often unreliable prototypes) and can call on other government departments in an emergency. But slow communications and the fact that governments are very constrained beyond their own borders means they have a Frequency of Appearance of only 6 or less, for a total cost of 15 points.

Psionics

see p. B165

Psionic powers do not seem to exist. There are three possible explanations for this. The first is that some physical law prevents psionic abilities from working. The second is that Psionics and Magickal Talent are essentially the same thing, and that what one universe calls a psychic adept, another calls a sorcerer. The third possibility is that the existence of magick has concealed psionics – all paranormal phenomena are assumed to be the result of magick, so nobody has ever investigated the powers of the mind. In that case, a psionic from another world beyond the Faerie Veil would be the key to a whole new realm of power. There are several factions in the world of Castle Falkenstein which would be willing to go to great lengths to gain such power.

Racial Memory

see p. C142

Dragons have this ability, though in a limited form, as described in Chapter 5. It is not known to exist among any other races, although some followers of Madame Blavatsky and the White Lodge claim to be able to recover ancestral memories using techniques learned in the Mysterious East.

Status

see p. B18

Status is extremely important in the society of *GURPS Castle Falkenstein*. Nobles are usually Status 3 or higher, Gentlemen and Ladies are at least Status 1, members of the Middle Classes are generally Status 0 or 1, craftsmen are Status 0, servants and laborers are Status -1, and the Poor are Status -2 or below. Dragons are at least Status 2, and most Daoine Sidhe are Status 3 or higher.

New Advantages

Independent Income

5 points

You have what nearly everyone wants: a source of income that does not require you to work. The source is up to you: a trust fund, a pension, rent on land or houses, royalties on inventions – use your imagination! This advantage does not give you any specified level of income; the income per month is equal to 5% of the starting wealth for your wealth level. A Dead Broke character gains nothing from this advantage and should not take it; a Very Wealthy or better character effectively already has it. Note that this advantage can be used to represent military pensions and half pay; Kipling’s “fourpence a day for baccy” (reserve pay after six years enlisted) amounts to Poor with Independent Income. Characters should spend about 10 hours per month “working” for this income, by corresponding with brokers, collecting rents, checking royalty statements, or waiting in line at the pension office.

Invention

Variable

This is a specialized form of the Unusual Background advantage, designed to allow a character to start play with one or more advanced devices without making character design more complex. There are three versions: a 5-point invention is a novel application of TL5 knowledge (or TL(5+1) knowledge that is already established in the campaign setting; see p. 116), such as the use of ether for surgical anesthesia; its prerequisite is possession of a relevant scientific skill at 15 or better. A 15-point invention is a new TL(5+1) device or process, such as the analytical engine; its prerequisite is skill 20 or better. A 50-point invention is a radical discovery, such as time travel or the reanimation of corpses; its prerequisite is skill 25 or better. A character with an Invention need not be a Gadgeteer. Any invention always requires the permission of the GM.

No monetary cost need be paid for the invented device; the player should come up with an account of how the inventor spent an inheritance on it, scrounged the parts from junkyards, built them in a basement workshop, synthesized a rare ingredient, or the like. The device cannot be sold for any substantial amount of money. It is assumed to be a prototype, not readily copied and thus not licensable.

Sense Faerie

10 points

The character can see through Faerie illusions and shape-shifting disguises at a glance; roll IQ+Alertness on first encountering the Faerie phenomenon, and again on any occasion that the character takes one turn of concentration to examine the being or object. Sense rolls to spot a flaw in such disguises and illusions, Danger Sense rolls when the threat is from Faerie forces, Empathy checks to sense a Faerie’s hidden nature, and similar rolls are all at +3.

This ability is possessed by Tom Olam and *maybe* a few other humans in New Europa (but *not* by any Faeries themselves). In Olam’s case, it is probably related to his origin in an

alternate world where Faerie powers are markedly weaker; for anyone else to possess it might demand an Unusual Background, at the GM’s option. It is certainly powerful, but note that magick and the touch of iron are often equally valid tests for Faeries.

Disadvantages

Addiction

see p. B30

Laws controlling the sale of dangerous drugs are few in the Steam Age. Indeed, many patent medicines contain massive doses of substances like opium, alcohol, or cocaine, and are aggressively marketed to the public. Consequently, all Addictions are legal, and therefore worth 5 points less than normal. Players may add color to their characters by making them addicted to specific patent medicines rather than to their active ingredients.

Alcoholism

see p. B30

The rise of mass-produced distilled liquor in the 19th century has made alcoholism regrettably common. Though the excesses of 50 years ago (when up to a third of the people in London were drunk at any given time) are happily no more, drunkenness is a pervasive and serious social problem. Alcoholism is a 15-point addiction. Because it is still viewed as a character flaw, chronic alcoholics get a -1 reaction penalty from anyone who is a Temperance advocate, a follower of a “dry” religion, or who has taken the pledge to remain sober. (The Pledge is a Vow, described below.)

Code of Honor

see p. B31

People of all stations in life take the concept of honor very seriously indeed in the world of Castle Falkenstein. Nations go to war over insulting telegrams. Gentlemen fight duels over slights to a lady’s reputation. Even a lower-class ruffian will happily bash your face in if you make a remark about his mother, his hometown, or one of his friends. Among the upper classes, the Gentleman’s Code of Honor (-10 points) is the standard; everyone is expected to have it or at least pretend to. Middle-class individuals try to ape their betters, but respect honesty more than personal honor. The lower orders (Status -1 and below) often follow the Pirate’s Code, with a special emphasis on protecting female relations.

Delusions

see p. B32

One common delusion among members of the upper class is the “gentleman’s delusion.” This is the belief that good breeding outweighs things like training and book-learning. It is a 10-point disadvantage because those who believe it may occasionally undertake dangerous tasks with no knowledge of what they’re doing. On the other hand, it’s sufficiently widespread and socially accepted that there is no reaction penalty (except among skilled individuals who know the character is nothing but a rank amateur putting on airs).

Duty

see p. B39

Duty is an important concept in New Europa, and people take it very seriously. Almost anyone belonging to an organization – a military unit, a government agency, or a Sorcerous Order – would consider himself or herself to have a Duty to that group. The Sorcerous Orders usually impose a Duty worth -5 points on their members. It can be hazardous, but members are only called upon Fairly Often to serve the Order (9 or less).

Fat and Overweight

see pp. B28, B29

In many parts of New Europa, it was not all that long ago that having enough to eat was a sign of wealth. Even in the Steam Age there are still far too many people who don't get enough food. As a result, being overweight or fat doesn't have nearly the reaction penalty that it would in more health-conscious settings. Being Overweight or merely Fat at the 10-point level has no reaction penalty. Only being Fat at the 20-point level is gross enough to produce a -1 reaction. All the practical problems and limits on HT still apply.

Innumerate

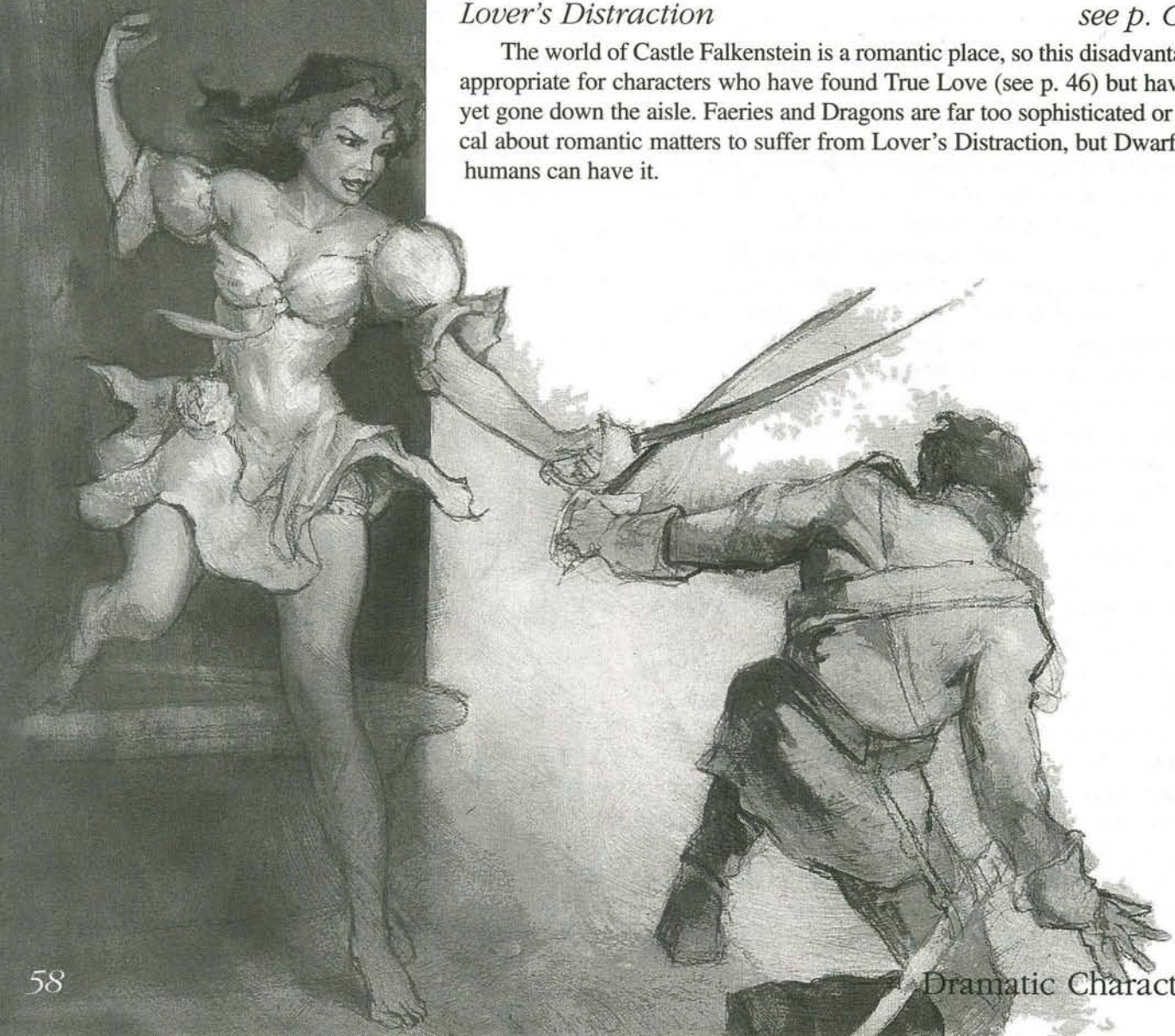
see p. CI91

This is a 5-point disadvantage. Knowing how to count is important, and Innumerate characters will be at a disadvantage, but mathematical ignorance is not all that uncommon, even in big cities of New Europa.

Lover's Distraction

see p. CI91

The world of Castle Falkenstein is a romantic place, so this disadvantage is appropriate for characters who have found True Love (see p. 46) but have not yet gone down the aisle. Faeries and Dragons are far too sophisticated or cynical about romantic matters to suffer from Lover's Distraction, but Dwarfs and humans can have it.



Primitive

see p. B26

The rapid growth of technology in New Europa means that much of the world's population is Primitive. Individuals from China, India, the Muslim world, and Latin America can take Primitive at the 5-point level; they are familiar with TL4 preindustrial technology but not steam-powered machinery. Characters from the interior of Africa and other parts of Asia are at the 10-point level, as their base technology is TL3. Finally, tribes in the Amazon basin or on remote Pacific islands can have technology ranging down to TL0. Because missionaries and traders are busy all over the world, it is not necessary for any character to be Primitive; an African or Amazon Indian may have been exposed to modern equipment at a trading post or mining operation and be perfectly at home in the Steam Age.

A more unusual form of Primitive is that suffered by someone from a world where technology has followed the standard *GURPS* tech level progression. Visitors from a "normal" TL world can take a 5-point Primitive disadvantage to reflect their unfamiliarity with the "weird science" of the Falkenstein world.

Vow

see p. B37

Faerie characters may have one or more odd Vows left over from some ancient promise made. Humans may have a variety of Vows; one in particular is the Temperance Pledge: "Drink no alcohol." It is a 1-point quirk, but is often associated with the Odious Personal Habit "Lectures others about Temperance."

Weirdness Magnet

see p. CI100

One might put forth a claim that every single being in the world of Castle Falkenstein has this disadvantage; certainly enough weird stuff goes on to justify it. If a PC wants to be a Weirdness Magnet, then the GM is going to have to come up with some really weird events to plague him. Dragons dropping in for tea, infestations of pixies, and getting chased by the Wild Hunt are *normal* hazards!

Xenophilia

see p. CI95

A character who is obsessively attracted to other sentient races can take Xenophilia to reflect that. Among nonhumans, it gets complicated. A Dragon attracted to humans does not have Xenophilia because that is one of the standard ways the species reproduces. Similarly, Dwarfs and Faerie women fall in love all the time; that's not Xenophilia either. A Dwarf attracted to human women is a xenophile (and vice versa), as are humans who are obsessively drawn to Dragons. Faerie who prefer humans to the exclusion of all others are considered xenophiles, and vice versa.

Xenophobia

see p. B36

Characters who dislike one nonhuman race in particular should take Racial Intolerance. Xenophobia (among Dramatic Characters) —

humans) reflects a dislike of any and all nonhumans, be they Seelie, Unseelie, Dwarf, or Dragon. This disadvantage is exceedingly rare among nonhumans, though a few of the Unseelie might have it.

Skills

Airshipman

see p. CI161

The development of steam dirigibles and the Bayernese Aerocruisers has created a fairly large pool of trained airship crewmen, and this is their chief professional skill. Because of the operational differences between dirigibles and aerocruisers, characters taking Airshipman skill must take a specialization in one type of airship; they default to one another at -2.

Alchemy

see p. CI148

This skill is generally obsolete in the Steam Age. A few sorcerers may study ancient alchemical texts, but only for the magickal lore they contain. Otherwise, alchemy has been supplanted by modern chemistry.

Appreciate Beauty

see p. CI129

This skill is fairly common among Dragons, usually with a specialization relating to their collections. Some Dwarf craftsmen may also have it, reflecting their vast knowledge of metalworking styles. Among humans, it is limited to museum curators, art critics, self-proclaimed "aesthetes," and the like.

Boxing

see p. CI132

The Victorian era was the golden age of boxing. Anyone with Status 1 or better would almost certainly learn Boxing rather than Brawling. In a fistfight, the use of Brawling tactics instead of formal Boxing rules is likely to reveal one as a ruffian, if not a cad.

Computer Skills

see pp. B58, B60, CI155

The Calculation Engines invented by Charles Babbage are the computers of the Steam Age, and perform many of the same functions. Calculation Engineers learn Computer Operation/TL(5+1) and Computer Programming/TL(5+1). Since most computers are Dedicated, with programming built in at the factory, computer programming is often done with a wrench and a screwdriver rather than a keyboard. Computer Hacking is also possible, especially with some of the newfangled Calculation Engines which are connected to telegraph lines or pneumatic message tubes. There is essentially no default between computer skills learned at TL(5+1) and those learned at TL7, in either direction; Calculation Engines and electronic computers are completely different technologies.

Fencing

see pp. B50, CI133

Fencing is the primary skill for swordsmanship in the Steam Age. Most swordsmen learn their skill in fencing academies, and the fencer's weapons are the weapons of choice. Game Masters who want to impose brutal realism on a campaign may require military sorts like Hussars or Soldiers of Fortune to learn Broadsword, but it is fully in keeping with the tone of *GURPS Castle Falkenstein* to use a "one skill fits all" version of Fencing for all sword combat.

Guns

see p. B51

Unlike nearly every skill in *GURPS Castle Falkenstein*, Guns are not at the "steampunk" standard tech level of TL(5+1). Curiously, despite the rapid progress of technology in other areas, guns in the world of Castle Falkenstein are no better than ordinary TL5 weapons. Consequently, most Guns skills should be taken at TL5. The exception is the Reciprocator pistol, which uses the Guns/TL(5+1) (Machine Pistol) skill.



Languages

see p. B54

French is still the "lingua franca" of New Europa. Just about everyone with Status 1 or better, no matter what their native tongue, speaks French. Most (but not all) Americans of high Status know French as well. Latin is still very common among scientists, physicians, scholars, and just about anyone with a university education. English and German are fairly common second languages for people in other lands, since they are widely used in business, science, and engineering.

Dragons have their own language, which is a Very Hard skill for humans to learn. In general only humans with Dragon blood ever learn it at all, since Dragons tend to be fluent in several human languages. Dwarfs have no language of their own, using whatever the tongue of the land they live in. Faeries have a "Faerie Tongue" related to old Celtic, but even among themselves tend to use human languages.

Martial Arts

Asian martial arts are very uncommon in New Europa and the West, and anyone who wants to learn them will either need an Unusual Background (Raised in the Far East; 10 points), or to spend time studying with a wizened master given to cryptic advice. One martial art which is known in the West is Savate, which can easily be studied at schools in Paris. (Savate is described in *GURPS Martial Arts* on pp. 99-100.)

Naturalist

see p. B57

This is still the primary skill for biologists, and in fact the term "Naturalist" is still more common than "Biologist" as a

job title. Physiology, Botany, and Zoology are also part of a naturalist's knowledge base. Ecology, Biochemistry, and Genetics are still in their infancy and do not yet exist as separate disciplines.

Ritual Magic

see p. CI144

This skill is central to spell-casting in this setting, and is essential for anyone who uses magick. A character's maximum skill level is based on his Magical Aptitude level; see Chapter 6 for details.

Science!

see p. CI158

The 19th century was among the last periods when one could even attempt to master all the fields of scientific knowledge. Science! skill reflects the remaining tradition of the Renaissance Man. Besides, in the world of Castle Falkenstein, all scientists are experts in all sciences, no matter what they studied at the university. This is the key skill for scientist characters.

Sex Appeal

see p. B64

Despite the existence of at least four sentient species in the world of Castle Falkenstein, standards of beauty and sexiness are universal. Humans, Dwarfs, Dragons, and Faerie all are susceptible to the same Sex Appeal skill, with no specialization. Of course, because of moral codes and standards of conduct, Sex Appeal is not an easy skill to learn. Demimondaines practice it, and many of the Faerie, but for ordinary people there aren't many opportunities to make a serious study of the subject.

Thaumatology

see p. CI149

This skill is known in New Europa, though it is actually rather rarer than spell-casting ability. The academic study of the theory of Magick is the province of some small and rather eccentric university departments and a few introspective sorcerers.

Weird Magic

see p. CI149

This is the study of magickal effects that aren't in any known Lorebooks. Sorcerers who have studied Weird Magic may be able to invent new spells or recreate forgotten magicks (always with the approval of the GM). Naturally, it requires high skill levels to successfully create new effects, and the penalties for failure are likely to be dire.

Weird Science

see p. CI159

Weird Science is almost *hard* science in the world of Castle Falkenstein. Game Masters may want to require inventors to use this skill instead of Engineering whenever they try to create a gadget based on "superscience" technology – i.e., technology which violates the natural laws as we understand them.

CHARACTER TEMPLATES

These templates are designed to allow characters of 100 points or more. (Non-human characters require considerably more.) Novice players can use them as is, and advanced gamers can customize them with additional advantages, disadvantages, and skills. Note that these are not set in stone; it is always possible to play an Adventuress, say, who shares nothing with the template below. Each template includes suggestions for the character's reason for being involved in an adventure and the contents of his or her diary (see p. 54).



Adventuress 65 points

An Adventuress in New Europa is a woman who shatters all conventions of "proper" or "ladylike" behavior, taking the world on her own terms. As comfortable on a battlefield as in a ballroom, Adventuresses are brave, resourceful, competent, and enjoy themselves enormously. As the name suggests, Adventuresses seek adventure. Some find it in exploration, others in espionage, some in fighting as mercenaries or volunteers in distant wars. A few turn to crime, either seeking gain or serving the cause of Anarchy.

- Attributes:** ST 11 [10]; DX 12 [20]; IQ 10 [0]; HT 10 [0].
- Advantages:** Choose 30 points from Alertness +2 [10]; Ambidexterity [10]; Attractive Appearance [5]; Combat Reflexes [15]; Danger Sense [15]; Daredevil [15]; Fearlessness +1 [2]; Luck [15]; and Strong Will +1 [4].
- Disadvantages:** Either Reputation -1 or Social Stigma [-5]; and either Code of Honor or Impulsiveness [-10].
- Skills:** Disguise (M/A) IQ [2]-10; Fast-Draw (any) (P/E) DX [1]-12; Fencing (P/A) DX+1 [4]-13; First Aid (M/E) IQ [1]-10; French (M/A) IQ [2]-10; Guns/TL5 (any) (P/E) DX+1 [1]-13; Riding (Horse) (P/A) DX [2]-12; Savoir-Faire (M/E) IQ [1]-10; Stealth (P/A) DX [2]-12; Streetwise (M/A) IQ [2]-10; and either Intimidation (M/A) IQ or Sex Appeal (M/A) HT [2]-10.
- Diary:** Narratives of your adventures, names of lovers, descriptions of your greatest battles and challenges, wistful thoughts about settling down to a quiet life.
- Motives:** Revenge on an old enemy, love of excitement, or personal gain.

Anarchist 70 points

Not everyone is satisfied with the way society works in the Steam Age. Anarchists dream of a better world, one without kings, without wars, and without capitalists, where all people will be equal and content. The dream is

so compelling that they are willing to fight and die for it. Because they are few in number, they seek to destabilize society by terror attacks, though their outrages often serve only to increase public support for the very things they are fighting against.

- Attributes:** ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 10 [0].
- Advantages:** Either Fearlessness +2 or Strong Will +1 [4]; either Ally Group or Patron [10]; and either Combat Reflexes or Daredevil [15].
- Disadvantages:** Fanaticism [-15]; and one of Bad Temper, Bloodlust, Cannot Harm Innocents, Enemies, Intolerance (Authority), No Sense of Humor, or Paranoia [-10].
- Skills:** Brawling (P/E) DX+1 [2]-13; Chemistry (M/H) IQ [4]-12; Demolition (M/A) IQ+1 [4]-13; Disguise (M/A) IQ [2]-12; Economics (M/H) IQ-1 [2]-11; Guns/TL5 (any) (P/E) DX+2 [1]-14; Knife (P/E) DX [1]-12; Politics (M/A) IQ [2]-12; Stealth (P/A) DX [2]-12; Streetwise (M/A) IQ [2]-12; Throwing (P/H) DX-1 [2]-11; Traps (M/A) IQ [2]-12.
- Diary:** Names of other Anarchists and how to contact Anarchist cells, rambling rants about Marxist theory, plans for assassinations and other outrages, half-baked plans for a Better World.
- Motives:** To further the cause of Anarchy, to battle oppression, to win converts to your cause.

Calculation Engineer 70 points

Calculation Engineers are at the cutting edge of Steam Age technology, constructing and operating the fantastically complex mechanical calculating engines which are the computers of the Castle Falkenstein world. They use punch cards, pneumatic valves, and brass levers to program their machines, and debug them with wrenches, hammers, and oil cans. Some of the less ethical Calculation Engineers use their skills to illegally manipulate the calculation systems, either for profit or to fight the increasing use of data processing by tyrannical governments.

- Attributes:** ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 10 [0].
- Advantages:** Any three from Absolute Timing; Administrative Rank 1; Lightning Calculator; Reputation +2 (Among other Calculation Engineers); Security Clearance 1; Single-Minded [5 points each].
- Disadvantages:** Workaholic [-5]; and one of Clueless, Honesty, Paranoia, or Solipsist [-10].

Skills: Administration (M/A) IQ-1 [1]-11; Computer Hacking (M/VH) IQ-2 [2]-10; Computer Operation (M/E) IQ+2 [4]-14; Computer Programming (M/H) IQ+2 [8]-14; Engineer (Mechanical) (M/H) IQ+2 [8]-14; Language (German) (M/A) IQ [2]-12; Mathematics (M/H) IQ-1 [2]-11; Mechanic (Clockwork) IQ [2]-12; Telegraphy (M/E) IQ [1]-12.

Diary: Programs you want to try out, notes on the operation of Calculation Engines, thoughts on improvements to existing designs, quotes or correspondence from Babbage, Lovelace, and Pascal, addresses of other Calculation Engineers.

Motives: Gaining prestige and professional competence at your job, preventing the misuse of Calculation Science, the thrill of working with the most advanced Engines of the day.

Consulting Detective 70 points

Consulting Detectives are the private investigators of the Steam Age. They investigate crimes that baffle the police, and sometimes are called in by the authorities on difficult cases. Some detectives charge steep fees for their services, while others work only for the joy of intellectual stimulation and serving justice. Some consulting detectives are pioneers in scientific criminology; others prefer to rely on intuition and legwork. (Add Legal Enforcement Powers and a Duty to turn the Consulting Detective into one of Scotland Yard's finest.)

Attributes: ST 10 [0]; DX 11 [10]; IQ 12 [20]; HT 10 [0].

Advantages: Alertness +2 [10]; and one of Combat Reflexes, Danger Sense, or Intuition [15].

Disadvantages: Honesty [-10]; and -15 points from Cannot Harm Innocents [-10], Curious [-5], Pacifism [-15], Sense of Duty [-10], Stubbornness [-5], and Workaholic [-5].

Skills: Area Knowledge (city) (M/E) IQ+2 [4]-14; Boxing (P/A) DX+1 [4]-12; Chemistry (M/H) IQ [4]-12; Criminology (M/A) IQ+1 [4]-13; Detect Lies (M/H) IQ [4]-12; Disguise (M/A) IQ [2]-12; Interrogation (M/A) IQ [2]-12; First Aid (M/E) IQ [1]-12; Forensics (M/H) IQ+1 [6]-13; Guns/TL5 (any) (P/E) DX+2 [1]-13; Research (M/A) IQ [2]-12; Shadowing (M/A) IQ [2]-12; Stealth (P/A) DX [2]-11; Streetwise (M/A) IQ [2]-12.

Diary: Notes on identifying tobacco ash and footprints, narratives of your most baffling cases, names of informants, fragmentary information about Criminal Masterminds and disparaging remarks about the bumbler on the Police Force (or complaints about amateur meddling, if the character is a police detective).

Motives: The Forces of Evil are everywhere! You seek to hunt them down, to protect the innocent, and to defeat your Nemesis, who is likely some evil Napoleon of Crime!

Dashing Hussar 100 points

Hussars are more than ordinary soldiers: they're the elite in every respect. They have the best mounts, the showiest uniforms, the most prestigious regiments, and the most exciting adventures. Since most come from the ranks of country gentlemen, they are often picked for important missions. From the Horse Guards Barracks in London to the hills of Afghanistan, Dashing Hussars get the job done with flair.

Attributes: ST 12 [20]; DX 12 [20]; IQ 10 [0]; HT 12 [20].

Advantages: Military Rank 3 [15]; Status 1 [5]; and one of Combat Reflexes, Daredevil, or Luck [15].

Disadvantages: Code of Honor (Gentleman's) [-10]; Duty (To the Regiment) [-10].

Skills: Carousing (P/A) HT [2]-12; Fencing (P/A) DX [2]-12; Gambling (M/A) IQ-1 [1]-9; Guns/TL5 (Pistol) (P/E) DX+2 [2]-14; Lance (P/A) DX [2]-12; Language (French or German) (M/A) IQ [2]-10; Leadership (M/A) IQ [2]-10; Riding (Horse) (P/A) DX+2 [8]-14; Savoir-Faire (M/E) IQ+2 [0]-12; Tactics (Cavalry) (M/H) IQ [4]-10.

Diary: Names and addresses of lovely ladies, appointments for duels and romantic assignations, heavily embroidered narratives of daring exploits.

Motives: Service to the Crown or the Nation, helping a comrade or a lady in distress, or settling a bet.

Demimondaine 75 points

The grand courtesans of New Europa are celebrities, famed as much for their wit and clever conversation as for their beauty. There is a good deal of overlap between demimondaines and actresses, dancers, and singers. Most have a network of contacts among the powerful, which makes them natural spies and intriguers. Some demimondaines are good-hearted and generous, while others are calculating and selfish. Rivalries among famous courtesans are legendary.

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 12 [20].

Advantages: 30 points from Beautiful Appearance [15]; Independent Income [5]; Charisma +2 [10]; Fashion Sense [5]; Patron [10]; Reputation +2 (Among the upper classes) [5]; Voice [10]; Wealth [10].

Disadvantages: Social Stigma [-5]; and either Extravagance and Impulsiveness [-10 each], or Jealousy and Miserliness [-10 each].

Skills: Cooking (M/E) IQ [1]-12; Courtesan (M/A) IQ [2]-12; Savoir-Faire (M/E) IQ [1]-12; Sex Appeal (M/A) HT+1 [4]-13; and one of Acting (M/A) IQ [2]-12, Dancing (P/A) DX [2]-12, or Singing (P/E) HT+1 [2]-13.

Diary: Names of lovers, appointments for new liaisons, gossip, and a few state secrets.

Motives: Ambition, greed for wealth, revenge on one who has wronged you, or true love.

Diplomat

60 points

In the Great Game of international politics, diplomats are the front-line troops. Diplomats negotiate treaties, arrange alliances, and frequently engage in a little discreet espionage to learn the intentions of rival nations. In an age of slow communications, when even telegraph messages can be delayed for hours or days, diplomats often have to make decisions that affect the fates of nations. The chief requirements for a diplomat are good breeding, good character, and good sense.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [20]; HT 10 [0].

Advantages: Diplomatic Immunity [20]; Status 1 [5]; and one from Administrative Rank, Charisma +1, Composed, or an additional Status +1 [5 each].

Disadvantages: Duty (To the Foreign Office, 12 or less, not dangerous) [-5]; and one of Curious, Stubbornness, or Workaholic [-5].

Skills: Carousing (P/A) HT [2]-10; Cryptography (M/H) IQ-1 [2]-11; Diplomacy (M/H) IQ+1 [6]-13; Language (French) (M/A) IQ+1 [4]-13; Language (any) (M/A) IQ [2]-12; Law (International) (M/H) IQ-1 [2]-16/10; Savoir-Faire (M/E) IQ+1 [2]-13.

Diary: Notes on secret negotiations and international affairs, personal information about foreign diplomats, names and addresses of informants, personal anecdotes about the Great (the wealthy and powerful).

Motives: Duty to the Government, or possibly a secret mission.

Explorer

75 points

The world is a big place, and there are still large blank patches on the maps. Explorers love nothing better than plunging into the unknown. Some do it to serve the cause of science; others seek fame and wealth. Explorers are often the advance agents of imperialism; some delight in planting the flag and claiming new territory, while others worry about the fate of the lands they explore. Explorers tend to be competent and determined people, and those traits often make them valuable allies even in civilized territory.

Attributes: ST 10 [0]; DX 12 [20]; IQ 10 [0]; HT 12 [20].

Advantages: Fit [5], Strong Will +1 [4].

Disadvantages: One of Fanaticism; Glory Hound; Greed; Obsession; or Sense of Duty [-15].

Skills: Cartography (M/A) IQ [2]-10; Diplomacy (M/H) IQ-1 [2]-9; First Aid/TL0 (M/E) IQ [1]-10; Guns/TL5 (any) (P/E) DX +1 [1]-13; Language (any) (M/A) IQ+2 [6]-12; Leadership (M/A) IQ+2 [6]-12; Naturalist (M/H) IQ [4]-10; Navigation (M/H) IQ+2 [8]-12; Running (P/H) HT-2 [1]-10; Survival (any) (M/A) IQ+2 [6]-12; and one from Animal Handling (M/H) IQ [4]-10, Hiking (P/A) HT+1 [4]-13, or Seamanship (M/E) IQ+2 [4]-12.

Diary: Descriptions of plants, animals, minerals, and natives encountered on your travels, sketches of temples and lost cities, maps of your travels, legends and rumors you want to track down.

Motives: The search for knowledge, revenge against a wrongdoer who has evaded you across the world, sheer love of adventure.

Gentleman/Lady 25 points

Gentlemen and Ladies are the backbone of the upper classes in the Castle Falkenstein universe. They may not be rich or particularly talented, but they are well-born, know how to behave, and are blessed with an unshakeable self-confidence. An ideal Gentleman does what he believes to be right regardless of the consequences. Less than ideal Gentlemen can be nothing better than idle diletantes or bullies. The cost of this template is low so that the player can combine it with others; a Gentleman can do anything except work for a living.

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Advantages: Status 1 [5]; plus 25 points from Alcohol Tolerance [5], Attractive Appearance [5], Independent Income [5], Claim to Hospitality [10], Comfortable Wealth [10], Common Sense [10], Composed, Imperturbable, or Unfazeable [5, 10, or 15], Heir [5], and additional Status +1 [5].

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Disadvantages: Code of Honor (Gentleman's) [-10]; and one from Bully, Honesty, Laziness, Overconfidence, or Sense of Duty [-10].

Skills: Carousing (P/A) HT [2]-10; Fencing (P/A) DX [2]-10; Guns/TL5 (Shotgun) (P/E) DX +1 [1]-11; Language (English or French) (M/A) IQ [2]-10; Leadership (M/A) IQ +1 [4]-11; Riding (Horse) (P/A) DX [2]-10; Savoir-Faire (M/E) IQ+2 [0]-12; Sport (Archery, Bowls, Cricket, Croquet, or Golf) (P/A) DX [2]-10.

Diary: Random gossip, appointments for romantic affairs, notes on your finances and debts.

Motives: Love of adventure, sense of duty, helping an old friend or relation, a sense of justice.

Inventor

50 points

The architects of the Steam Age are the inventors who have transformed the world with their fantastic creations. They come in all types, from well-financed noblemen who tinker in a castle laboratory to small-town crackpots building some new contraption out in the barn. They tend to be eccentric, and more than a few have turned to Evil, but in a very real sense, inventors are The Future. (This template has been priced to allow players to combine it with others. To make a dedicated Inventor, pile on the scientific and technical skills and perhaps Wealth.)

Attributes: ST 10 [0]; DX 10/12 [0]; IQ 12 [20]; HT 10 [0].

Advantages: Gadgeteer [25]; Manual Dexterity +2 [6].

Disadvantages: -20 points from Absent-Mindedness [-15]; Bad Temper [-10]; Clueless [-10]; Overconfidence [-10]; Stubbornness [-5]; Weirdness Magnet [-15]; Workaholic [-5].

Skills: Engineer (any) (M/H) IQ [4]-12; Mathematics (M/H) IQ [4]-12; Research (M/A) IQ+1 [4]-13; Science! (M/VH) IQ-2 [2]-10; Weird Science (M/VH) IQ-2 [2]-10; one of Armoury (any), Blacksmith or Mechanic (any) (M/A) IQ [2]-12; and either Chemistry (M/H) IQ-2 or Physics (M/H) IQ-2 [1]-10.

Diary: Notes for fantastic inventions you want to build, sketches of gadgets, addresses of other inventors, diatribes about the fools who laughed at you.

Motives: Seeking funds for your next invention, looking for a particular substance or component, trying to learn the secrets of another inventor's creations.

Journalist

40 points

The invention of high-speed printing presses and the spread of literacy has made the 19th century the age of newspapers. Every major city has several journals, often locked in fierce competition for readers. Journalists feed the public's appetite for news, entertainment, and information. They can be found just about anywhere, covering anything and trying to beat their rivals to a scoop. Ideas of journalistic objectivity and integrity are still in their infancy; papers routinely slant stories and occasionally even fabricate items. No wonder reporters are supposed to be cynical and hard-drinking. Well-known reporters can add Reputation and lots of Contacts and Favors.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [20]; HT 10 [0].

Advantages: Two Contacts [1 each]; and one from Intuition, Serendipity, or the combination of Alertness +1 and Common Sense [15].

Disadvantages: Curious [-5]; and one of Alcoholism, Glory Hound, Sense of Duty, Trickster, or Weirdness Magnet [-15].

Skills: Area Knowledge (city) (M/E) IQ+2 [4]-14; Detect Lies (M/H) IQ [4]-12; Fast-Talk (M/A) IQ [2]-12; Law (M/H) IQ-2 [1]-10; Professional Skill: Journalism (M/A) IQ+1 [4]-13; Research (M/A) IQ [2]-12; Streetwise (M/A) IQ [2]-12; Writing (M/A) IQ+1 [4]-13.

Diary: Names of informants, lots of gossip and tips, rough drafts of articles, debts owed to bartenders, fragments of your great unfinished novel.

Motive: Looking for a story.



Forward, forward let
us range, Let the great
world spin for ever down
the ringing grooves of
change!

— Alfred, Lord Tennyson,
Locksley Hall

Mastermind

100 points

The Steam Age is an era of rapid progress in all fields, including crime. Masterminds are transforming evildoing in the same way that other geniuses are changing the face of industry and society. Some Masterminds are technological innovators, applying science to crime. Others are more like the great capitalists, organizing criminal gangs and individual crooks into smoothly running crime trusts. A few extremely dangerous Masterminds are masters of Magick. Note that Masterminds by themselves do not have a lot of criminal skills – that's what minions are for.

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [45]; HT 10 [0].

Advantages: Ally Group [30]; Charisma +2 [10]; Strong Will +2 [8]; Wealthy [20].

Disadvantages: Fanaticism [-15]; Megalomania [-10].

Skills: Disguise (M/A) IQ [2]-14; Guns/TL5 (any) (P/E) DX+2 [1]-12; Intimidation (M/A) IQ [2]-14; Leadership (M/A) IQ [2]-14; Savoir-Faire (M/E) IQ [1]-14; Streetwise (M/A) IQ [2]-14; Traps (M/A) IQ [2]-14.

Diary: Fiendish plots, plans of diabolical deathtraps and infernal devices, maps of your secret headquarters, schemes, rambling diatribes against all who oppose you, a list of enemies (possibly with some names crossed out).

Motives: Greed, frustrated ambition, hatred, unrequited love, or a simple joy in evil for its own sake.

Noble

50 points

At the top of society are the nobility, equipped with everything that wealth and status can provide. They may not all be very bright, and some have a shocking lack of education, but all nobles have an unshakeable certainty that they are born to rule. At their best, the nobility are confident, brave, and incorruptible leaders. At their worst, they are arrogant, inbred, decadent wastrels. Since nobles are essentially the "advanced" form of Gentlemen, players should not combine the two. The Noble template can be combined with most others, although many aristocrats consider it beneath their dignity to do anything at all except, perhaps, hold government posts.

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Advantages: Status 3 [15]; Wealthy [30]; and 20 points from Attractive Appearance [5], Independent Income [5], Claim to Hospitality [10], Collected, Imperturbable, or Unfazeable, [5, 10, or 15], additional Status +1 [5], and Very Wealthy [10].

Disadvantages: Code of Honor [-10]; and one from Bully, Extravagance, Laziness, Obdurate, and Sense of Duty [-10].

Skills: Language (French) (M/A) IQ [2]-10; Leadership (M/A) IQ-1 [1]-9; Riding (Horse) (P/A) DX [2]-10; Savoir-Faire (M/E) IQ+2 [0]-12.

Diary: Thoughts you would never dare say aloud, debts owed, funny things someone said at the Club, guest lists for weekend house-parties.

Motives: Sense of duty, desire for amusement, or simply a whim.

Man is only truly great when he acts from the passions.

— Benjamin Disraeli, *Coningsby*

Performer

50 points

Performers include everyone who makes a living by entertaining others. Musicians and singers are probably the best-known and most respectable performers of the Steam Age, though actors and actresses have been gaining in both popularity and status for a century. But there is a wide variety of other types, including animal tamers, acrobats, clowns, jugglers, illusionists, trick marksmen, and others. Performers work hard and earn little, but they do get to travel, they can mingle with different levels of society, and their lives are seldom boring. Spies, criminals, and anarchists may find useful covers in the performing life, and a gentleman might take it

up for a while just as a lark. Demimondaines often start as actresses or singers.

Attributes: ST 10 [0]; DX 12 [20]; IQ 10 [0]; HT 10 [0].

Advantages: Voice [10]; or the combination of Attractive Appearance [5] and Charisma +1 [5]; or the combination of Manual Dexterity +2 [6] and Musical Ability +4 [4].

Disadvantages: Any two of Bad Temper [-10]; Extravagance [-10]; Jealousy [-10]; Overconfidence [-10]; Struggling [-10]; or Solipsist [-10].

Skills: Performance (M/A) IQ+3 [8]-13; Savoir-Faire (M/E) IQ+2 [4]-12; Streetwise (M/A) IQ+1 [4]-11; and any three of Acrobatics (P/H) DX+1 [8]-13, Acting (M/A) IQ+3 [8]-13, Animal Handling (M/H) IQ+2 [8]-12, Bard (M/A) IQ+3 [8]-13, Bullfighting (P/A) DX+2 [8]-14, Dancing (P/A) DX+2 [8]-14, Equestrian Acrobatics (P/H) DX+1 [8]-13, Fire Eating (P/A) DX+2 [8]-14, Guns/TL5 (Pistol) (P/E) DX+4 [8]-16, Juggling (P/E) DX+3 [8]-15, Make-Up/TL5 (M/E) IQ+4 [8]-14, Musical Instrument (M/H) IQ+2 [8]-12, Singing (P/E) HT+3 [8]-13, Sleight of Hand (P/H) DX+1 [8]-13, Stage Combat (P/A) DX+2 [8]-14, or Ventriloquism (M/H) IQ+2 [8]-12.

Diary: Schedule of upcoming performances, theatrical gossip, money owed to you by the management, quotes from reviews.

Motives: To gain publicity, to help out a fellow performer, to make ends meet until your big break.

Physician

50 points

Medicine in the Steam Age is in the middle of tremendous changes. Where once surgeons were a poor substitute for magickal healing, the discovery of antiseptics, anesthesia, and a greater knowledge of biology have made them almost as effective. And since a doctor needs no Magickal Talent, there are many more of them.

Naturally, physicians are well-respected members of the professional class, and medicine is one way for individuals to rise socially by brains and hard work. Surgeons are still slightly less respectable than physicians.

Attributes: ST 10 [0]; DX 10/12 [0]; IQ 12 [20]; HT 10 [0].

Advantages: Composed [5], Manual Dexterity +2 [6]; Status 1 [5].

Disadvantages: Pacifism (Cannot kill) [-15]; Vow (Hippocratic Oath) [-5].

Skills: Chemistry (M/H) IQ [4]-12; Language (Latin) (M/A) IQ [2]-12; Pharmacy (M/H) IQ+2 [8]-14; Physician (M/H) IQ+2 [8]-14; Physiology (Human) (M/VH) IQ [7]-12; Psychology (M/H) IQ-1 [2]-11; Surgery (M/VH) IQ-1 [3]-11.

Note: Surgeons drop the Status 1 advantage, reduce Pharmacy and Physician skill to 13, and increase Surgery skill to 14.

Diary: Appointments and names of patients, notes on difficult cases, addresses of colleagues, useful information copied from medical journals, and half-finished monographs you hope someday to publish.

Motives: To help a patient or an old friend, to prevent some danger to public health, to find a cure for some rare affliction, or to escape the tedium of your daily practice.

Rogue 45 points

Though superficially a gentleman, a Rogue cares nothing for the rules of polite society, except as far as they help him prey on others.

Rogues cruise like sharks through the waters of society, cheating at cards, running up debts they never expect to repay, breaking hearts, and occasionally leaving town in a hurry to escape an angry husband or the law. Some Rogues go even further by operating con games, stealing jewels, or blackmailing others. The cleverer Rogues can go on to become Masterminds. Those with some lingering trace of honor may reform, but the rest are likely to wind up drinking themselves to death in some remote Imperial outpost.

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 10 [0].

Advantages: Attractive Appearance [5]; and either Status 1 or Charisma +1 [5].

Disadvantages: A total of -20 points from Bully [-10]; Cowardice [-10]; Extravagance [-10]; Greed [-15]; Laziness [-10]; Lecherousness [-15]; Reputation -1 [-5]; or Trickster [-15].

Skills: Carousing (P/A) HT+2 [8]-12; Savoir-Faire (M/E) IQ [1]-12; one of Fast-Talk (M/A) IQ+1 [4]-13, Gambling (M/A) IQ+1 [4]-13, Forgery (M/H) IQ [4]-12, Lockpicking (M/A) IQ+1 [4]-13, Sex Appeal (M/A) HT+1 [4]-11, or Sleight of Hand (P/H) DX [4]-12; and one of Brawling (P/E) DX+1 [2]-13, Fencing (P/A) DX [2]-12, or Guns/TL5 (Pistol) (P/E) DX+3 [2]-15.

Diary: Names of ruined women, boasts, blackmail information about wealthy people, ideas for crooked schemes, and lists of gullible potential victims.

Motives: The possibility of gain, the chance to catch the eye of a lovely lady, a convenient excuse to skip town in a hurry, or just maybe the chance to do something good and regain a shred of honor.

Scientist 60 points

The 1870s are a great time to be a scientist. All the frontiers of knowledge are being pushed back at incredible speed. Biologists are discovering the secrets of heredity and evolution, physicists are investigating electromagnetism, and researchers in dozens of fields are making new discoveries each day. This is perhaps the last

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period in which individual scientists can study all areas of knowledge instead of specializing in one field. Scientists are everywhere in the world of Castle Falkenstein, investigating everything from the composition of the atmosphere to the bodily proportions of slum-dwellers to the motions of nebulae. Some scientists, like Lord Kelvin, have applied their discoveries to becoming wealthy and titled; others are content with a slim stipend so long as they can continue their work.

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [45]; HT 10 [0].

Advantages: Lightning Calculator [5]; and either Tenure or Reputation +1 [5].

Disadvantages: A total of -20 points from among Absent-Mindedness [-15]; Bad Sight [-10]; Clueless [-10]; Curious [-10]; Reclusive [-10]; Stubbornness [-5]; and Workaholic [-5].

Skills: Language (Latin) (M/A) IQ [2]-14; another Language (M/A) IQ-1 [1]-13; Research (M/A) IQ +1 [4]-15; Science! (M/VH) IQ -2 [2]-12; and any four from Archaeology (M/H) IQ [4]-14, Astronomy (M/H) IQ [4]-14, Botany (M/H) IQ [4]-14, Chemistry (M/H) IQ [4]-14, Geology (M/H) IQ [4]-14, Mathematics (M/H) IQ [4]-14, Naturalist (M/H) IQ [4]-14, Paleontology (M/H) IQ [4]-14, Physics (M/H) IQ [4]-14, and Zoology (M/H) IQ [4]-14.

Diary: Research data, ideas on topics for further study, refutations of the theories of rival researchers, names and addresses of colleagues, discoveries for which the world is not yet prepared.

Motives: To make new discoveries, to prove a theory or disprove those of rivals, to recover lost books or sources of information, to collect specimens, or to undo harm created by the misuse of Science.

Secret Agent 70 points

Every nation employs spies. They have three main jobs: gathering information about rival powers, stopping enemy spies from doing the same, and keeping watch on internal dissent. Some nations have separate agencies for each task, while others make do with a small group of hard-working agents trying to do everything. Secret agents have also become the first line of defense in the battle against international Criminal Masterminds. Spies in the Steam Age are a fairly mixed bunch. Nearly all have some other career, and training is likely to be spotty at best.

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 10 [0].

Advantages: Alternate Identity [5]; Legal Enforcement Powers [10]; Patron (Agency) [15].

Disadvantages: Duty (12 or less) [-10]; and one of Overconfidence, Paranoia, or Secret [-10].

Skills: Boxing (P/A) DX [2]-12; Cryptography (M/H) IQ-1 [2]-11; Disguise (M/A) IQ [2]-12; Fast-Talk (M/A) IQ [2]-12; Guns/TL5 (any) (P/E) DX+2 [1]-14; Language (any) (M/A) IQ [2]-12; Research (M/A) IQ [2]-12; Savoir-Faire (M/E) IQ [1]-12; Shadowing (M/A) IQ [2]-12; Stealth (P/A) DX [2]-12; Streetwise (M/A) IQ [2]-12.

Diary: Names of informants, useful gossip, military secrets, code keys, clues to potential enemy agents or masterminds.

Motives: Acting in the National Interest, pursuing a personal vendetta against an enemy agent, following a lead, defying orders from Headquarters.

Servant 50 points

Without servants, most gentlefolk and aristocrats would be utterly helpless. Some don't even know how to dress themselves without a servant to assist. Servants do all the necessary chores to keep the beautiful people of the Steam Age from being up to their necks in dirty laundry and unwashed dishes. A servant's life includes a lot of hard work, but there are rewards – the chance to travel with the master,

the opportunity to overhear some amazing gossip, and sometimes a bit of genuine respect along with the meager pay.

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Advantages: Patron [10]; Unfazeable [15].

Disadvantages: Status -1 [-5]; Struggling [-10].

Skills: Area Knowledge (neighborhood) (M/E) IQ+2 [4]-12; Cooking (M/E) IQ+2 [4]-12; First Aid (M/E) IQ+2 [4]-12; Professional Skill: Servant (M/A) IQ+4 [10]-14; Savoir-Faire (Servant) (M/E) IQ+3 [6]-13; Scrounging (M/E) IQ+2 [4]-12; Stealth (P/A) DX+2 [8]-12.

Diary: Observations on the behavior of your employer and other gentry, household accounts, interesting bits of gossip overheard, addresses of reliable tradesmen.

Soldier of Fortune 70 points

Often soldiers leave the colors only to discover that war is their only profession. Whether they honorably retired or left under a cloud, they cannot return to active service. Yet they cannot ignore the sound of the drums, and so seek gain and glory in private wars. The best Soldiers of Fortune are honorable soldiers, bored with civilian life, who thirst for action. The worst are cynical adventurers who only want loot and don't care what cause they fight for.

Attributes: ST 12 [20]; DX 12 [20]; IQ 10 [0]; HT 12 [20].

Advantages: Courtesy Rank 4 [4]; Fearlessness +2 [4].

Disadvantages: Any two of Bloodlust; Bully; Impulsiveness; No Sense of Humor; Obsession (With overcoming disgrace); Overconfidence; Reputation -2; Sense of Duty [-10 each].

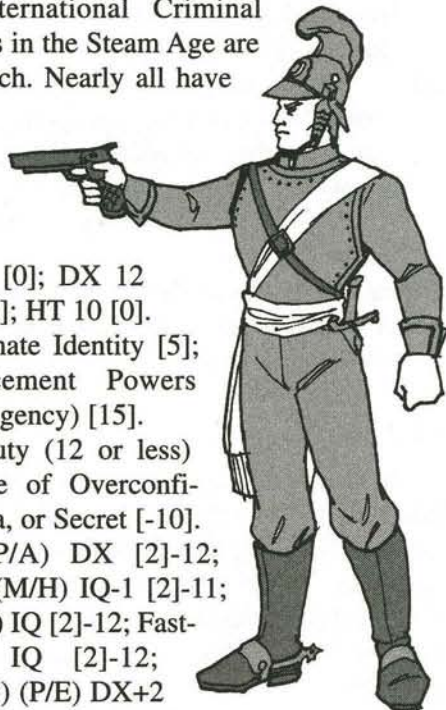
Skills: Fencing (P/A) DX [2]-12; First Aid (M/E) IQ [1]-10; Guns/TL5 (any) (P/E) DX+1 [1]-13; Language (French or English) (M/A) IQ+2 [6]-12; Leadership (M/A) IQ+2 [6]-12; Riding (Horse) (P/A) DX [2]-12; Tactics (any) (M/H) IQ [4]-10.

Diary: Memoirs of campaigns and battles, contacts in foreign armies, notes on tactics or clever ruses.

Motives: To redeem your honor, to find adventure and excitement, to fight oppression, to get rich, to get revenge on an old enemy, to forget the woman you love.

Steam Engineer 50 points

This is the Age of Steam, and it's steam engineers who make the world go 'round. With the spread of machinery into almost every aspect of life, steam engineers are in great demand everywhere. They are involved in constructing vast new projects, keep machines humming, and design the engines which drive Progress onward. Great engineers like Brunel, Stephenson, and DeLesseps are celebrities. Most Steam Engineers are content to stick with their work, but a few find themselves drawn into fantastic adventures, with the opportunity to use their knowledge of modern machinery to battle Evil.



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the New World are held.

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expected to bring about the
Suppression of this work,
Imminently!

Attributes: ST 10 [0]; DX 11 [10]; IQ 11 [10]; HT 10 [0].

Advantages: Common Sense [10]; Mathematical Ability [10].

Disadvantages: Any combination worth -20 points from Clueless [-10]; Honesty [-10]; No Sense of Humor [-10]; Shyness [-5]; Stubbornness [-5]; Truthfulness [-5]; Workaholic [-5].

Skills: Driving (Locomotive) (P/A) DX [2]-11; Engineer (Vehicles) (M/H) IQ+3 [6]-14; Language (German or English) (M/A) IQ [2]-11; Mathematics (M/H) IQ+3 [4]-14; Mechanic (Steam Engine) (M/A) IQ+1 [4]-12; Metallurgy (M/H) IQ [4]-11; Physics (M/H) IQ+2 [8]-13.

Diary: Diagrams of machinery and ideas for improvements to existing designs, addresses of firms selling parts and tools, names of other engineers involved in interesting projects.

Motives: Doing a good job, gaining a reputation by working on some impressive new project, improving the world through steam.

Wizard 100 points

The masters of Magick have had difficulty adapting to the Steam Age. Where once the Orders vied with each other for influence over kings and kingdoms, now they are faced with competition in the form of half-crazed inventors, grubby mechanics, and engineers with no more Magickal talent than their soulless creations. While the older sorcerers have retreated into studies of theoretical Magick or petty power struggles among the Orders, some journeyman wizards have found new roles for themselves in the modern

world. The exciting possibilities of Engine Magick are fascinating, and the peril from malevolent supernatural beings hasn't gone away.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [20]; HT 11 [10].

Advantages: Claim to Hospitality [8]; Magery 2 [25]; Patron (Order) [20].

Disadvantages: Duty (To Order) [-10]; and one from Bad Sight, Bad Temper, Code of Honor, Overconfidence, or Reclusive [-10].

Skills: History (Esoteric) (M/H) IQ [4]-12; Language (French or German) (M/A) IQ [2]-12; Language (Latin) (M/A) IQ [2]-12; Lorebook (M/VH) IQ [8]-12; Occultism (M/A) IQ [2]-12; Research (M/A) IQ [2]-12; Ritual Magic (M/VH) IQ+2 [16]-14; Savoir-Faire (M/E) IQ [1]-12.

Diary: Bits of magickal lore you've learned, passages copied from Lorebooks, ideas for new applications of magick, names and addresses of sorcerers elsewhere in the world, clues to ancient magickal knowledge or Artefacts, notes on various schemes and conspiracies you're involved in.

Motives: To serve your Sorcerous Order, to oppose the plots of evil magicians, to learn more about the ways of Magick.

Writer 45 points

In an age of increasing literacy, writers are the closest things to media stars. Authors like Charles Dickens or George Eliot have legions of fans across the world. Their novels and stories can have tremendous influence (*Uncle Tom's Cabin* affected attitudes toward slavery more than any number of Abolitionist speeches). Writers have the advantage of flexibility: they can turn up anywhere doing anything, and call it research.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [20]; HT 10 [0].

Advantages: Reputation +1 [5].

Disadvantages: One of Bad Sight; Laziness; Reclusive; Struggling; or the combination of Stubbornness and Truthfulness [-10].

Skills: Area Knowledge (nation) (M/E) IQ+1 [2]-13; Bard (M/A) IQ [2]-12; History (M/H) IQ-1 [2]-11; one Language (M/A) IQ [2]-12; Literature (M/H) IQ [4]-12; Poetry (M/A) IQ [2]-12; Psychology (M/H) IQ [4]-12; Research (M/A) IQ [2]-12; Typing (P/E) DX+2 [4]-12; Writing (M/A) IQ+2 [6]-14.

Diary: Unfinished fragments, descriptive passages, snatches of overheard dialog, addresses of publishers and other writers, accounts of unpaid royalties, lists of titles, ideas for stories, lurid stories published under a pseudonym.

Motives: To gather material for a new book, to escape creditors, to promote the last book, to have an excuse for not getting any work done.

NONHUMAN CHARACTERS

Of course, not all characters in *GURPS Castle Falkenstein* are humans. If the GM permits it, players can have characters who are Dragons, Dwarfs, or Faerie. The nonhumans all have powers which give them a very high point cost. Game Masters can either try to balance this by pairing them with extremely powerful human characters or can run an all-nonhuman campaign.

Dragon 254 points

Most Dragons choose not to get involved in the scurrying lives of humans, preferring to maintain their collections in solitude. Younger Dragons sometimes venture out into the human world, from curiosity, desire for a mate, or in search of something to collect. Occasionally they are sent out on some mission by one of the Dragon elders, and now that Lord Verithrax has joined the Second Compact, such missions have increased in number.

Attributes: ST 16 [0]; DX 10 [0]; IQ 10 [0]; HT 10/13 [0].

Advantages: Dragon [276 points – see Chapter 5].

Disadvantages: A total of -40 points from among Bloodlust [-10]; Code of Honor [-10]; Curious [-5]; Greed [-15]; Laziness [-10]; Lecherousness [-15]; or Miserliness [-10].

Skills: History (Esoteric) (M/H) IQ+2 [4]-12; Intimidation (M/A) ST-5 [0]-11; any human Language (M/A) IQ+1 [2]-11; Magic Breath (Firecast) (P/E) DX+2 [4]-12; Merchant (M/A) IQ +1 [2]-10; Naturalist (M/H) IQ [2]-10; Navigation/TL0 (M/H) IQ [2]-10; Ritual Magic (Draconic) (M/VH) IQ [0]-10; Savoir-Faire (M/E) IQ [0]-10; Stealth (P/A) DX [2]-10.

Dwarf 141 points

Descended from the Faerie but vastly different in abilities and attitudes, Dwarfs are among the few nonhuman races to welcome the arrival of the Steam Age with no reservations. Dwarfs are craftsmen without equal, who have found a comfortable niche in the workshops and factories of the new world of iron and coal.

Since young Dwarfs are often obsessed with gaining a Name and thereby rising in Dwarfish society, many of them go out into the human world to seek their fortunes. While many settle for jobs in the growing industrial corporations of New Europa and America, a few seek a more adventurous life. Their quest for new opportunities to develop and show their talents can lead them to some very strange places.

Attributes: ST 11 [0]; DX 10/11 [0]; IQ 10 [0]; HT 11 [0].

Advantages: Dwarf [172 points – see Chapter 5]; Manual Dexterity +1 [3].

Disadvantages: Obsession (Winning a Name) [-10]; plus any three from Bad Sight, Bad Temper, Clueless, Honesty, Jealousy, Miserliness, or No Sense of Humor [-10 each].

Skills: Armoury (M/A) IQ+3 [1]-13; Blacksmith (M/A) IQ+3 [1]-13; Mechanic (M/A) IQ+3 [1]-13; Merchant (M/A) IQ-1 [1]-9; Metallurgy (M/H) IQ-2 [1]-8; Prospecting (M/A) IQ-1 [1]-9.

Diary: Designs for items to craft, addresses of eligible Faerie ladies, business contacts among humans.

Motives: To win a Name, to carry out an assignment for your Dwarfhold, to win the affection of a Faerie woman, to earn money for more beer and sausage, to have the chance to work on some interesting machinery.



Brownie 260 points

These numerous and hard-working Faeries are probably the best-liked among humans because of their sincere desire to be useful to others. They are the Victorian work ethic brought to life. Brownies (known by a variety of names, depending on where they live and what they do) use their magickal powers to accomplish tasks which would exhaust a whole group of humans. They cannot abide being watched at their work and absolutely will not accept payment. Because they are so widespread in the human world, Brownies often attach themselves to a group of humans when it looks as if there's a good chance for some hard work. They also have a strong mischievous streak, and are as vengeful as any Faerie.

Attributes: ST 5 [0]; DX 14 [0]; IQ 10 [0]; HT 10/5 [0].

Advantages: Brownie [288 points – see description of racial package in Chapter 5].

Disadvantages: A total of -40 from Alcoholism [-15]; Compulsive Gambler [-5]; Gluttony [-5]; Gullibility [-10]; Honesty [-10]; Illiteracy [-10]; Innumerate [-5]; Kleptomania [-15]; Lecherousness [-15]; Miserliness [-10]; Overconfidence [-10]; Reclusive [-10]; Selfless [-10]; Shyness [-10]; Stuttering [-10]; and Trickster [-15].

Skills: Camouflage (M/E) IQ+2 [0]-12; any human Language (M/A) IQ [2]-10; Mimicry (choose type) (P/H) HT [4]-10; Naturalist (M/H) -1 IQ [2]-9; Stealth (P/A) DX+3 [0]-17; and one of Agronomy/TL4 (M/A) IQ+1 [4]-11, Cooking (M/E) IQ+2 [4]-12, Leatherworking (M/E) IQ+2 [4]-12, Masonry (P/E) DX+2 [4]-16, Needlecraft (P/A) DX+1 [4]-15, Weaving (P/E) DX+2 [4]-16, or Woodworking (P/A) DX+1 [4]-15.

Diary: Riddles, ideas for practical jokes, snatches of songs and poetry, not much else.

Motives: To go where there's work to be done, to help humans, to have a little fun at the expense of serious folk, to stop the wicked Unseelie.

Daoine Sidhe 257 points

The Daoine Sidhe are the most handsome of the Faerie, taking the form of humans with eldritch features and pointed ears. They are welcomed as aristocrats in human high society, and love to meddle in human affairs. At times, their human appearance makes people forget they are ancient and powerful beings, rather than just aristocrats with looser than average morals. Like nearly all Faerie, they are whimsical and self-indulgent. Their beauty and ability to enchant are used to good effect in their many love affairs with humans.

Attributes: ST 13 [0]; DX 12 [0]; IQ 11 [0]; HT 11 [0].

Advantages: Daoine Sidhe [285 points – see Chapter 5].

Disadvantages: Lecherousness [-15], Selfish [-5]; Stubbornness [-5]; Trickster [-15].

Skills: Dancing (P/A) DX [2]-12; Fencing (P/A) DX [2]-12; Intimidation (M/A) IQ [2]-11; any human Language (M/A) IQ [2]-11; Poetry (M/A) IQ [2]-11; Savoir-Faire (M/E) IQ [0]-11; Sex Appeal (M/A) HT [2]-11; Stealth (P/A) DX [0]-12.

Diary: Details of love affairs with humans and other Faerie, interesting things encountered in the human world, passages of poetry, gossip from the Seelie Court.

Motives: To seek out diversion, to help a human you've taken to, to oppose the Unseelie in their plots, to meddle for the sake of meddling.

Pixie

221 points

The most numerous of the Seelie, Pixies (also known as Sprites, Elves, or Fairies) best match the common image of Faerie as tiny, winged beings. They flit where they please, dressed in leaves and flower petals or the skins of mice. They take an occasionally excessive interest in human affairs, especially human love affairs. The combination of a meddling bent and their considerable Kindred Powers can lead to endless trouble for the mortals on the receiving end of Pixie "help." Despite this irritating trait, they are good-hearted and brave, so they often wind up in the middle of other people's adventures.

Attributes: ST 4 [0]; DX 13 [0]; IQ 10 [0]; HT 10/4 [0].

Advantages: Pixie [249 points – see Chapter 5].

Disadvantages: Curious [-5]; Dead Broke [-25]; Impulsiveness [-10].

Skills: Camouflage (M/E) IQ [0]-10; any human Language (M/A) IQ [2]-10; Mimicry (any type) (P/H) HT [4]-10; Naturalist (M/H) IQ [4]-10; Navigation/TLO (M/H) IQ-2 [1]-8; Singing (M/E) IQ [1]-10; Stealth (P/A) DX+3 [0]-16.

Diary: Lots of gossip from both the Seelie Court and the human world, passages from romance novels, poorly thought-out plans to help humans fall in love.

Motives: Following orders from a Faerie Lord or Lady, trying to help a human you've decided is in need of aid, going where something interesting is happening, or simply following a whim.



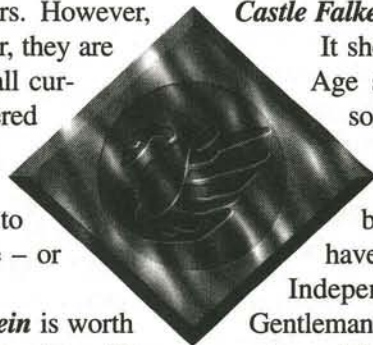
❧ MONEY AND PRICES ❧

The world of Castle Falkenstein has a great many national currencies in wide circulation – British pounds, Prussian marks, French francs, Austrian thalers, Russian rubles, Spanish pesos, and American dollars. However, since most are backed by either gold or silver, they are fairly close in value. For simplicity's sake, all currencies except the British pound are considered to be equal to \$1. A pound is worth \$2. Smaller amounts are denoted by pence, cents, centimes or pfennigs, all equivalent to \$0.01. (A British pound is worth 200 pence – or close enough.)

Note that \$1 in *GURPS Castle Falkenstein* is worth a great deal more than in other *GURPS* worlds – from 10 to 100 times as much. This is reflected by the lower starting

wealth and smaller salaries for characters, as well as in cheaper prices. Characters from other worlds should adjust their wealth accordingly; a ratio of \$10 to \$1 in *GURPS Castle Falkenstein* is about right.

It should be noted that the society of the Steam Age still considers working for a living to be somewhat ungentlemanly. Most of the higher-status jobs (like Diplomat or Military Officer) have surprisingly low salaries because it is expected that the upper classes have independent Wealth of their own (or the Independent Income advantage). Taking the Gentleman profession in addition to others is a good way to model that supplementary income. Starting wealth for characters in *GURPS Castle Falkenstein* is \$750.



Prices

For many items, a range of prices is given to reflect variations in quality.

Transportation

Donkey	\$1 to \$3
Pony	\$10 to \$30
Horses	
Draft horse	\$25 to \$40
Mare or gelding	\$50 to \$60
Cavalry or hunting mount	\$200
Racehorse	\$500 to \$1,000
Yearly upkeep	\$60 to \$100
Tack	\$25 to \$50
Hire	\$0.40 to \$0.50 per day
Coach	\$100 to \$300
Carriage	\$50 to \$100
Hansom cab	\$0.12 per person, plus \$0.06 per mile
Railway train fare	
First Class	\$0.03 per mile
Second Class	\$0.02 per mile
Open car	\$0.01 per mile
Underground	\$0.01 per station
Railway	
Steamship passage	
First Class	\$2 per 100 miles
Second Class	\$1 per 100 miles
Steerage	\$0.50 per 100 miles
Vane clipper passage	
First Class	\$1 per 100 miles
Second Class	\$0.50 per 100 miles
Steerage	\$0.25 per 100 miles
Sailing ship passage	
First Class	\$0.50 per 100 miles
Second Class	\$0.25 per 100 miles
Steerage	\$0.10 per 100 miles
Riverboat/steam launch fare	\$0.02 per mile
Steam automotive	
Hire	\$0.50 per mile
Purchase	\$200 to \$400

Men's Clothing

Boots	\$2 to \$3
Business suit	\$1 to \$2
Cape	\$2
Deerstalker hat	\$1
Felt hat	\$1
Formal attire	\$20 to \$25
Frock coat	\$3 to \$6
Mackintosh	\$3
Overcoat	\$5 to \$6
Shirt	\$0.25 to \$1
Shirt collars	\$0.50 for 12
Silk cravat	\$0.30
Straw boater	\$0.25

Top hat	\$2
Trousers	\$1
Umbrella	\$1 to \$2
Undergarments	\$0.50
Walking stick	\$1 to \$2
Pocket watch	\$1

Ladies' Clothing

Afternoon/visiting dress	\$3 to \$4
Bustle	\$0.10
Cape	\$2 to \$3
Chemise	\$1
Corset	\$1 to \$2
Crinoline	\$1
Evening gown	\$30 to \$100
from Worth's	\$200 to \$500
Fan	\$1
Formal dinner dress	\$10 to \$25
Frock	\$2 to \$3
Hat	\$1 to \$3
Hatpins	\$1 for 10
High-button shoes	\$5 to \$10
Morning/country dress	\$1 to \$3
Muff	\$1
Pantalettes	\$0.75 to \$2
Parasol	\$1
Petticoats	\$1 to \$2
Reticule	\$1 to \$2
Shawl	\$0.50 to \$1
Skirt	\$1 to \$2
Stockings	\$0.25

Restaurants

Breakfast	\$0.01 to \$0.03
Lunch	\$0.03 to \$0.04
Dinner	\$0.08 to \$0.10

Groceries

Ale, Beer, or Porter	\$0.03
Beef (lb.)	\$0.40
Bread	\$0.05
Champagne (bottle)	\$5 to \$10
Dentifrice powder	\$1
Eggs	\$0.40
Fish	\$0.30
Milk (pint)	\$0.10
Port (average)	\$1 to \$2
Port (superior)	\$10
Poultry	\$0.30
Shellfish	\$0.40
Vegetables	\$0.05
Whisky or other spirits (bottle)	\$1 to \$2
Soap	\$0.20

Entertainment

Theater/opera	
Standing	\$3
Seat	\$10
Private box	\$20

Music hall	\$0.30
Opera glass	\$2
Opera glass rental	\$0.40
Fun palaces & parks	\$0.10
Public exhibition	\$0.02
Public baths	\$0.05 to \$0.50
Museums or gardens	\$0.05
Playing cards	\$0.05
Good drink	
(whisky or punch)	\$0.10 to \$0.15
Glass of wine	\$0.08 to \$0.10

Weaponry

Carbine	\$50
Dagger	\$1
Derringer	\$15
Drop pistol	\$20
Musket	\$15
Pepperbox revolver	\$20
Rapier	\$5
Reciprocator	\$30
Rifle (chassepot)	\$40
Rifle (needle gun)	\$45
Saber	\$6
Shotgun	\$15

Miscellany

Club dues	
Exclusive	\$100 per year
Good	\$50 per year
Average	\$20
Hardback book	\$0.50
Dime novel	\$0.10
Library fee	\$10 per year
Small encyclopedia or dictionary	\$4
Newspaper	\$0.05
Box camera	\$0.20
Film (24 exposures)	\$1
Steel-nibbed pens (12)	\$0.04
Pencils (12)	\$0.10
Vellum	\$0.25
Writing-paper	\$0.10
Postage	\$0.01
Telegram (per 12 words)	\$0.05
Pipe	\$0.24
Cigars (12)	\$0.01 to \$0.02
Tobacco (10 pipefuls)	\$0.01 to \$0.02
Lucifer matches (50)	\$0.02
Spyglass	\$1
Life preserver	\$0.02
Map	\$0.20
Tool kit	\$15
Small musical instrument	\$10 to \$30
Gladstone bag	\$18
Ladies' bag	\$10
Letter box rental (year)	\$20

JOB TABLE

Job (Prerequisites), Monthly Income

Success Roll

Critical Failure

Poor Jobs

Anarchist* (none), \$5 × 1d-1	IQ	Jailed/death sentence
Beggar* (none), Streetwise × \$1	HT	-1i/1d
Peasant (Agronomy-12+, ST 10+), \$10	Best PR	-1i/-2i, evicted
Servant (no attribute below 7), \$12	IQ	-1i/LJ
Street vendor (none), Merchant × \$2	IQ	-1i/-2i

Struggling Jobs

Adventuress* (any Combat skill-12), \$3 × IQ	PR-2	2d/4d and exiled
Cabman* (Teamster 12+, Area Knowledge 12+), Area Knowledge × \$3	HT	-1i/-2i, 2d
Clerk (Calligraphy 12+, Administration 12+), \$40	Worst PR	-1i/LJ
Criminal* (four Thief/Spy skills at 13+ or two at 16+), \$25	DX	3d/3d, jailed
Explorer* (Survival and Navigation-12+), \$30	HT	1d/2d, lost in wilderness
Inventor* (Gadeteer, Engineer-12+), \$3 × Engineer skill	PR	-1i/-2i, 1d and workshop wrecked by explosion
Performer (Performance-12 and Acting or any Music skill-12+), \$2 × best skill	Best PR	-1i/-2i, LJ
Policeman (Streetwise 12+), \$30	PR	1d/3d or LJ
Soldier (any Combat or related skills totalling 40), \$5 + rank, with food and equipment	Best Weapon skill	2d/4d, captured
Soldier of Fortune* (any Combat or related skills totalling 40), \$30	Best Weapon skill	2d/4d, captured
Writer* (Writing-14+), \$2 × skill	PR	-1i/-3i, derisive reviews†

Average Jobs

Calculation Engineer (Computer Programming and Mechanic-12+), \$100	Best PR-1	-1i/-2i, LJ
Clergyman (Theology 12+), Bard × \$10	PR	-1i/LJ
Consulting Detective* (IQ 12+ and Criminology-12+), \$10 × IQ	Best PR-2	-1i/-1i, 2d and mocked by the press†
Gentleman/Lady* (Status 1 or better), \$100	IQ	-1i/squandered capital, must get a job
Journalist (Writing-12+), \$50	PR	LJ/-1i, LJ
Military Officer (Rank 3+), \$50	Leadership or Tactics skill	3d/cashierd
Scientist (any Science skill-14+), \$80	PR	Ridiculed†/LJ
Secret Agent (Thief/Spy skills totalling 40), \$80	IQ	LJ/captured
Steam Engineer (Engineer-14+), \$100	PR	-1i/-2i, LJ and 2d from explosion
Telegraph Operator (Telegraphy 12+), \$80	PR	-1i/LJ

Comfortable Jobs

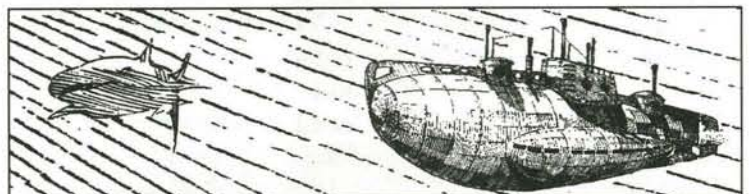
Demimondaine* (Sex Appeal-12+), \$30 × skill	PR	-1i/-2i and dropped by the smart set†
Diplomat (IQ 12+ and Diplomacy-12+), \$200	IQ	Transferred to hardship post/LJ
Physician* (Physician-14+), \$500	PR-2	-1i/-2i
Solicitor* (Law 12+, Administration 12+), \$400	Worst PR	-1i/-2i
Wizard* (Magery, Ritual Magick), \$500	PR-2	-1i/-1i, 4d

Wealthy Jobs

Barrister* (Law 14+) Law × \$100	PR	-1i/LJ
Industrialist* (Administration 12+, Merchant 12+, Very Wealthy), \$2,000	Merchant	-3i/LJ, -1 Wealth level
Mastermind* (IQ 14+), \$50 × IQ	IQ-4	-1i/captured by minions of the law
Noble (Status 3+), \$1,000	IQ	-1i/forced to sell the family mansion

Key to Table

- PR – Prerequisite
- LJ – Lose Job
- “d” – Dice of damage suffered (the GM may opt to play this out)
- “i” – Months of income lost
- * – Freelance jobs
- † – Roleplaying opportunity to be expanded upon by GM.



CHAPTER FIVE



DRAGONS, DWARFS, AND FAERIE

One way in which New Europa differs from our own world's history is in the presence of intelligent nonhuman races. Resembling creatures out of fairy-tales more than anything else, Dragons, Faeries, and Dwarfs are symbols of the world's magick.

DRAGON REPRODUCTION

Balancing their longevity, Dragons have a low rate of reproduction. They are solitary much of the time, and like to keep large areas of mountain and wilderness for themselves; also, while they are polite to each other these days, they sometimes fought for dominance in the past. In fact, it has been claimed that their total population on Earth does not much exceed 200 individuals.

Indeed, when Auberon first arrived in New Europa, the Dragons were aware that their population was in decline. Discovering that Faerie lords had interbred with humans, they investigated this as a solution to their own problem, via shapeshifting. (Up until then, they had regarded primitive humanity as an interesting occasional change of diet.) Only male Dragons usually mate with humans; the species also suffers from an imbalance of the sexes, and females have their pick of males if they choose to start families. Not that Dragons bother with human concepts such as marriage; a Dragon who identifies a potential mate will shower her with gold and presents and offer her an extravagant lair, but even this could be viewed as a business proposition.

The offspring of Dragon-human matings may appear to be completely draconic, with the full range of Dragon abilities. (This is magickal breeding, not scientific genetics.) However, some part-human Dragons may have minor, embarrassing limitations, and such pairings can also produce human offspring, albeit sometimes with odd draconic features. (In game terms, this *might*, with GM permission, be used to justify human characters with some "Dragon powers.") Furthermore, as almost all modern Dragons now have some human ancestry, even Dragon-Dragon matings can produce human "throwbacks."

A human mate is expected to look after all offspring until they are about 10 years old, after which the father takes any young Dragons away to teach them their heritage. It is not unknown for a Dragon to maintain several households scattered across a continent, but even so, thanks to the draconic tendency to take a *very* long view, and the chance of human children only being produced, Dragon families are rare, and the species as a whole is not increasing much in numbers.

≡ HERE BE DRAGONS ≡

Dragons are descendants of the pterosaurs, the reptiles which ruled the skies in the age of the dinosaurs. In the magick-rich world of Castle Falkenstein, one species developed a sense for ambient magick, which it used to improve its gliding and hunting efficiency. In time, this power gave an advantage to more intelligent individuals, who used it to survive the extinction of the dinosaurs. Modern Dragons are *very* intelligent, with a natural aptitude for sorcery. Through evolution or magick, the species has also become very long-lived, with a peculiar and powerful racial memory.

Dragons often seem cold and passionless, but this is a human perception; a Dragon can simply afford to take its time. Threaten a Dragon's favorite treasures and you will soon see passion enough. (Dragon characters *may* have disadvantages such as Broad-Minded, Hidebound, Loner, Proud, or Uncongenial, but such attitudes are *not* universal.) But Dragons are not quite as overwhelming as humans think; having evolved as flying creatures, they have light frames with hollow bones, and their natural shape is clumsy on the ground.

Dragons are certainly long-lived enough to merit the Unaging advantage, but they do eventually grow old and die. However, they do not decline much through most of their lives; rather, they grow larger and stronger. They *probably* ultimately grow crankish, and withdraw into their collections to die – but perhaps some take to complex magickal studies, and eventually leave this plane of existence. Known "mature" Dragons may be merely the oldest who choose to consort with lesser beings.

Dragons and Magick

(See Chapter 6 for rules on magick in the world of Castle Falkenstein.)

A combination of innate ability and racial memory makes Dragons formidable sorcerers. All possess Ritual Magic as a racial skill; in their case, the "ritual" is little more than gazing into space and a murmured invocation in long-forgotten languages. Furthermore, Dragon characters can have *both* Magery and Magic Resistance (although they cannot buy the latter up from their racial package level). However, they are also limited.

Shaping Thaumic Energy instinctively, they are incapable of building the most intricate etheric knots. It appears that their instinctive sense for magickal forces actually makes extended workings stressful. For game purposes, this is reflected as a special, setting-specific advantage:

New Advantage: Dragon Magick [50 points]

The character can use any effect available to any human sorcerer in the campaign without reference to any Lorebook. The only *possible* exceptions would be highly specific effects invented in the recent past, or kept secret from all Dragons through history. The character's effective skill with every Lorebook is equal to his Ritual Magic skill.

However a Dragon can only make up to five consecutive attempts to gather Thaumic Energy in the course of casting a single spell. If these together do not provide enough energy, the caster must give up and release the gathered energy. Also, although the character can Unravel himself, he cannot Unravel others.

Other Powers

The Firecast: Dragons cannot *actually* breathe fire. However, they have an ancient magickal technique that explains the stories: the Firecast. This can only be cast while in Dragon form, and does indeed have the appearance of flaming breath. Rather than gather Thaumic Energy for this, Dragons expend their own life-force.

Shapeshifting: Dragons have refined one non-ritual technique to simplify their interaction with humanity; every Dragon can assume a specific humanoid shape. The form they take is not *quite* human; a shape-shifted Dragon is always at least six and a half feet tall, slender, double-jointed, and retains draconic eyes with their cat-like pupils. (Dragons seem quite incapable of concealing this by magick.)

Dragon Memory

Dragons say that they remember everything that their ancestors ever witnessed. They will happily demonstrate, describing the creatures of the age of the dinosaurs, or the faces of historical figures. No one has ever caught them inventing memories, and their recall of events in their own lives is certainly extraordinary.

However, it is hard to see how *millions* of years of memory can be fitted into even a Dragon's skull. It may be in their genes (so they would only remember an ancestor's life up to a moment of conception), it may be transferred psychically, or they may even access some kind of magickal "racial unconscious." For game purposes, Dragon memory is represented here by the combination of 30-point Eidetic Memory and 40-point Racial Memory, but GMs who want to keep Dragons as strange and powerful NPCs can modify or enhance this as they choose.

Dragon Collecting

Another crucial feature of the Dragon mind-set is their obsession with *collecting*, the origin of the legends of "Dragon hoards." They explain that this is a consequence of their memory. They can *remember* the appearance of a Roman goldsmith's work or the sound of a Beethoven concerto, but actually to possess the jewelry or the musical instruments makes the feeling complete. Dragons vary in their methods of acquisition. Some are scrupulously honest, and most recognize that theft or trickery causes too much trouble. However, they do tend to be arrogant, egocentric, and determined; while it is rare for them to arrange robberies, it is not unknown.

Dragon Racial Package

This represents a minimum definition, and is suitable for a young, impetuous Dragon, newly making his way in human society. Mature Dragons grow *much* larger, and acquire high levels of Magery and Ritual Magic skill. While many do have high IQ in *GURPS* terms, sheer patience (along with personal and racial experience) accounts for much of their reputation for intelligence.

Dragons have two shapes, "human" and draconic; shifting from one to the other takes one minute, and a Dragon can only change shape three times in any 24-hour period. This ability is bought using a version of the *Transformation* advantage (p. CI68). Rather than detailing the human form separately, treat it as having the advantages and disadvantages marked (*) below, along with all skills possessed in Dragon form. (In fact, some skills, especially those requiring fine manipulation, can *only* be used effectively in human form.) When in human form, Dragons have the Double-Jointed advantage, and also an Unnatural Feature disadvantage – cat-like eyes, which can be disturbing to humans who have not dealt with a Dragon before.



A Dragon has the same DX, HT, IQ, and Hit Points in both forms; its Hit Points may seem low in Dragon form, but this reflects its light, hollow-boned frame. ST in human form is 2/3 that in Dragon form, rounding all fractions down (so, for example, a ST 19 Dragon shifts into a ST 12 “human”). Scale current Fatigue levels in proportion. Advantages and disadvantages (aside from those included in the package) usually apply to both forms, although some may have different effects, at the GM’s option; a crippled limb may cause the Lame disadvantage for the human form and prevent the Dragon form from flying.

Important Note: According to the rules for Transformation, earned character points can be applied to the one form *or* the other, but a Dragon can use most acquired skills and advantages in both forms. Therefore, Dragons must spend double experience to improve skills. (Of course, Eidetic Memory compensates for this somewhat.) This reflects the difficulty of applying lessons learned to different forms. At the GM’s option, some skills may be learned or applicable in only one form, permitting faster progress; weapons skills (usable only with human hands) or improving Flight above default (usable only in Dragon form), for example.

Attributes: +6 ST [70]; +3 Hit Points [15].

Racial Advantages: Breathe Fire (“Firecast”; 2d, 6-hex range, roll vs. DX; Nuisance Effect, user suffers 4 Hit Points of fast-healing damage per use, -50%) [13]; Claws [15]; Cool* [1]; Damage Resistance +1 [3]; Dragon Magick* [50]; Eidetic Memory* [30]; Magery 1* [15]; Magic Resistance +3* [6]; Racial Memory* [40]; Sharp Teeth [5]; Status +2* [10]; Transformation (Limited use, 3 times/day, -20%; Preparation required, 1 minute, -20%) [9]; Unaging* [15]; Winged Flight [30].

Racial Disadvantages: Compulsive Behavior (Collecting)* [-5]; Inconvenient Size [-10]; Reduced Manual Dexterity -6 [-18]; Reduced Move (Running) -3 [-15]; Short Arms [-10].

Racial Quirks: Always takes the long-term view* [-1].

Racial Skills: Ritual Magic (Draconic)-(IQ) [8]. (Note: Dragons are still subject to the limit of 10 + twice Magery for this skill, and do not regain any points if this is lower than their IQ.)

*Also applies to human form.

It costs 276 points to play a Dragon.

Notes:

1. For a young, small Dragon, Inconvenient Size mostly reflects leathery 10’ wings that cannot be fully folded; the Dragon’s body may be only 6’ long. Mature Dragons grow *seriously* large; with 25’ bodies supported by 50’ wingspans, they have great ST and numerous Extra Hit Points. Reduced Manual Dexterity and Short Arms represent the fact that a Dragon in its natural form has only clawed wings and feet instead of hands. For a guideline to a Dragon’s height and build in “human” form, find height normally for the human form’s ST, add 10” up to a maximum of 7’6”, then calculate weight from height and subtract 20 lbs.

2. Each use of the Dragon's Firecast reduces its "life-energy"; Hit Points lost this way are, however, recovered quickly, at the rate of 4 per day.

3. Given the age of the race, Dragon Racial Memory is potentially open to abuse. GMs should feel free to rule that many of a Dragon's ancestors spent their lives curled up with their collections; certainly Dragons have traditionally paid only cursory attention to human concerns.

4. In New Europa, a Dragon is always treated as the social equivalent of *at least* a minor aristocrat. Some use titles which appear to reflect their standing in their own society.

Dragon Character Variations

Firecasting: The Firecast is bought using the "Cheap" Natural Attack Improvement Scheme (p. CI72). Dragons may buy extra damage dice with associated extra range (+3 hexes per +1d), for a net +3 points per increment, but can buy only +1d for every +5 ST that they have over and above the racial package base.

Again as per p. CI72, Dragons use the Firecast with a base roll equal to 12 or their DX, whichever is better. They may improve this for 4 points per +1; this is a skill, and so does not take the power's limitation. However, if their DX is less than 12, they must pay to buy the roll up to 12 before taking it higher.

Armor: Dragons may buy extra DR at +1 per 3 points, but cannot have a total DR equal to more than their Hit Points divided by 4. Also, young or feeble Dragons may drop Damage Resistance altogether. Dragons with any DR may buy +1 PD for 25 points; those with DR 3+ may buy +2 PD for 50 points.

Flight: Dragons may purchase one level of Enhanced Move for every +5 ST they purchase over and above the racial package base. Some Dragons buy up their Flight skill (p. CI131), but most leave it at default (DX).

Dragon Politics

Dragons have a hierarchical society of sorts, recognizing the greatest of their number as leaders and policy-makers. At present, the "king" of European Dragonkind is Verithrax Draconis (p. 130), who has allied his people with the Second Compact. The Dragons have taken sides because they see that the Unseelie wish to destroy or enslave the world, and the route they are taking – runaway human industrialization, with extensive use of iron – is intended to suppress magick. While the Unseelie rarely assault Dragons directly at present, they are demonstrably a threat. Thus, Dragons fought alongside Bayern against Prussia, and continue to give aid. Some Dragons are also personal friends to humans of the Compact, especially King Ludwig.

However, the alliance is cautious and provisional. Dragons are no one's soldiers. They keep their promises, but their own interests always come first. Furthermore, the Dragons of Asia are not bound by Verithrax's word, and are accustomed to *ruling* humans; while Unseelie incursions may drive them into alliance with the Second Compact, that is always likely to be a difficult relationship.

⇨ DWARFS ⇨

The most human-like nonhumans of New Europa, Dwarfs are actually much-changed creatures of Faerie. Several thousand years ago, a faction of Faeries grew tired of the battles of Seelie and Unseelie, and become obsessively fascinated by metals, especially "Star Iron." They decided to abandon their old, unstable natures and adopt mortal form. Their leader, Bes, allied with the Dragons to work this great magick.

Dragons, Dwarfs, and Faerie ⇨—

THERE ARE NO FEMALE DWARFS

As their beards suggest, all Dwarfs are male. The truth about Dwarf reproduction is no secret in New Europa (although it is a source of confusion to humans); Dwarfs marry females of the Faerie races, and the offspring are Dwarfs if male, or take after their mothers if female.

Dwarfs have little trouble finding brides (once they remember not to carry iron items while courting). Normally, if Faeries produce offspring, each parent must donate a significant amount of its vital energy to create the new Faerie, but Dwarf-children demand far less of the mother's life-force. In addition, Dwarfs are stable, reliable husbands, who live much longer than humans. Faerie Dwarf-brides usually set up home as close to their husbands' home Dwarf-hold as the presence of iron allows.

However, given that (short, gruff) Dwarfs usually marry some of the most beautiful of Faerie females – such as White Ladies and Naiads – humans often find the sight of a big, noisy Dwarf family gathering in the woods at the foot of some mountain deeply bemusing.

OTHER PAIRINGS

Also on the subject of intermarriage: Dwarf-human romances are not *impossible*, but are vanishingly rare, and are regarded as eccentric or even disgraceful in *both* societies. Dwarfs are not as concerned with outward shape as humans, but human females cannot donate Faerie energies to produce offspring, so such marriages will always be barren. Similarly, female Dragons cannot donate energies to a conception, so Dwarf-Dragon marriages could not produce issue, even if they were socially imaginable, which they are not; female Dragons hardly ever seem to form romantic interests beyond their own species.

Dragon-Faerie crossbreeds are mentioned in obscure legends, but if they do exist, they are vanishingly rare; the legends suggest that they are hideously powerful and essentially insane. Given the unpredictable consequences of mingling Faerie energy and magickally transformed Dragon genes, they may well be impossible in reality, or usually lead to horrible catastrophes long before any births can occur.

WINNING A NAME

Dwarfs are not much concerned with social status in human terms, but they do have one great concern; the desire to win a Name. This is, in fact, very likely to be behind the appearance of Dwarfs encountered adventuring or working in human society.

To explain: A Dwarf receives one personal name at birth. Perhaps unfortunately, this is usually bestowed by his Faerie mother, which means that some rough, tough Dwarfs own names such as "Moonbeam." This may help explain why all Dwarfs are so concerned with gaining a *second* Name (with a capital "N"), which is granted by popular acclaim, or the pronouncement of a Dwarfhold's king, when the individual has invented or discovered something new. Especially noted contemporary Dwarfs include Rhyme Enginemaster (p. 137) and Elrich ClockworkMaker, creator of the mechanical servant-automaton and the clockwork entertainment.

In *GURPS* terms, gaining a Name grants the Dwarf Status 1. Most humans are at least vaguely aware of this system, and give Named Dwarfs precedence accordingly. Dwarfs of Status 0 will almost always have a -5 point Obsession with the acquisition of a Name. This is so much a part of their psychology that it can be considered a part of the racial package. It is recommended that PC Dwarfs start out Nameless, giving them a motivation to adventure. If a PC Dwarf gains a Name, he will have to buy off his Obsession and buy Status 1 with earned experience; if he does not have the points, he may have some temporary problems getting his achievements accepted, or the GM may assign temporary disadvantages to cover the gap, or simply "lend" the points.

If Dwarf society is seriously divided over whether a Name is deserved, the Dwarf will usually remain Obsessed with convincing the doubters, although some may use the Name and suffer a negative Reputation with the minority. A few Dwarfs with Names may have the Odious Personal Habit of condescending to those without, but most feel that they have fully proved their worth, and need not be rude to others. Insulting or questioning a Dwarf's Name is about as sensible as insulting a human's (or a Dwarf's) mother.

The race still remains obsessed by metals of all kinds. The power known as "Love of Metal" makes them exceptional craftsmen; it also enables them to sense metals over great distances. In addition, the Dwarfs found that they had become highly resistant to magick and immune to fire and heat of all kinds; a blast of Dragon-breath or a volcanic eruption may leave a Dwarf with every stitch of clothing burned away, but otherwise unharmed.

Dwarfs are a robust species, living about 200 years and remaining healthy and active for all that time. They are short and sturdy, with large hands; their one physical flaw is their feet, which resemble those of ducks or chickens. Dwarfs are painfully aware of how ludicrous other races find this, and *always* wear heavy boots or similar footgear in public. Having become a race of engineers and craftsmen, Dwarfs usually dress in overalls and work gear, or three-piece suits with pocket-watches; they also like tall opera hats. They do mostly have heavy beards, although some have taken to waxed moustaches and goatees. Working Dwarfs do sometimes carry hammers (or heavy wrenches), which are handy in a fight. Having adopted stable forms, Dwarfs also acquired relatively stable personalities, though humans find them irascible and emotional. They do have concerns outside of metal-working, including pork cutlets, sausages, and beer. (There are a lot of Dwarfs around Germany.)

Dwarfholds

Dwarf communities – *Dwarfholds* – are always underground, usually in natural caves, but Dwarfs do not usually engage in mining, preferring to leave that to humans and subterranean Faeries. Dwarfs are craftsmen by nature, and to them, a cave is simply a comfortable site for a workshop. Some are sited in volcanic areas; as Dwarfs are completely immune to heat and flame, they can use lava and geysers for light and power.

The "king" of a Dwarfhold has Status 2 or higher, depending on the hold's size, but the position is not hereditary; the community elects somebody they respect, usually by acclamation. Because Dwarf respect is largely based on possession of a Name, the king will (almost) certainly have one, and although Names are traditionally given for craft skill or invention, some kings are Named "Dealmaker" or "Organizer."

Holds trade raw materials and sometimes skills with each other, sending specialists to assist with projects; large-scale collaborations may run for years. They sell finished products to humans; they used to be noted for jewelry, swords, and toys, but today they are expert industrialists, with a bias toward quality design and craftsmanship. In return, they buy raw materials, grain, livestock, and beer.

Dwarfs and Steam

Dwarfs *appreciate* the Industrial Revolution. While they cannot claim credit for it – they have more creativity than Faeries, but they perhaps still lack the human edge of inspired invention – they adopted steam power with enthusiasm, and modern Dwarfholds are factories, with miniature railways running across their floors. They may privately claim to do it all *better* than humans, but they correspond with human engineers as near-equals. Where Dwarfs have the edge is in metallurgy, thanks to their supernatural senses; they are experimenting with aluminum and titanium, putting them two *GURPS* tech levels ahead of humans.

In RPG terms, the "standard" Dwarf PC will not be an axe-wielding fighter, but the party's best engineer. Dwarfs *are* handy in a fight, but they are even more useful to keep machinery running. Many can be played as classic "nerds" behind the heavy build and gruff voice. Dwarf characters can learn Blacksmith or Metallurgy at TL(5+1), TL6, or TL7, if they wish.

Dwarf Racial Package

Attributes: +1 ST [10]; +1 HT [10].

Racial Advantages: Extended Lifespan [5]; Invulnerability (Fire/Heat) [100]; Longevity [5]; Magic Resistance +15 [30]; Metal Sense (see below) [10]; Skill Bonus +4 to any Craft Skill or Engineering (Only when making or working on a metal object, -25%) [18].

Racial Disadvantages: Incompetence (Ritual Magic, Thaumatology, and Weird Magic) [-3]; Odious Personal Habit (Regards metals, metalwork, and gadgetry as more important than social relationships or good manners) [-5]; Reduced Move (Running) -1 [-5].

Racial Quirks: Gruff; Embarrassed by his own feet, and keeps them hidden; Loves beer and pork. [-3]

It costs 172 points to play a Dwarf.

Remember also that a Dwarf with Status 0 or less is almost certainly Obsessed with gaining a Name (see the sidebar). To find Dwarf height and weight, calculate them normally for a human of the same ST, then subtract 10" from height and add 20 lbs. to weight.

Magic Resistance is an innate racial power; Dwarf characters cannot buy it down to save points. The Dwarf personality can take various forms; advantages such as Composed, and disadvantages such as Bad Temper, Callous, Curious, Nosy, or Staid (or even Clueless or Low Empathy) are all common, but none are mandatory.

New Advantage: Metal Sense [10 points]

This is a magical sense; the Dwarf can detect and identify even quite small quantities of metal at up to a mile's distance. Dwarfs say they can *smell* metals, and they mean it literally; the ability will not work in a vacuum, or locate metal deposits deep under solid rock (although it *can* lead a Dwarf to a small vein of ore within the walls of a cave). A Dwarf with No Sense of Smell/Taste will also lack this ability (thus reducing the cost of the character's Racial Package by 10 points), and it might be "overloaded" by multiple strong sources. GMs may require IQ-based rolls for complex tasks such as identifying one metal among several "scents."

≡ FAERIES ≡

Shape-shifting, whimsical, dangerous creatures, New European Faeries are in fact energy beings from a formless void between universes. This does not indicate that they have deliberately misled humanity (although they *have*, often enough); rather, Faeries have shaped themselves according to what they have found in the worlds of matter.

The history of Faerie activities in other universes is not generally known to humans, with good reason: they have been terribly destructive and careless in their past. However, they have also formed incredibly powerful *habits*, dictating their shapes, powers, and limitations, and because Faeries pick up habits from each other, there are a number of defined "species."

DWARFS ACROSS THE GLOBE

Dwarfs have emigrated to most parts of the Castle Falkenstein world. However, the race remains strongest and most numerous in New Europa. Access to ready supplies of beer and pork sausages, the presence of female Faeries, and, more recently, proximity to the heartlands of the Industrial Revolution have been pressing considerations from the Dwarfish point of view.

Some have settled in the United States, where the local suspicion of Old World powers and beings is mollified by the understanding that Dwarfs are as practical and gadget-obsessed as any Yankee tinkerer. West of the Mississippi, Dwarfs are much rarer; the native spirits may tolerate them, but Dwarfs have little interest in lands where metalworking is rare. Some show up in the Bear Flag Empire and the Republic of Texas, where ingenuity is appreciated and a certain amount of metal-crafting industry is being developed.

One other region where a few Dwarfs dwell is the Ottoman Empire. The Dwarfs' legends mostly seem to agree that the race came into being somewhere in this part of the world, and that they taught metalwork to the first human cities of the Fertile Crescent; the Dwarf race has a certain sentimental attachment to Mesopotamia. Ottoman Dwarfs are colorful folk, with their shaven heads, thick beards, silk clothes, and huge slippers; they make their livings as craftsmen and jewelers, and mostly marry the fabled *Peri*, the female Faeries of Persia.

REPRODUCTION

When the Faerie first discovered material universes, they created physical forms in imitation of their surroundings. Some minor energy beings are still catching up with this process, drifting through gates from the Veil and shaping bodies for themselves, but there are few such stragglers left. Today, new Faeries are mostly born or remade.

Faeries can mate with each other to produce children, but this requires a significant investment of both parents' personal energy to form the new being, diminishing the power of each, so it is quite rare. The children of such matings take after one parent or the other. Old legends of "Faerie changelings" were often true, but with few Faerie births and the possibility that it infringes the First Compact (see p. 10), this tradition is mostly defunct.

Likewise, Faeries can marry mortals. To become parents, they must again donate some of their life-force, which implies unusual commitment to the union from a Faerie. If they only provide a minimum of energy, the child will be mortal (albeit with some uncanny features). Few Faeries these days have either the urge or enough spare life-energy to conceive true Faerie offspring, but the Daoine Sidhe (p. 89) show that matters were once otherwise.

(In game terms, a Faerie who wishes to become a parent should suffer the loss of about 30-100 character points, usually taken from physical attributes or Faerie powers. Children fathered by a Dwarf cost only 5-10 points, which may come from unspent experience.)

At certain points in their lives, especially under conditions of extreme stress, a Faerie may "Translate," converting its energy into a different form entirely. This usually involves a complete change of personality and the loss of most memories, so it is not done lightly. (In game terms, it creates a new character; a Faerie PC who decides to translate becomes an NPC, or, with the GM's permission, a new PC for the same player, with no accumulated experience and only traces of the old PC's personality or memories.) This explains why some relatively newer breeds of Faerie are said to be "descended" from older types; for example, the spriggans are the remnants of a race of powerful giants who were defeated and threatened with destruction.

Faerie Limitations

Whatever they have sometimes pretended, Faeries are not gods; they have severe limitations. They are fundamentally *uncreative*, lacking the ability to imagine anything new; lesser species especially are locked into fixed patterns of behavior and self-imposed rules. Powerful ones have thousands of years of experience, so they rarely need to invent anything, and their alien objectives and long-term plans make them dangerously unpredictable. Nonetheless, most Faeries have disadvantages such as Dull or Hidebound, and are either Broad-Minded (not being able to imagine what is important about species differences) or Chauvinistic.

Ironically, given that they are creatures of pure magick, Faeries have less sorcerous ability than the average human. Having bound themselves to specific forms, they simply cannot create etheric knots. Their powers are considerable, but sharply defined. The only exception to this appears to be Auberon, king of the Seelie Court; even The Adversary does not employ spells. Faeries are resistant to magick, but not immune, and human sorcery is one thing that keeps them under control.

Repulsions

Faeries also have physical limitations, some of which result from their underlying nature and others of which are ancient habits. The latter vary from species to species, and usually take the form of *Repulsions* – objects or phenomena that cause a Faerie to back away or even flee in panic.

Any Repulsion that affects a specific type of Faerie can *sometimes* affect almost any Faerie. This fact has saved many human lives, and cost many more through misunderstanding. Known Repulsions include holy symbols (which must represent a religion in which the wielder has some genuine belief, or be in a church or temple), prayer (which again must usually be backed by belief, although Faeries have occasionally been driven off by a convincing act of insincere faith), salt crystals (at least a handful, and salt water does *not* work), the sound of church bells (actually any large bells), significant quantities of natural running water (a stream or river, but not indoor plumbing), and, bizarrely, clothes worn inside-out.

Furthermore, all Faeries have an ancient aversion to various plants; oak, holly, ash, and thorn wood, along with sage and sweet-grass plants, all affect them. (For this reason, these plants are often used in the magickal works of various groups.) In *GURPS* terms, other species' Repulsions and these plants together are treated as a mild Phobia. However, the "inappropriate" Repulsions are not terribly effective; Will rolls to resist them are at +3, and a Faerie will only usually be driven off by such after several failed Will rolls (or one critical failure).

A Faerie's own Repulsions affect it much more strongly, and are usually treated as a Dread (see p. CI97). However, most Faeries can overcome such Dreads with a Will Roll at -5, *if* they have a pressing reason to remain in the area. (Note: "Being paid to" or "saving a stranger's life" are not pressing reasons from a Faerie's viewpoint; "being ordered by Auberon/The Adversary" or "saving a true love's life" are more convincing.) This is treated as a -10% limitation on the disadvantage. Faeries act as though all these Repulsions cause them physical distress; they flinch, snarl, avert their eyes, or shiver violently.

Iron affects some Faeries rather more strongly. In fact, given that iron and steel can cause them severe injury and discomfort (see below), many species display a healthy rational dislike of these metals. However, some Faeries have extended this into an active Dread of even small quantities of reasonably pure iron, but not steel. The strength (and point value) of this problem varies by species.



Faerie Promises

The other well-known but sometimes misunderstood Faerie weakness is the fact that they cannot break their word. This is literally deadly serious for them; once they have given a solemn promise or vow, breaking it can destroy them forever.

This is because Faeries are bundles of raw energy held together by will and personality; to break a solemn promise disrupts the pattern they have created for themselves. Note that the promise must be genuinely tied to their self-image; an obvious joke or opinion is not enough, but a firm promise given under duress or while drunk is binding. Faeries can sometimes survive a lapse, but no immortal risks True Death lightly (the mere attempt is worth at least a Fright Check), and surviving once does not eliminate the promise.

In *GURPS* terms, this is treated as two related disadvantages. Firstly, it is the equivalent of a Great Vow (p. B37) to “always hold to the letter of promises,” worth -15 points. Secondly, it is treated as providing three levels of Vulnerability (p. CII06) to a rare condition, “having broken a sworn promise,” for another -15 points. Thus, a Faerie which breaks its word takes 3d damage per turn until it dies; this may mean that a lucky Faerie may have a turn or two to reverse the mistake.

All this has practical consequences. For one thing, Faeries – even benevolent or stupid individuals – tend to be very good at phrasing promises and contracts, employing numerous conditions and open clauses. Promising to do something “to the best of my abilities” or “unless prevented” leaves the Faerie fairly safe. Humans *must* remember that asking a Faerie to give its word or promise on *anything* is a serious matter. A Faerie with a Vow of any kind has committed its *life* to something, and some have weird Compulsive Behaviors based on ancient, now-meaningless promises.

Faerie Services and Marriage Prohibitions

Another “Repulsion” is a matter of behavior rather than an object or substance. Faerie species who have formed the habit of helping a human at home or work will be driven off by the offer of a gift or payment from the human they are aiding. Likewise, Faeries who marry human beings often set peculiar conditions – things the human must always or never do – and if the human breaks the rule, the Faerie departs forever.

The former is again related to the strength of the Faerie’s self-image. “Helper” Faeries always *take* what they think is a fair price for their work – a regular morsel of food and drink, for example. They regard gifts or payments as attempts to coerce them into working harder, and resent this. As for marriage prohibitions, these are again matters of habit and old law, and perhaps tests of the human’s ability to understand and hold to serious promises. These self-imposed rules are treated as a Code of Honor (“Be very helpful to polite humans, do your adopted work to the limits of your ability, but leave if offered payments or gifts”) worth -5 points.

Steel, Iron, and Star Iron

The last and greatest Faerie weakness is a vulnerability to iron, including iron in the form of steel. This is related to Faeries’ physical nature as energy beings; iron disrupts their energy pattern. In *GURPS* terms, this means that Faeries take +1d damage from iron and steel weapons, as a Vulnerability. In addition, Faeries have varying levels of aversion to the mere presence of iron, taking the form of a Phobia, Dread, or Fatigue-reducing Vulnerability. Some can remain aboard an iron ship for an extended period, but the effect for most is like a permanent splitting headache; there are a lot fewer Faerie sailors in New European navies than there used to be.

Dragons, Dwarfs, and Faerie ☞—

FAERIE WEAPONS

Their fear of iron gives Faeries problems finding weapons, and creating swords using Glamour is chancy. However, Faerie smiths found an alternative: “Faerie Silver” and “Faerie Gold,” mysterious alloys of non-ferrous metals that are strong as steel. Faerie weapons and armor thus cost twice as much as standard weapons of equivalent quality, and are usually available in any area with a large Faerie or Dwarf population.

These metals cannot be used to make firearms; a chemical reaction renders the barrels brittle. Other Faeries carry “elfshot” bows or crossbows, which is one thing that causes mortals to distrust them. Both weapons and arrows are made of yew-wood, and the arrow-points carry a special poison, which affects “natural” creatures, including humans and Dragons, but not Faeries or Dwarfs. The arrow does normal damage when it hits, although metal armor counts double against the wooden tip. If the arrow penetrates any armor, the victim suffers an additional 1d damage per day thereafter (“wasting away”), which cannot be prevented or healed by normal treatment. Treatment by a Faerie healer, or by a human with Ritual Magic and Physician skills, prevents further harm on a Physician skill roll (one attempt per day), and can help restore lost points normally. Also, if the victim enters the Faerie Veil, the poison is immediately negated.

Any Faerie or Dwarf with Poisons skill will know the recipe for elfshot poison, but a mortal would require a truly Unusual Background; it is a traditional Faerie secret. The ingredients for 1d doses’ worth can be found with a Poisons or Naturalist roll in one day within the Faerie Veil or in a wilderness; brewing the stuff requires a day and a Poisons roll. Faeries may trade it to each other (but not to mortals) for favors; few have enough interest in material possessions to *sell* it. (Starting Faerie PCs may pay a nominal \$10 per elfshot arrow for up to one quiver-full.)

Very small Faeries can carry miniature elfshot bows with ST below the normal minimum, or the equivalent of a pistol crossbow, p. CII23, in both hands. Some brownies and others simply carry slings to hurl stones; while mortals sometimes fear these as “elf-shot,” they are completely mundane.



THE WILD HUNT

The Wild Hunt is a Faerie institution, its existence explicitly permitted by the First Compact (p. 10). Despite what many humans think, it is not a purely Unseelie phenomenon; it is perfectly possible for Seelie Faeries to call it, and some do when a mortal offends them enough.

It is a gathering of at least 20 Faerie, rarely more than 50. (Hunts of up to 100 are legendary; they would be hideously powerful.) A single Faerie must make a Bard or Leadership roll to catch the group's attention; if this is successful, make a Reaction roll for the group as a whole, applying all modifiers for the attitudes of the most *and* the least favorable members toward the leader. (So if some react to him at +3 and others at -2, the group reaction is at +1). On a Good result, the hunt will attack a single human; on a Very Good result, it may ride against every human in the area. If and *only* if there is a human present, armed with iron and willing to join the group, and the reaction is Very Good, it can attack a Faerie – and its attacks will then inflict True Death. Once it is called, any other Faerie hearing its horns must win a Quick Contest of Will against the leader's Leadership skill, or be drawn in.

A Hunt generates powerful Glamours. The leader always takes the form of a great horned man; his followers may appear as spectral hounds, dark riders on coal-black horses, or swirling phantoms. Any weapons they wield count as elfshot (p. 81), and they can all fly, with a level of Enhanced Move if there are more than 30 Faeries involved, and project Terrifying Apparitions like Dark Lords (p. 90). All attributes, combat skills, and Will for all members become equal to 10 + (number of Faeries in the hunt/10), and most Repulsions are ignored. However, the Hunt will *not* enter holy ground, and its members display a mild Phobia concerning prayers and holy symbols and a Dread of Star Iron. The Hunt lasts from dusk to dawn, after which its members must rest.

Even Dragons flee the Hunt; it runs berserk, ignoring individual casualties and tearing its victims apart. Only groups of Dwarfs can stand up to it, sometimes flashing dark smiles and breaking out secret caches of Star Iron weapons.

The most extreme form of this is the Faerie response to “Star Iron” – meteoric iron. Theories vary as to why this material, which cannot easily be distinguished from ordinary iron by human science, is so deadly to Faeries, but the best seems to be that ambient magickal energies are much lower beyond the Earth's atmosphere, so that Star Iron is “magickally denatured,” making it especially effective at dissipating a Faerie's energy. Certainly, Auberon says that in parallel universes where magick does not work, *all* iron is effectively Star Iron. (Thus, journeys to other worlds of the solar system, and ventures beyond the Faerie Veil, could bring back Faerie-killing weapons.)

In game terms, a weapon made of Star Iron does an additional 4d damage when it strikes a Faerie. In addition, any visible quantity of the metal gives a Faerie within a yard or two painful headaches, half a pound does 3d damage *per turn* to any Faerie within a similar radius, and a 5-pound Star Iron meteor would give every Faerie within 100 yards a headache, more or less incapacitate any within 50 yards, and inflict damage on any within 25.

But what *truly* terrifies Faeries is that one killed by this power suffers True Death (see below). When they sense Star Iron, most Faeries flee immediately.

Fortunately for Faeries, Star Iron is very rare; one estimate is that there is only a ton or so in the entire world, most of it held by governments, or in exceptionally well-guarded museums. (It loses power if heavily alloyed with other matter, and possibly if exposed to ambient magick for extended periods.) It is so rare that this vulnerability is not worth any points to Faerie characters as a disadvantage, except insofar as it negates Resurrection; rather, Star Iron should be treated like powerful magic items in other games, and probably fought over by every faction around. (Its importance in the construction of Sorcerous Engines – p. 82 – adds to the fun.)

Faerie Mortality

Faeries are, practically speaking, immortal. Even if their physical bodies are destroyed, their energies return to the Faerie Veil, where they reassemble and reform the Faerie over a few weeks. In addition, they need neither food nor water, though most have fallen into the habit of eating and drinking and become unhappy if denied. Strictly speaking, they don't have to breathe either, but that habit has become so ingrained that most



can be suffocated and strangled. (However, those species which live underground or underwater can obviously manage without air, and should be given *GURPS* advantages accordingly.)

But there are some limitations to this. For one thing, a Faerie who dies of injuries from Star Iron or through breaking its word suffers *Final Death*. Its energies are disrupted beyond repair, and its mind is completely gone. While this is very rare, the mere possibility makes Faeries nervous.

In *GURPS* terms, Faeries have the Resurrection advantage (see p. CI64). The fact that they reform in the Veil rather than where they were killed is treated as a special effect; it has the advantage of usually being a safe place, but the drawback that the Faerie must find a doorway through which to return to Earth. In addition, Faeries reform slowly after temporary "death," at the rate of 2 Hit Points per week; this is not treated as worth anything as a limitation (as the Faerie *does* come back, and players should not complain about a minor delay). Of course, a Faerie can be killed permanently by a wound from Star Iron or breaking a promise (a -5% limitation), and any character saved by Resurrection loses 25 character points, reflecting the fact that even Faeries tend to be left a little chastened, shaken, and socially disadvantaged by such an experience.

In fact, Faeries often return from the Veil with either a phobia about the circumstances of their "death" or an obsession with revenge. (With GM permission, these may be reflected in new disadvantages, helping to make up the 25 points.) Lesser Faeries tend to the former response, so a bogey-infested house may be permanently cleared by "killing" the pests; they will take their mischief elsewhere after their return. Greater Faeries, however, have vast pride, and can be horribly vengeful.

OTHER FAERIES

There are numerous species of Faerie; the following are a few of the more common types. See *The Memoirs of Auberón of Faerie* (from R. Talsorian Games) for more details.

Bogeys

ST: 12 **PD/DR:** 0/0
DX: 11 **Damage:** 1d-2 cut
IQ: 9 **Reach:** C
HT: 11/8 **Speed/Dodge:** 6/8

The rank-and-file of the Unseelie Court, bogeys are usually as small as brownies or smaller. They are malicious, petty, and cruel. Their natural shapes are ugly, but not hideous. They are stupid and gullible, but cunning enough as spies and assassins (with Stealth-14), and persistently vengeful. They have a Dread of clothing worn inside-out, iron, and holy symbols, and hate human religion and priests. The damage listed assumes that they are using a crude (non-ferrous) blade or giving themselves claws or fangs through shapeshifting.

Their command of most Faerie powers is mediocre, although they enjoy using Etherealness to float rather than walk. Their Kindred Power is the "Evil Eye"; if they spend a turn concentrating and win a Quick Contest of Will with a mortal in direct line of unaided sight, all the victim's abilities and die rolls are at -2 until the bogey chooses. A bogey can only inflict the Evil Eye on one human at a time and a human can only be under one such effect. If the attack fails, the bogey cannot try again on the same human for 24 hours.

Protection by any of the bogey's Repulsions prevents the Evil Eye, but does not remove it once it is in place; that demands use of the Grant Luck ability possessed by some Seelie Faeries, the True Death of the bogey, or very rare human magick.

There are numerous varieties of bogey. *Boggarts* lead human children into mischief; *Bogles* actually help random humans, by playing vicious tricks on their enemies; *Goblins* live in tribes; *Imps* act as familiars to unwise sorcerers (while spying on them); *Redcaps* are brawny killers who lurk in old buildings and dye their hats in human blood; *Spriggans* are the remnants of ancient giants, can temporarily assume monstrous size in battle, and gain power when working in a group; and so on.

Continued on next page . . .

OTHER FAERIES (CONTINUED)

Faerie Animals

Some Faeries choose a “natural” form based on terrestrial animals rather than humans. (These should not be confused with the “pets” created by some powerful Faeries who manipulate the physical forms of natural, material creatures. Such “pets” are of only animal intelligence, whereas true “Faerie animals” are thinking beings.) Noted examples include Unseelie *Black Dogs* who enjoy terrorizing human travelers and who may be confused with the more amiable, if mischievous, *Padfoots*, and the territorial *Boobrie*, which resembles a giant heron. Faerie pigs (*Arkan Sonneys*) and cattle often mingle with farm livestock, making them calmer, guarding them, or sometimes leading them away to the Veil. All have a Dread of iron, and some avoid holy ground and symbols, though the canine *Church Grims* actually act as defenders of churches. All also have at least a little power over mundane animals, and can project sounds so that they seem to originate elsewhere (the “Stealthy Tread”), a trick they use to confuse and panic humans.

Fetches

Fetches are expert impersonators, using powerful Glamour to remain invisible while they study a specific human, then shapeshifting and Disguise and Acting skills (each at 15 or better) to impersonate them exactly. Humans tend to find this unnerving or terrifying, and there are many legends about the perils of meeting one’s double, but Fetch impersonators are usually harmless and even protective. They develop a psychic link with “their” human, and sometimes act as bodyguards, but their obsessive enthusiasm sometimes makes them highly inconvenient to have around.

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Finally, one old Faerie secret is that energy weapons they encountered in a universe of star-spanning, high-tech civilizations could kill them as surely as Star Iron. (In *GURPS* terms, these were TL10+ blasters or disruptors.) One or two Faeries may have brought such weapons to New Europa in case of desperate emergencies, the Inca Empire (see p. 30) probably possesses similar devices, and dimension-hopping adventures might locate yet others.

Faerie Powers

All this said, Faeries do have several formidable innate powers. Because they can be more or less competent with these, their three universal abilities are rated below in “Levels.” This is purely a game-mechanical convenience; each “Level” is made up of one or more modified *GURPS* advantages. Faerie PCs may, with GM permission, take a power at a different level from their racial package (modifying the package cost accordingly), but must always have the three standard powers at some level.

Etherealness

Most Faeries can take less solid forms (resembling fog or mist) at will, and also “walk on air.” (The feeblest can take amorphous quasi-liquid forms and float around like balloons.) However, an “ethereal” Faerie cannot pass through or ignore *living* material, so not only are they slowed by forests or crowds, but an ivy-covered building is partly protected from intrusion. Furthermore, only powerful Faeries can pass through metals, so human builders often mix iron fragments in their mortar. Ethereal Faeries are thus usually vulnerable to iron or steel weapons, but even so, those with Level 3 or higher Etherealness are often very good at resisting or avoiding damage by reducing the solidity of their bodies; this can justify Extra Hit Points, Toughness, or Passive Defense.

Level 1: Insubstantiality (can only pass through very porous inorganic matter and float uncontrollably through the air, still takes full damage from metals and *living* matter and half from other physical and energy-based attacks when insubstantial, -75%). 20 points.

Level 2: Insubstantiality (can carry No Encumbrance, +10%; only insubstantial to soft *inorganic matter* and dead wood, -50%). 48 points.

Level 3: Enhanced Move ×1 (Running; only while Insubstantial, -10%), and Insubstantiality (can carry No Encumbrance, +10%; only insubstantial to *inorganic matter* and dead wood, -40%). 65 points.

Level 4: Enhanced Move ×2 (Running; only while Insubstantial, -10%), and Insubstantiality (can carry No Encumbrance, +10%; not insubstantial to ferrous metals or living matter, -30%). 82 points.

Level 5: Enhanced Move ×3 (Running; only while Insubstantial, -10%), and Insubstantiality (can carry No Encumbrance, +10%; not insubstantial to iron or living matter, -25%). 95 points.

Level 6: Enhanced Move ×3 (Running; only while Insubstantial, -10%), Insubstantiality (can carry No Encumbrance, +10%; not insubstantial to living matter, -20%), and Chameleon ×4 (only while Insubstantial, -10%). 124 points.

Note that Insubstantiality automatically gives the ability to “walk on air.” Star Iron affects all ethereal Faeries, but is so rare that this is treated as a special effect rather than a limitation.

Glamour

Faeries can influence others’ perceptions; the most powerful can produce “Glamours” which feel solid, to the extent that an “illusory” sword will cut. These are actually constructs of Faerie energy, and will last some time even after the Faerie has departed. The greatest Glamours can change the seeming of a whole kingdom for centuries. However, the touch of iron or steel causes Faerie Glamours to fade away; thus,

many shopkeepers have an iron plate on the counter, and a Faerie who depends on an illusory sword is in trouble if it is parried with a steel blade.

Level 1: Image (minimal light-and-shade effects only, -50%; dissipated by the touch of ferrous metals, -10%). 8 points.

Level 2: Image (dissipated by the touch of ferrous metals, -10%). 18 points.

Level 3: Can create "images" up to 30 yards away that are effectively solid, although the Faerie cannot produce working mechanisms such as technological devices. Producing the Glamour takes a round of concentration, after which it can be sustained without further thought (unless the Faerie wishes it to perform complex actions). A glamour cannot be created moving fast enough to cause damage (although a created object such as a knife can be thrown normally), and the image of a being or creature cannot exert any useful strength. Glamour-made weapons will not break unless touched by iron, but are otherwise of average quality. If a foe has a chance to recognize errors in the illusion, a Quick Contest (the foe's appropriate sense roll against the Faerie's IQ) may be in order, but a Glamour still works if "seen through." Creating and sustaining a large Glamour costs the Faerie 1 fatigue per minute for every hex it covers after the first. If the Faerie ever moves more than 100 feet from the image, it will fade uncontrollably after 1d×10 minutes. (Note: The cost of this power is loosely based on that of various Knacks and the Image power.) 40 points.

Level 4: As Level 3, but can create effects at up to 100 yards (although a Faerie cannot exert fine control at points he cannot observe), costs only 1 fatigue per minute for every 10 full hexes that the illusion covers, and lasts 4d hours after the Faerie moves out of range (if he wishes to keep it running). Large, continuing Glammers are almost always touched by iron or steel and dissipated sooner rather than later. 60 points.

Level 5: As Level 4, but with a range of up to half a mile, and lasting up to 3d years without any effort from the Faerie. 100 points.

Level 6: As Level 5, but capable of covering whole countries for centuries. This power is so vast (though still limited by the threat of iron) that GMs may wish to restrict it to NPCs. 250 points.

(Note: GMs who own *GURPS Magic* and, ideally, *GURPS Grimoire* may replace the powers listed above with Racial Spells from the Illusion, Creation, and Sound colleges; while Glamour is not magic in the technical sense in which the word is used in New Europa, the effects are the same. In that case, the spell costs may take a limitation for being dissipated by iron or steel, and many Faeries should have very high levels in several spells.)

Shapeshifting

In principle, a Faerie can reshape its solid body to resemble any being or thing, but the Faerie lack of imagination actually limits this power severely. In addition to the normal restrictions on the Morph advantage, a Faerie can only imitate someone or something it has seen with its own eyes; photographs, or even mirror reflections, are not good enough. Faeries often have Acting and Fast-Talk at very high levels; this varies between individuals, but a Faerie with high-level Shapeshifting but no such skills would be very unusual. Conversely, less smart Faeries are noted for sometimes making silly mistakes in their impersonations. Some, who like to use shape-changing in combat, have Strikers (p. CI66) with the limitation "Only while Morphed to appropriate form" (-50%).

Level 1: Negligible; at most, the character can assume a shimmering formlessness as a "special effect" while using Etherealness. 0 points.

Level 2: Morph (only to copy something seen directly with the naked eye, -10%; only to a shape broadly similar to the character's natural shape, -20%; requires one minute of preparation, -20%; ceases working after one hour or if Stunned, Mentally Stunned, or touched by iron or steel, -25%). 10 points.

OTHER FAERIES

(CONTINUED)

Phookas

Phookas are powerful, strong-willed, and impetuous. They appear in both the Seelie and Unseelie Courts, and may switch sides according to mood. Expert shapeshifters, they have one preferred form, often an ordinary or gigantic domestic animal, but can give themselves body parts from several species at once, such as a serpent head, hawk wings, and goat legs.

They usually have decent attributes (around ST 15, DX 12, IQ 10, HT 13) and can give themselves animal abilities and claws, horns, and fangs at will. However, their other Faerie powers are weak. They sometimes attach themselves to an individual human, to guard or harass at a whim. Fortunately, they Dread iron and holy symbols, places, and prayers.

Haunts and Spectres

Although often confused, these two categories of more-or-less immaterial Faerie are very different. The (mostly) Unseelie haunts base their form on unliving, ephemeral objects or immaterial forces – sounds, lights, maimed bodies – while the Seelie spectres take the appearance of living things, usually hounds or human females; they appear translucent, but are in fact solid to the touch, and not even especially adept with their Etherealness.

Haunts include *Will-O-Wisps* (floating spheres of light which exert minor telekinetic effects), *Jack in Irons* (originally sentient sounds, now granted semi-solid form as hideous giants and sworn to uncomfortable loyalty to the Seelie Court), *Fachans* (which have a solid body resembling half a human corpse, split from head to crotch), and *Haunt Trolls* (the original cowardly, but very sneaky, monsters under the bed and things that go bump in the night). All have a Terrifying Apparition power like that of the Dark Lords (see p. 90), and spend most of their time finding chances to use it.

Spectres (including the female *Banshees* and canine *Gabriel Ratchets*) are not hostile, but they can foretell danger and disasters, so humans associate them with evil events. They also have Stealth-17, giving them an unnerving tendency to startle people.

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OTHER FAERIES (CONTINUED)

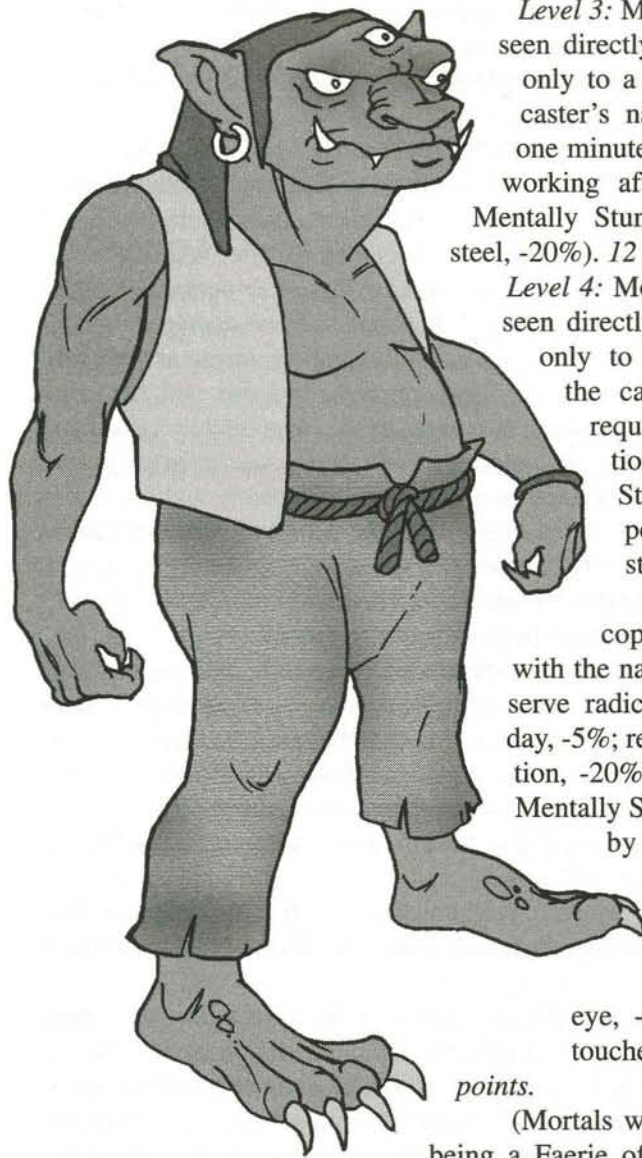
Kobolds and Leprechauns

Along with the brownies, the Seelie Court includes other small, helpful Faerie types. Kobolds are mining Faeries, with a supernatural ability to smell out rare metals and widely varying taste for the work of digging; unlike brownies, they require negotiated payments for their efforts. Their cousins the leprechauns (known as *Clurichans* when they get morosely fighting drunk, which they do quite often) are Faerie shoemakers; their skill in this is literally supernatural, as they can make shoes which force the wearer to dance whenever certain types of music are played. (Only a leprechaun or a priest can remove the shoes thereafter.) They can also Grant Luck to humans (the reverse of the Bogey Evil Eye, giving +2 to all dice rolls), and some have the kobold sense for rare metals. However, their drunken tempers and habitual pranks gain leprechauns some toleration among the Unseelie (except bogeys, who hate the fact that leprechauns sometimes cancel the power of the Evil Eye on humans).

Nature Faeries

This is a broad category covering a wide range of beings, including female Forest Women, Lake Ladies, and Nymphs, and masculine Pucks, Pans, Fauns, Leshye, and Satyrs. All are closely tied to wild places; Lake Ladies draw power from the lakes in which they dwell, while Nymphs can merge into a specific natural object (*Dryads* with a tree, *Neriedes* a seashore, and so on), and more powerful species not only guard great tracts of land, but can control wildlife and natural phenomena within their domain. The males embody the brute force of nature, although some also have well-merited fame as lovers; the females, who often have the same power of Allure as Water Demons (see below), live up to a gentler feminine stereotype, although they are not above keeping human mates under supernatural control. Forest Women have healing powers and can enhance the creative abilities of mortal artists, but their aid is always granted on their own terms.

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Level 3: Morph (only to copy something seen directly with the naked eye, -10%; only to a shape broadly similar to the caster's natural shape, -20%; requires one minute of preparation, -20%; ceases working after one day or if Stunned, Mentally Stunned, or touched by iron or steel, -20%). 12 points.

Level 4: Morph (only to copy something seen directly with the naked eye, -10%; only to a shape broadly similar to the caster's natural shape, -20%; requires one minute of preparation, -20%; ceases working if Stunned, Mentally Stunned, or possibly if touched by iron or steel, -15%). 14 points.

Level 5: Morph (only to copy something seen directly with the naked eye, -10%; can only preserve radically unusual shapes for one day, -5%; requires one minute of preparation, -20%; ceases working if Stunned, Mentally Stunned, or possibly if touched by iron or steel, -15%). 20 points.

Level 6: Morph (only to copy something seen directly with the naked eye, -10%; may cease working if touched by iron or steel, -10%). 32

points.

(Mortals who suspect another person of being a Faerie often test the point with iron; many a faithful wife keeps a small iron bar by her bed, and New European royal crowns include a sliver of Star Iron. Powerful Faeries can sometimes preserve their shape with a Will roll if merely brushed by a steel object, but ignoring the touch of pure iron would demand a Will roll at large penalties at least, and any contact with Star Iron obliterates all Faerie tricks.)

"Kindred Powers"

Each species of Faerie also has its own special abilities. These *Kindred Powers* are described along with the Faeries who possess them; when point costs must be assigned, it is often best to treat a Kindred Power as a Knack version of one or two spells from *GURPS Magic* or *GURPS Grimoire*.

The Faerie Veil

The native realm of the Faeries was originally a glowing void of pure energy. Intelligence probably developed here as a random fluctuation, and survived because it could shape the energy to sustain it. However, when these beings found a way to enter universes of solid matter, things began to change.

Interested by what they found elsewhere, powerful Faeries began to shape "lands" out of the energy of the Veil. Lacking imagination, what they produced were imitations of the medieval Europe into which they had ventured, albeit

bigger, brighter, and often distorted. Thus, the Veil is full of castles (sometimes floating in the air), wild forests, oddly shaped islands, and green cows. Among the known Faerie lands are misty *Avalon*, the citadel of *Dis* (The Adversary's hunting-lodge and prison) in its frozen wastes, the largely abandoned plains of *Mag Mor*, and Auberón's capital of *Tir Nan Og* and its associated wilderness of *Lough Lean*. Physical laws are sometimes different in these lands, and time sometimes passes in odd ways – faster or slower than in the mortal worlds, or even in perpetual loops.

Today, only Auberón, The Adversary, and a few human sorcerers can create gates to the Faerie Veil, and probably only the first two can make them permanent – but plenty of gates already exist. Most take traditional forms – rings of standing stones, ancient misty woodland groves, the surfaces of remote lakes – but some are seemingly innocuous patches of remote ocean or doorways in unremarkable old buildings. One gate to the Unseelie realm of the Flaming Hills is located beneath Mount Etna. The largest concentration of gates is in Ireland, a country with ancient associations for the Faeries.

Gates are opened from the earthly side by use of the Faerie power of Etherealness or by magickal spells; they close at the opener's command or five minutes after he stops exerting willpower. Anyone can pass through them from the Veil to Earth, with no special ability required, so Faerie lords who take prisoners there are careful to hide the way back.

Seelie and Unseelie

Faeries are divided into two factions, albeit more loosely than humans think. The first, the *Seelie*, are ruled by Auberón (p. 141), and are (more or less) friendly to humanity. At the least, they regard mortals and their world as scarce resources, to be exploited with restraint; the best of them have a genuine moral sense or love for humanity.

On the other side, the *Unseelie*, under the leadership of The Adversary (p. 141), are deeply hostile to humanity. They may make bargains and offer favors, but there is always a catch; humans such as Bismarck, who think to use Unseelie alliances to advantage, are dealing with millennia of experience in double-dealing and a relentless, inhuman hostility.

Not that the Unseelie exactly see themselves as evil. Rather, they *know* that they are superior to humanity – immortal, unhindered by gross matter – and regard humans as toys at best, nuisances at worst. The occasional human power that can harm a Faerie merely proves that they should be kept under tight control. However, thousands of years ago, Auberón tricked The Adversary into signing the First Compact (p. 10), which prohibits him from making war on humanity. Unfortunately, it does not prevent individual Unseelie from engaging in private murders, but any large-scale attack would expose The Adversary himself to True Death, and human heroes and concerned Seelie can hunt down individual threats.

Bound by this, the Unseelie must work indirectly. They have become expert at persuading human beings to destroy themselves, which is their current objective. Despising humanity, and enjoying destruction for its own sake, the Unseelie tend to be monstrous in shape as well as behavior. They include malicious bogeys and trolls, but also predatory vampires. Furthermore, The Adversary appears to have brought a number of creatures to New Europa from other universes, and these pets include monstrosities out of science fiction nightmares.

One common human belief is that the Seelie are bright and beautiful while the Unseelie are invariably hideous, but this is a simplification; the Seelie include some wild-looking "nature spirits" and homely brownies, and some Unseelie erect a facade of beauty. A few members of each species even take up with the "wrong" court; for example, Auberón claims the loyalty of one or two giants who have tired of carnage.

OTHER FAERIES (CONTINUED)

Water Demons

Lesser, nastier breeds of Faerie also live in water; these are categorized as *Water Demons*. These all have the Kindred Power of Allure; if they can win a Quick Contest of Will with a mortal, they can hold his attention, usually in the form of fascination or desire. (Water demons are all hideous in their natural form, but can use Glamour or Shapeshifting to appear otherwise.) Most have developed the habit of using this power to attract mortals to kill and eat, although one of the horse-shaped breeds, the *Kelpies*, sometimes content themselves with taking mortals for wild and terrifying rides. Other known breeds include the female *Jenny Greenteeth* (or "River Hag"), and the monstrous humanoid *Vodyany* of Eastern Europe. All are vicious fighters, at least as strong as adult men, but prefer to use their Faerie powers.

Merfolk and Selkies

Along with some nymphs (the *Nereides* and *Oceanides*), these are Faeries of the oceans and seas. Merfolk are tribal and, although not malicious, sometimes use Allure and the ability to shift temporarily to human form to attract and enthrall human mates. Selkies can shift more freely between human and seal forms, although they have to use a magic seal-skin (which is vulnerable to theft or damage), and have developed good relations with humanity through a helpful and cooperative approach.

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OTHER FAERIES (CONTINUED)

Giants, Ogres, and Trolls

The true Faerie giants were Unseelie creatures of vast and terrifying physical power. However, this breed has now been almost wiped out, the few survivors having withdrawn to remote wildernesses or the Faerie Veil, or having forsworn violence. Remnants of the race exist in the form of ogres and trolls.

These two terms are largely interchangeable, although "ogres" tend to be big, very strong, and hairy, while "trolls" are usually thin, pointy-headed, and scaly. Typically, they have ST 20-40, DX 11, IQ 8, and live up to their reputation for brute force and ignorance. They can sometimes project a Terrifying Apparition like that of a Dark Lord (p. 90), but are otherwise largely incompetent with their Faerie powers – although some can shapeshift well enough to infiltrate human society, at least until their foul tempers slip. The only problem is that they have *no* significant Repulsions; they have to be beaten on their own terms of blunt violence.

Vampires

The creatures known to New Europa as vampires are actually Faeries, not undead (although there is some evidence that undead blood-drinkers may *also* exist). Various species exist, but all wear female guise ("Dracula" is a Dark Lord, *not* a vampire) and use Glamours and the power of Allure (see sidebar, p. 87) to attract victims whose blood they drink. They are startlingly strong, fast, and stealthy, and the use of one animal shape that they can employ easily and freely with their shapeshifting powers. They lack any great talent for Etherealness, and suffer a large set of Faerie Repulsions; however, ideas about garlic and open coffins are human myths. One type, the *Leanan Sidhe*, can increase a human's creativity in exchange for his blood and health.

Faerie Racial Templates

Following are three Faerie races suggested for use as PCs in games with sufficiently high starting points levels. See the sidebars, and *The Memoirs of Auberon of Faerie* (from R. Talsorian Games), for other races.

Standard Faerie Abilities

To begin with, almost all Faeries share the following features:

Advantages: Doesn't Eat or Drink [10]; Magic Resistance +1 [2]; Resurrection (Not after breaking word or death by Star Iron, -5%) [142]; Unaging [15].

Disadvantages: Incompetence (Ritual Magic, Thaumatology, and Weird Magic) [-3]; Vow (Always hold to the letter of promises) [-15]; Vulnerability (To iron and steel weapons, 1 level) [-15]; Vulnerability (To having broken a sworn promise, 3 levels) [-15].

The "base cost" for Faerie characters is thus 121 points.

Brownies

Attributes: ST -5 [-40]; DX +4 [45].

Racial Advantages: Standard Faerie Abilities [121]; Alertness +2 [10]; Etherealness, Level 2 [48]; Extra Fatigue +7 [21]; Glamour, Level 2 [18]; Shapeshifting, Level 2 [10]; Perform a Great Work (see below) [90].

Racial Disadvantages: Broad-Minded [-1]; Code of Honor (Brownie) [-5]; Dread (Clothes turned inside-out, occasional, 5-hex radius, can be overcome per p. 80, -10%) [-14]; Hidebound [-5]; Inconvenient Size [-15]; Phobia (Other Faeries' Repulsions apart from iron, and certain plants [see p. 80], mild) [-10]; Reduced Hit Points -5 [-25]; Reduced Move (Running) -1 [-5].

Racial Skills: Camouflage-(IQ+2) [4]; Stealth-(DX+3) [16].

It costs 263 points to play a brownie.

The second most numerous Faeries of the Seelie Court, brownies are small – mostly under 10" tall – and rather homely, resembling hairy humans with pointed ears, slanting eyes, and misshapen noses, and dressed in rags. They are very popular with humanity, as they are devoted to making themselves useful.

They are the classic example of Faeries who will be driven off by gifts or payment (see p. 81); they also dislike being watched or criticized while they work. There are several varieties of Faerie in this category: *Bwcas* help with household chores, *Grogans*, *Piskies*, and *Trow* around farmyards, *Killimoulis* in mills, and so on. Most are almost as physically weak as their size suggests, using Kindred Powers and skill to perform their work, but the *Fennoderee*, a harvester Faerie, is startlingly strong (and not terribly bright).

Although they are vulnerable to iron weapons, brownies are not overly worried by the metal. One variety, the *Gnomes*, are experts in clockwork and delicate machinery; they are believed to be related to the ancestors of the Dwarfs, and the two races still get on very well. A gnome which has been driven mad by forced labor, or recruited to apply its skills to sabotage in some good cause, is now known as a *Gremlin*.

Brownies occasionally take to lives of adventure; many are pranksters, and the idea of playing practical jokes on villains may catch their fancy, while others simply choose to aid a specific adventurous human. Obviously, they have a high point cost and limited abilities for adventuring; GMs may permit players who wish to play less competent brownies to save points by "buying down" advantages such as Etherealness (to Level 1) or Perform a Great Work (see below), but the point cost does reflect the considerable Faerie advantage of immunity to permanent death!

Perform a Great Work: The brownie Kindred Power is the ability to perform some huge, helpful, non-combat task in a single night, from sundown to sunup. The Faerie

must remain unobserved throughout, and if the task is interrupted, or cannot be completed, then nothing happens; brownies cannot perform half a task. Typically, the brownie can perform the work of 10 men, although some are more or less effective; each “worker” after the brownie itself costs 10 points. (The cost for this is based on the likely cost for a Knack version of the *Create Servant* spell, p. M52, reduced to reflect the limited applications of the power.)

Daoine Sidhe

Attributes: ST +3 [30]; DX +2 [20]; IQ +1 [10]; HT +1 [10].

Racial Advantages: Standard Faerie Abilities [121]; Attractive Appearance [5]; Enchantment (see below) [20]; Etherealness, Level 2 [48]; Glamour, Level 3 [40]; Shapeshifting, Level 2 [10]; Status +2 [10].

Racial Disadvantages: Broad-Minded [-1]; Dread (Prayers and holy symbols and places, common, 3-hex radius, can be overcome per p. 80, -10%) [-24]; Dull [-1]; Phobia (Other Faeries’ Repulsions, including iron, and certain plants [see p. 80], mild) [-15].

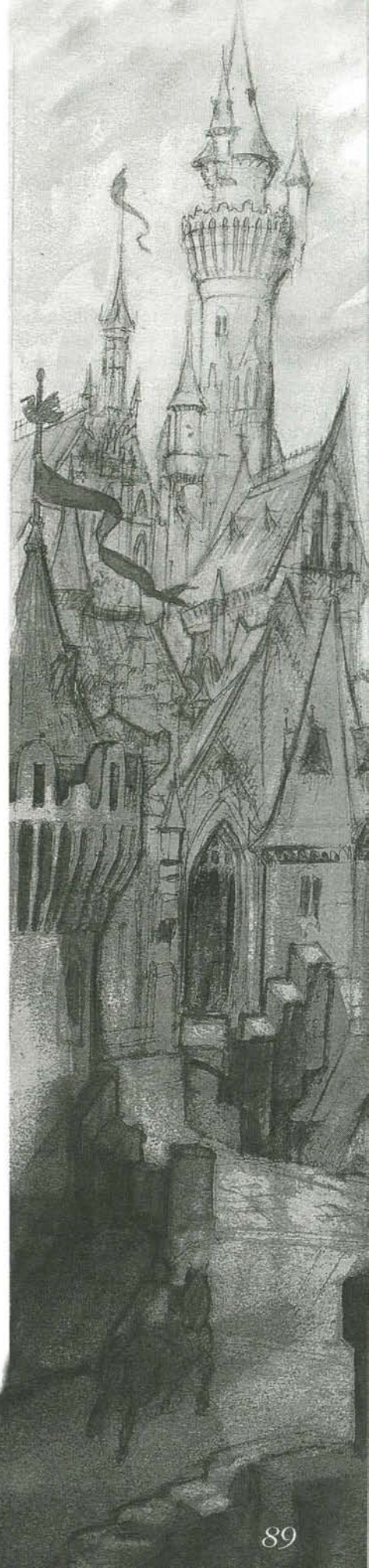
Racial Skills: Stealth-(DX) [2].

It costs 285 points to play a Daoine Sidhe.

As the earliest, most powerful Faeries were diminished in population and strength in their adventures across multiple universes, they took to mating with humans to replenish their numbers. This cost them dearly in personal energy, but in those times, they could afford it. Strictly speaking, all beings born from such matings might be called *Daoine Sidhe* (pronounced “Theena Shee”); however, they are sharply divided between members of the Seelie and Unseelie Courts, and while the Seelie take the species name, the Unseelie are referred to as *Dark Lords*. Daoine Sidhe, taking the form of elegant humans (albeit with eldritch features and pointed ears), are welcomed as aristocrats in human high society; some Dark Lords can pass equally well, while others are hideous.

Daoine Sidhe make capable adventurers who usually work well with humans, although their alien nature should emerge occasionally; they are sometimes whimsical and self-indulgent, and enjoy engaging in scandalous love affairs. (They tend to have high levels of skills such as Erotic Art and Sex Appeal. Most realize that using their Faerie powers for seduction is despised by humans; anyway, it’s little fun, and too many human women keep iron by their beds.) They sometimes marry; in that case, they are bound by tradition to take a Vow to end the marriage if their spouse ever sees them change shape.

Enchantment: The Daoine Sidhe Kindred Power enables them to make themselves the trusted friend, guide, and advisor of a single mortal (a human or Dragon, although Dragons are highly resistant to the effect). Only one mortal can be enchanted at a time, but the power requires only that the Faerie be able to see the victim directly (with no physical touch or eye contact required). Daoine Sidhe use the power with a special Mental/Hard skill, defaulting to IQ, and take one round of concentration to employ it; roll a Quick Contest between their skill and the victim’s (Will + Magic Resistance). If the victim wins or later breaks the effect, the Faerie cannot make another attempt on that individual for 24 hours; a draw means that the mortal is not enchanted, but the Faerie can make another attempt at any time.



ARABIAN DJINN

The fabled Djinn of Arabia are, in fact, a variety of Faerie. Their ancestors spread to this region around 1000 B.C., and claimed the rank of lords there, building great castles and citadels in the desert and beneath the sea. However, a great human sorcerer, King Solomon of Israel, defeated them, creating spells that could bind them. He trapped some, and forced others to swear oaths to leave humanity in peace. The heritage of his arts remains strong in the region, and most Djinn now avoid humanity.

In fact, almost every Middle Eastern sorcerer is at least aware of a Lorebook supposedly written by Solomon, which describes ways to control Djinn. A few Djinn, incidentally, are sincere converts to Islam.

The Djinn are a proud, often solitary breed; although some are associated with the Seelie or Unseelie courts, many prefer to keep themselves to themselves. Thus, although dangerous individually, they play little part in greater secret battles for control of Earth.

There are a number of broad categories of Djinn. Those who use that name alone are powerful but not unduly evil, whereas their cousins the *Ifrit* are decidedly Unseelie. The *Jann* are servants of the greater lords, and rarely have enough initiative to take sides. Last, *Ghuls* are vicious, corpse-eating monsters, whose sole substantial powers are shapeshifting and the ability to read a mortal's desire from his mind, which they use cleverly together.

The other types have a wide range of Faerie powers; some can match brownies for performing Great Works, while others can reshape their bodies to enjoy dwelling in furnaces, fly faster than any hawk, or reach across hundreds of miles to acquire treasure from secret stores. See the stories of the *Arabian Nights* (or *GURPS Arabian Nights*) for some idea as to their capabilities. However, they share the common Faerie aversion to iron, and the Seal of Solomon acts as a powerful Repulsion to them. Some still wear iron bracelets, imposed on them by Solomon himself, which restrict their powers.

If the Faerie asks the victim to do something dangerous, or in violation of his basic beliefs or natural abilities, or if the Faerie is confronted with a Repulsion while attempting to influence the mortal, roll another Quick Contest; the GM may give the mortal a modifier to his roll. (A draw here leaves the mortal uncertain; the Faerie must play subsequent events carefully to maintain control.) An enchantment is also automatically broken if the Faerie dies or enters the Faerie Veil. (The cost is based on that of a Knack with the Loyalty spell, p. M68.)

Dark Lord NPCs can also be based on this package; they tend to have a very high Stealth skill, and the ability to create what is known as a "Terrifying Apparition" which can induce panic in a single human anywhere in sight. The Dark Lord must take one round of concentration, then win a Quick Contest of Will (at +3 to the Dark Lord if the attack takes place in the dark). If the Dark Lord wins, the mortal must make an immediate Fright Check, and *also* turn and flee, continuing to run until he can make a Will roll at -4; if the mortal wins the Quick Contest, the Dark Lord cannot use the power on that individual again for 24 hours. Conversely, Dark Lords have more Repulsions, taking the form of the same Dread as the Daoine Sidhe but with a 10-hex radius, severe Phobias concerning salt, iron, and inverted clothing, and also a mild Phobia regarding steel. Emotionally, they vary from petty and spiteful to vastly malevolent and cunning.

Pixies

Attributes: ST -6 [-50]; DX +3 [30].

Racial Advantages: Standard Faerie Abilities [121]; Alertness +1 [5]; Etherealness, Level 4 [82]; Extra Fatigue +6 [18]; Flight (Winged, -25%) [30]; Glamour, Level 4 [60]; Love Charm (see below) [20]; Passive Defense +1 [25]; Shapeshifting, Level 1 [0].

Racial Disadvantages: Broad-Minded [-1]; Dull [-1]; Inconvenient Size [-15]; Odious Personal Habit (Romantic meddling) [-5]; Phobia (Clothes turned inside-out, iron, salt crystals, prayers, and holy objects and places, severe) [-30]; Phobia (Other Faeries' Repulsions, and certain plants [see p. 80], mild) [-10]; Reduced Hit Points -6 [-30]; Reduced Move (Running) -3 [-15].

Racial Quirks: Ludicrously romantic; Reacts badly to failure. [-2]

Racial Skills: Camouflage-(IQ) [1]; Stealth-(DX+3) [16].

It costs 249 points to play a pixie.

Occasionally referred to as "Sprites," "Elves," or "Fairies," pixies are the most numerous of the Seelie Court, and also the "typical" Faeries in the eyes of sentimental or naive humans. Tiny (about 3" tall), with delicate features and the wings of (usually) a mayfly or butterfly, pixies dress in what look like leaves and petals.

Pixies are every bit as romantic about humans as the views that humans have of *them*. Being generally free of bonds and restrictions, they are always looking for something to *do*, and love meddling with humanity – especially with human love lives. Unfortunately, trying to get rid of them or to make them stop often merely annoys them, and they can be vengeful.

However, pixies are genuinely good-natured and courageous. While too many of them have found that claiming to be "on a mission from Auberon" is a useful way to impress other beings, some do serve as spies and scouts. They often struggle with their Repulsions, as they are convinced that attempts to drive them off are sure signs that they should be taking an interest. Pixie adventurers are fairly common, if sometimes annoying to their allies; like brownies (p. 88), they have a high point cost and limited abilities for use as PCs, and GMs may optionally permit players on relatively restricted points budgets to "buy back" some of their advantages to lower levels.

Love Charm: The pixie Kindred Power is the ability to cause a being (which *may* be a Faerie or a Dwarf) to develop a consuming passion for another individual or object. Only one being can be affected at a time, and the power requires both that the

Faerie be able to see the victim directly, and that the victim can see the intended object of their love. Pixies use the power with a special Mental/Hard skill, defaulting to IQ, and take one round of concentration to employ it; roll a Quick Contest between their skill and the victim's (Will + Magic Resistance). If the victim wins or later breaks the effect, the pixie cannot make another attempt on that individual for 24 hours; a draw means that the mortal is not enchanted, but the pixie can make another attempt at any time.

Most victims will not immediately notice the effect, although they will soon recognize their feelings, and Faeries are likely to guess what has been done to them. The effect lasts as long as the pixie chooses, but is broken if the pixie dies or enters the Faerie Veil, and a few sorcerers also know how to negate it. Pixies are usually convinced that true love needs only the least help to blossom, and are often confused (and offended) when the feelings they have induced end as soon as the Love Charm is cancelled. The Charm creates pure, passionate, but not completely unthinking love; if the loved one asks the victim to do something dangerous, or in clear violation of his basic beliefs or natural abilities, the result is likely to be impassioned argument, weeping, complaints to third parties, and general melodrama, not obedience. Victims who realize what has been done to them will probably be annoyed, but may resist having the effect negated, depending on their personality. (The cost is based on that of Daoine Sidhe Enchantment, as above; the ability to produce feelings for a third party is balanced by the limited range of actual feelings produced.)

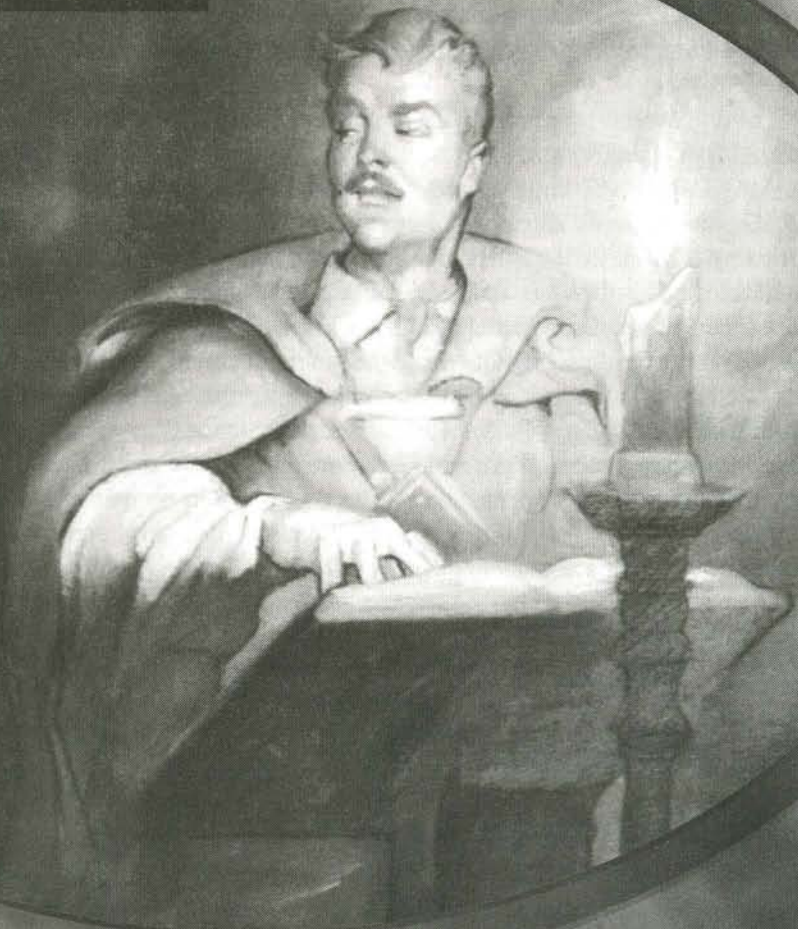
OTHER NONHUMANS

The races described in this chapter are commonplace in New Europa and adjacent lands, and sometimes venture beyond. However, none of them are quite so free to go where they wish as they like to imply. The Dragons have flown across the whole globe, and settled much of it, but they seem to congregate most in Europe and Asia – perhaps because that is where they have been associating with humans for longest. Dwarfs, too, still have their largest communities here. The Faeries, however, who can transcend space, seem to be limited by shadowy forces.

It is unclear how many legendary creatures are, in fact, Faeries. The Arabian Djinn and Persian *Peri* are Faerie cousins, but the *Gaki* and *Tengu* of Japan, say, or the *Rakshasa* of India, may be something else. Certainly, there are known to be malign supernatural beings that can be called *Demons*; religious folk have no doubt as to their origins, while a few cynical materialist scientists mutter about other universes beyond the Faerie Veil, or even constructs of magickal energy. There are also undead; some of these are mere walking corpses, restored to mobility by necromantic magick, and others (such as the mummies reported from Egypt) may be the product of similar but more sophisticated magick.

America and Antillea have native supernatural beings of great power. These “spirits” do not always make the Faeries welcome in their territory, explaining the lack of Faerie migration to the New World. It seems that they are genuinely native to their lands, and that they often ally themselves with the native humans; one suggestion is that they are partly the product of generations of human belief acting on the raw magick of the country. It also seems that some secret magick or power associated with the United States itself may act to suppress them; certainly, their influence is far more limited east of the Mississippi. See *Sixguns and Sorcery*, from R. Talsorian Games, for more details.

CHAPTER SIX



MAGICK!

In the world of Castle Falkenstein, magick (as “magic” is usually spelled here) is a potent force, widespread but enigmatic – perhaps comparable to nuclear physics in our world. This treatise deals with the way human beings may control it.

☞ HOW MAGICK WORKS ☞

Thoughtful New European sorcerers say that creating a magickal effect is actually very easy; the hard work lies in mustering the energy that it requires. They perceive magickal energies as a web of etheric forces. With training, one can “reach out” and manipulate this web, temporarily tying the strands into new forms; hence, spells are sometimes referred to as “etheric knots.” However, magickal forces are as much dynamic flows as they are threads . . .

Magick requires much more energy than can safely be drawn from a sorcerer’s own body. Fortunately, there is plenty of “Thaumic Energy” freely available, flowing through the “luminiferous ether” that fills the universe. Rituals enable the user to manipulate it. However, the flows are chaotic and unpredictable; even the most powerful sorcerer cannot always be sure that a ritual will be safe or reliable.

The Basis

The Magery advantage is important for the working of *Falkenstein* magick. Characters are either born with Magery or not, but if they have “the Gift” at all, they can, over time, train it to higher levels (in game terms, by spending experience points). PCs can actually attain Magery 4 (but no more than that); the fourth level costs +15 points, for a total of 50. Those without Magery can learn Ritual Magic skill (p. C1144), which is the basis of magick-working, but they use it at -5. In addition, no character can learn this skill to higher than (10 + twice their current Magery level). It is recommended that GMs prohibit characters from starting with more than Magery 1, so players will have to spend much of their experience on magick if they want to advance in the art. (Note, incidentally, that Magery does *not* give a bonus to skill rolls.) Every magick-worker has a particular style, usually defined by the “Sorcerous Order” in which he trained; this is the mandatory specialization for Ritual Magic skill. (Knowing more than one style is rare, and mentally stressful, as it is hard to prevent the two styles intermingling disastrously.)

Lorebooks

Finally, the sorcerer must be acquainted with one or more *Lorebooks*. Each Sorcerous Order has one or two of these; study of any Lorebook beyond those of one’s Order involves gaining access to other libraries, either freely granted or by stealth or guile.

In game terms, acquaintance with each Lorebook beyond those of one’s own Order is a 5-point Unusual Background, which may be purchased with experience in play, but *only* if the mage has somehow managed to gain access to the book for at least a day. Most starting characters should *not* possess knowledge beyond that of their Order, and PCs who display too much versatility in front of other sorcerers will gain strange reputations. While great sorcerers are often members of several Orders, even “allied” groups have mutual suspicions, and regard their Lore as private.

Each Lorebook is treated as a Mental/Very Hard skill. Each such skill has Ritual Magic skill as a prerequisite, and cannot be higher than the character’s best Ritual Magic specialization. Each Lorebook skill has a default of Ritual Magic-5, but *only* for books which the caster has read. In addition, there are a number of minor Cantrips and Wards (p. 113), which every trainee sorcerer learns; these are cast using Ritual Magic skill.

Example: Daphne Barnes-Wight is a trainee in the Druidic Temple, with Magery 1. She learns Ritual Magic (Druidic)-12; she can now cast Cantrips and Wards with skill 12. Her training also includes glimpses of the Temple’s Lorebooks, the Manuscript of Elemental Shaping, and Burton’s On the Raised Forces of Nature, in which she therefore gains a default skill of 7. Moving on to study these volumes, she can raise her skill in them as high as 12.

TYPES OF MAGIC[K]

Clearly, *GURPS Castle Falkenstein* magick is not standard *GURPS* spell-casting; it is slower, more flexible, and more powerful. *GURPS* devotees will recognize that it bears more resemblance to the system in *GURPS Voodoo*. The difference is that *Voodoo* rituals are mostly designed to summon helpful spirits or warp probability, while *Castle Falkenstein* rituals gather “Thaumic Energy.” Still, leaving aside the nature of the two settings, magic[k]-workers from either would feel pretty much at home in the other. However, the *Falkenstein* system uses standard *GURPS* Magery rather than *Voodoo* “Initiation,” and has a place for standard *GURPS*-style Magic Resistance. Each works differently from the *GURPS* norm in New Europa, but represents essentially the same thing: sensitivity to magical forces and innate resistance to them, respectively. (Characters with Magery have the usual chance to sense magic in their vicinity.)

On the other hand, *GURPS Basic Set* spells will *not* work in *Falkenstein* games. Auberon of Faerie claims that there are indeed universes in which solitary wizards casually fling fireballs and cure wounds. He refers to this as “Hermetic” magick, and that of the *Falkenstein* world, dependent on formally taught bodies of knowledge, as “Scholastic.” His friend Grey Morrolan theorizes that different universes have different energy patterns.

In some, background Thaumic Energy levels are low, but individuals embody high levels of personal energy, which “Hermetic” sorcerers can “Unravel” from themselves with minimal risk. In others, high background “free” energy can be tapped by rituals, but personal levels are low; hence the “Scholastic” style. A “Hermetic” caster in New Europa would virtually tear himself to pieces casting a simple spell; a *Falkenstein* wizard in a “Hermetic” world would never be able to access sufficient energy to do useful work.

WHY PARIS ISN'T BURNING

A brief analysis of the Magick rules given here will soon suggest an unpleasant possibility: a moderately competent sorcerer with enough time could whip up a spell that could enslave an entire city full of people, or burn it to the ground. This is correct, and in fact, such things have been done once or twice. However, there are good reasons why petulant novice wizards cannot behave this badly very often.

To begin with, the magickal energies available in any region at any time are finite. According to renowned Professors of Thaumatology, in any area of radius 273 miles, centered on a significant magickal nexus-point (which may or may not be easily identified), there are approximately 140 points of energy available for use at any time – or only some 100 points or so if the caster (wisely) prefers to avoid harmonics. In practice, the real figure is usually lower, as other magick-workers are forever performing rituals to tap the ether for power for their own spells, and in any case, the chance of gathering all that power without a catastrophic runaway is obviously small. (All the Thaumic Energy floods back into the area, in chaotic, randomized form, the moment the spell for which it was gathered is cast or cancelled, even if the effect would seem logically to involve use of energy over a continuing period. Magick defies the constraints of mundane physics.) GMs will not usually need to invoke this limit, but may do so if PC sorcerers become over-ambitious.

Speaking of those other sorcerers – many of them take an idle or officious interest in large workings in their neighborhood, and may well have and use spells to locate and analyze what is being done. Thus, they may intervene with their own magickal powers to protect their homes and friends. In any case, the chances are good that the area of effect of the spell will intersect with various wards or protections (not to say groups of resistant beings), forcing the cost of the casting ever higher. Thus, the limits on gross magick are practical and social rather than absolute.

Shaping Spells

Actually working magick involves using generalized knowledge to shape a specific effect. Each Lorebook has a set of effects listed, each of which in turn has an *Aspect* and a base *Thaumic Energy Requirement*.

A spell's Aspect is its type of magick, and hence the type of energy it requires. There are four Aspects; in past *Castle Falkenstein* publications, they have been related to the four suits of a deck of cards, and for ease of cross-referencing, these correspondences are noted here.

Emotional and Mental magicks (“hearts”) encompass mind control, telepathy, and illusions. *Material* magicks (“diamonds”) involve the manipulation and transformation of solid matter. *Elemental* magicks (“clubs”) involve the traditional four elements and the conjuration of quasi-sentient beings associated with them. Last, *Spiritual* magicks (“spades”) involve ghosts and demons (or at least beings that *appear* to be such), and extra-dimensional travel and astral projection.

The power of a spell is measured by its Thaumic Energy Requirement (TER). The values listed with each Lorebook are the *base* costs of spells based on the effects; giving them range and area, and making them affect a living being, increase the cost.

Example: Miss Barnes-Wight has raised her skill with On the Raised Forces of Nature to 11, and is now taking a holiday. Unfortunately, she finds herself pursued through a mountain pass by brigands. Glancing at the slopes above, she sees that, if she can cast “Shake the Earth” before the bandits catch up with her, she can start a landslide that will block their passage. How much energy will this elemental magick demand?

Thaumic Energy Definitions

The details which increase a specific spell's TER are known as its *Definitions*. The principles for calculating these follow; note that in many cases, GMs will have to make rulings based on approximations. Magick is whimsical and arbitrary; the GM is fully entitled to be the same.

Effect Duration:

Momentary only: +1	Up to 1 week: +6
1-30 minutes: +2	Up to 1 month: +7
Up to 1 hour: +3	Up to 1 year: +8
Up to 1 day: +4	



Notes: Spells cannot usually be cast to endure more than a year; if players ask, GMs may declare that the passage of the Earth round the Sun unwinds all etheric knots, or allow them to try with huge additional energy costs. Of course, something *shaped* by magick, such as a stone house built by telekinetic force, can be permanent.

Spell Effect “Elements”:

One element: +1	6+ elements, or spell involves complex elements: +4
2-3 elements: +2	Subject must perform one Task: +5
4-5 elements: +3	Subject must perform multiple Tasks: +6

Notes: “Elements” are effects or features, and what matters is how many *different* effects the spell will produce; a spell whose effects have to move around counts as having one more element, unless its effect specifically grants or changes a being's power of motion. Tasks are the number of different actions that the victim of a summoning, mind control, or similar spell will have to perform; for example, “Stop what you are doing” and “Close the door” are each one task.

Spell Range:

Delivered by touch: +1	Target in another country: +5
Anywhere within unaided sight: +2	Target in another dimension: +6
Anywhere within a few miles: +3	Target in another time: +7
Target in another city: +4	

Notes: Sorcerers must know the physical location of an individual (or area or object) they wish to attack – precisely, for physical effects such as damaging blasts; to within a few feet for mental effects. Merely knowing a target’s name is *not* sufficient. Of course, some sorcerers use one spell, such as clairvoyance, to locate a target, then follow up with others.

Numbers/Area Affected by Spell:

1 being, or an area of no more than 5’ diameter: +1
Up to 10 beings, a normal-room-sized space, or a roughly 10’ diameter area: +2
Up to 100 beings, a large-house-sized building, or an area of no more than 100’ diameter: +3
Up to 1,000 beings, or the area of a village: +4
A county or large town (or equivalent): +5
A small country (or equivalent): +6

Notes: Spells that affect the target’s mind, that do damage to a person, or that transform living beings in some way should be defined based on the number of beings targeted. Spells that protect locations, and broad-area physical effects such as storms, should be defined based on area. The latter still suffer further penalties for Magic Resistance possessed by beings within the target area.

Physical-effect spells targeted on a single being or the smallest area can usually be Dodged like mundane ranged attacks; other defenses may be possible according to the “special effects,” at the GM’s option. Large-area spells cannot usually be avoided.

Spells with continental or global scope are theoretically possible. However, given the number of powerful entities and wards they would have to cover, they can safely be assumed never to work in practice.

Type of Subject:

Subject is a thinking being or animal: +1	Subject is an ordinary inanimate object or plant: +1
Subject has Magery: +2	Subject is a magickal or Cold Iron object: +6
Subject has Magic Resistance: +(level of Resistance)	

Notes: When multiple beings are being targeted, use the cost for the most expensive of them. Faeries have at least +1 Magic Resistance, Dragons and demons have several levels of it and often Magery as well, and Dwarfs have more. Effects such as clairvoyance do not generally have a “Subject,” although GMs may apply Magic Resistance modifiers if sorcerers try to spy closely on resistant beings.

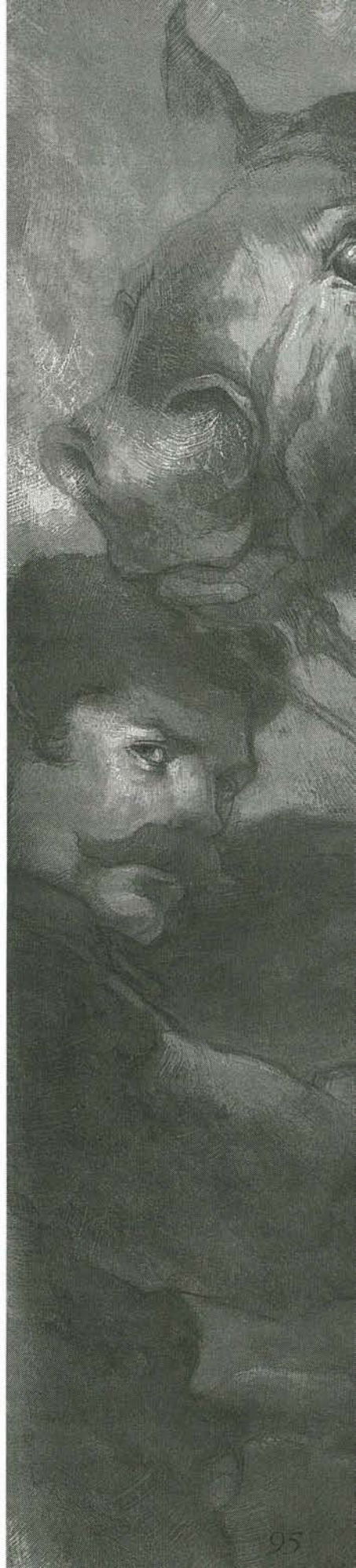
Familiarity

Caster knows Subject well: +1	Caster has only just encountered the Subject: +3
Caster barely knows Subject: +2	Caster has never even seen the Subject: +4

Notes: Casters are treated as knowing themselves well. A few casual meetings makes someone “Barely Known.” Again, for groups, use the most difficult target.

Damage to Be Inflicted

1d-3: 0	5d: +16
1d: +2	6d: +20
2d: +4	Spell will inflict cutting damage: +4
3d: +8	Spell will inflict impaling damage: +8
4d: +12	



"STYLES" OF RITUAL

The system provided here is a generalized abstraction of the reality of magick in New Europa. For roleplaying purposes, it is important to note that sorcerers may produce similar results by means of radically different rituals, depending on their training and background.

Each school of magick teaches its own idiosyncratic method for gathering Thaumic Energy, which takes the form of a style of ritual activity; thus, two sorcerers from the same background aiming for very different results will behave in far more similar ways than two sorcerers from different schools aiming for identical results. Sorcerers can be terribly snobbish about their styles, each claiming that their own school has the most efficient approach, but most have the sense to recognize that the differences are mostly marginal, and take at least a casual interest in other techniques. Much of the academic study that makes up Thaumatology skill focuses on the underlying nature of rituals.

Actually, many sorcerers use rituals of a *broadly* similar style. Members of Orders with a religious basis, such as Bonifacians, Templars, or Druids, use prayers or prayer-like meditation and invocations; conversely, members of the Temple of Ra, White Lodge, or Golden Dawn draw mystic symbols (often with an Egyptian or pseudo-Egyptian style) on which they then concentrate, while the more "scientific" Illuminati meditate on complex metaphysical puzzles.

Then again, "exotic" sorcerers may use very different magick. Shamans from around the world use wondrous assortments of rituals, dances, chants, drums, and fetishes; some work "sympathetic" magick which demands parts of the target (blood, hair, or whatever), but which may avoid the range and familiarity problems encountered by other styles. Asian mystics perform graceful Tai Chi-style movements or meditate on Buddhist sutras. Some Asian sorcerers can store gathered energy within their own bodies, enabling them to perform startling physical feats and even to fly or throw fireballs, but *not* to direct it for subtler external effects such as healing or transformation of others. Certain Tantric cults are said (to the lurid fascination of other sorcerers) to engage in ritual non-orgasmic sex to gather power; obviously, this is only a viable basis for magick-working if they can retain the energy for later use.

Notes: Spells which can inflict damage can usually be cast at low levels that cause no real harm, if desired (representing twinges of mildly annoying pain, flashes of flame that might light dry tinder, etc.). To find the spell's total TER, sum the base cost and Definitions; then, because higher skill means more efficient casting, subtract the caster's Ritual Magic-6.

Example: "Shake the Earth" has base cost 8. Miss Barnes-Wight sees that the rocks she wishes to bring down are precariously balanced; a momentary shaking should do it (+1), and this is an uncomplicated matter (one element, +1). She cannot touch the rocks, so a range of Unaided Sight will be required (+2), and bringing down the rocks at a key point will mean shaking a 10' diameter area (+2). Rocks are inanimate objects (+1); familiarity costs therefore do not apply, and as she does not wish to damage them, merely set them in motion, neither do damage modifiers. The total so far is 15; subtracting (her Ritual Magic skill of 12, minus 6, equals 6) brings this down to 9.

(Alternatively, if she wanted a blast of flame to inflict a couple of dice of damage on the chief brigand, the calculation would go: 8 (base for "Raise the Firestorm") + 1 (momentary) + 1 (single element) + 2 (sight range) + 1 (one being) + 1 (animate subject) + 3 (only recently encountered subject) + 4 (2d damage) - 6 (Ritual Magic skill-6), for a total of 15.)

Casting Rituals

Having Defined the desired result, the sorcerer must gather energy. The exact form this ritual takes varies between Orders (see sidebar), but generally, it requires hands and feet free, the ability to speak, and an extended continuous period of concentration. Sorcerers cannot communicate useful information while casting; if they are hurt, forced to use an active defense, or otherwise distracted, they must make a (Will-3) roll to continue, with penalties for Hit Points of damage suffered. On a failure, all energy gathered so far is lost.

If the final total TER for the desired spell is zero, or if sufficient energy can be drawn from an Artefact (p. 98), the ritual takes 1d turns. Otherwise, after every two minutes of game time, make a roll against the mage's skill with the relevant Lorebook. For every three full rolls made - i.e. for every six full minutes the ritual has been conducted - there is a penalty of -1 to the skill. The results are as follows:

If the roll is a critical success, or was made by 4 or more, the sorcerer can gather 2d+1 points of correctly aspected energy.

If the roll was a normal success made by 3 or less, the sorcerer can only obtain incorrectly aspected energy. This may be discarded, or it may be kept, counting as 1d-3 points toward the energy required, with a minimum of 1; however, whenever such inappropriate energy is used, it generates a *harmonic* in the spell (see below).

If the roll was a normal failure, but was missed by 4 or less, the sorcerer can only obtain 1 point of incorrectly aspected energy. Again, this can be discarded, or retained but with a harmonic.

If the roll was missed by 5 or more, or was a critical failure, the result is a *Wild Spell* (see below).

Once the sorcerer has acquired sufficient energy, casting the spell takes a single turn. (The energy can be held in readiness, but the sorcerer must continue to concentrate.) Note that, if the spell's Definitions were determined incorrectly - if, for example, the target had unexpected Magic Resistance - and the energy gathered was actually insufficient, the spell simply fails, with a few flashes and sparks. (Cautious sorcerers often make a point of gathering more energy than they *think* they need.) Spells are not usually Resisted (more difficult targets simply increase the energy requirement), but some kind of roll may be allowed in a few cases, at the GM's option.

Collaborative Casting

A group of sorcerers using similar ritual styles (usually meaning that they must belong to the same Order) may work together. After every two minutes of collaborative ritual, *each* of them makes a skill roll, and gathers Thaumic Energy if successful. However, only the highest Ritual Magic skill is used when calculating the spell's total TER. Thus, adding low-skilled sorcerers to a group casting increases its power, but also increases the risk of a Wild Spell.

Example: If Miss Barnes-Wight was aided by a colleague with Ritual Magic (Druidic) skill of less than 12, her spell would still require 9 energy, but both of them would be able to roll every two minutes, and combine the energy acquired. A friend trained by the Illuminati, on the other hand, would be no use whatsoever.

Effects of Harmonics

When a sorcerer uses incorrectly aspected energy, the spell gains a "flavor" from it. GMs may choose something appropriate, or decide at random. Sorcerers will usually know what sort of energy-flow they are tapping, and spells *usually* only display one harmonic effect (reflecting the aspect of the most powerful surge of energy used), so players should be warned what to expect; sorcerers have even been known to play with harmonics, seeking interesting subsidiary effects. Harmonics are rarely directly lethal, but can be disturbing.

A spell with *Mental* harmonics gains an emotional aspect; auras of fear or desire surround their operation, subjects suffer hallucinations or strange temporary obsessions, or elemental forces display unpredictable intelligence.

A spell with *Material* harmonics will develop solidly physical manifestations; spiritual beings materialize, dimensional travel spells open temporary gates, illusions become real, mental restraints appear as physical chains, and elemental effects are dangerously amplified.

Spiritual harmonics tend to be disturbing; ghosts, demons, and mythological creatures materialize, bystanders suffer glimpses of other realms of existence, or mundane objects seem somehow haunted.

Elemental harmonics tend to the violent, often taking the form of extreme weather or earthquakes. Spiritual beings appear amongst thunder and lightning, mind-controlling magick is accompanied by flickering lights or ominous fogs, and so on.

Wild Spells

A spell that "runs wild" slips beyond its caster's control. The results follow the caster's general intentions, but to excess – a flame blast engulfs the whole area, or an attempt at mind control induces strange impulses across an entire town. The GM has complete freedom to determine details; it is generally unfair to have the spell inflict more than a point or two of damage on the caster *directly*, but the indirect effects can be dangerous.

Example: Miss Barnes-Wight believes that she is at least five minutes ahead of the brigands, so she begins to chant. After two minutes, her player rolls against her skill of 11; the dice come up 12. The GM announces that the ritual has tapped a flow of Materially aspected energy; Miss Barnes-Wight retains the single useful point (despite the danger of Material harmonics in a landslide), and continues. After another two minutes, her player rolls again; a very useful 6! Rolling 2d+1, however, she is less fortunate, obtaining only 5 more points of energy – still not enough.

Miss Barnes-Wight could resort to Unraveling herself (see sidebar), but she suffers from Overconfidence, so she continues. After another two minutes, her player rolls again, with a -1 penalty (for three rolls made), so her effective skill is now 10. Unfortunately, the dice come up 15. Never mind harmonics; Miss Barnes-Wight has created a Wild Spell, and the entire mountainside explodes. The leading three bandits are swept away, but now Miss Barnes-Wight has greater worries, as the rocks bear down on her . . .

UNRAVELING

There is *one* way to acquire Thaumic Energy rapidly; unfortunately, it is also dangerous to the caster . . . or others. This is *Unraveling* – the exploitation of living things' life-forces.

A sorcerer who decides to Unravel himself merely spends one turn of concentration; GMs may, optionally, also require a Will roll. The sorcerer then takes 1 Hit Point of damage, with *no* reductions for Toughness or DR, for every point of "unaligned" Thaumic Energy (equally useful for all types of magick) that he needs. Unraveling is as dangerous and painful as any injury; however, penalties to die rolls do not take effect until the next round, so any *immediate* actions the sorcerer takes that are associated with the magick-working are not penalized. Also, Will rolls to continue an associated ritual (to gather further energy) are at +5. Damage from self-Unraveling takes the form of heart palpitations, bruising, internal bleeding, or seizures.

It is also possible to Unravel other living things. However, the cost of the magick needed to draw on another's life-energy is always higher than the energy gained, so there is no point – unless the victim is killed in the course of the procedure. In other words, Unraveling others requires blood sacrifice. Furthermore, effective procedures usually seem to involve *human* subjects. This is the basis of various dark cults, and is invariably regarded as evil. Several Orders take it as a duty to hunt down anyone indulging in this; the destruction of the Aztec Empire at the hands of the Spanish was partly inspired by the Templars, who have been on the lookout for surviving Aztec sacrifice-cults ever since.

Even the idea of Unraveling a non-sentient living thing, such as a domestic animal, is widely regarded with suspicion and distaste, if only because it might lead to worse things. Nonetheless, some sorcerers have been known to resort to it in desperate circumstances. If PCs ever decide they need Thaumic Energy this badly, a Thaumatology roll may be needed to improvise an effective ritual, and they will probably gain less than the full amount of energy (due to the *ad hoc* nature of the act and the fact that the subject will, hopefully, be non-human), at the GM's option. If other sorcerers ever hear of the incident, the PCs will find that they have acquired a bad Reputation, and possibly a few fanatical Templars as Enemies.



Canceling and Dispelling Magick

Spells cannot continue forever. This makes it easy for a caster to cancel any of his own spells before it is due to end (unless it is running Wild or involves especially confusing harmonics); 1d-2 turns (minimum 1) of minor ritual activity is enough, with no roll required.

For another sorcerer to dismantle a spell is trickier. The sorcerer making the attempt must start an appropriate ritual; after 1d turns, the caster will become aware of the attempt (spell-casters have a mental link to any of their spells currently operating), and may either permit the cancellation (requiring only a successful Ritual Magic roll from the dispelling sorcerer), or (if in a position to do so) start a reinforcing ritual.

In the latter case, make a Quick Contest between the Ritual Magic skill of the dispelling sorcerer and the appropriate Lorebook skill of the caster. If the dispeller wins by 2 or less, the spell continues at reduced power; halve all associated numeric values (area of effect, damage done, etc.). If the dispelling character wins the contest by 3 or more, the spell is completely eliminated. However, if one mage rolls a critical failure while the other rolls a success, or an ordinary failure while the other rolls a critical success, not only does the spell continue or end as above; the loser suffers an energy backlash that inflicts damage equal to half the Thaumic Energy originally put into the spell.

Spells with harmonics may be harder to dispel, depending on the specific effects and at the GM's option; for example, a Will roll may be needed to disregard the ghostly voices produced by a Spiritual harmonic. Wild spells are *extremely* difficult; treat them as resisting any attempts (including those by their own caster) with a "skill" of 18. Three successes are required, each in turn reducing the spell's power proportionately; each attempt carries the full risk of a dangerous backlash for the dispeller, with the spell treated as having Thaumic Energy equal to its original definition, *not* reduced for the caster's skill.

Magickal Artefacts

"Magick items" are rare, but not unknown, in New Europa. They take many forms, but the most common type is an object which, when used in rituals, lowers the energy required to work a spell. In game terms, an "Artefact" provides energy of a particular aspect, available whenever it is employed in a ritual. A *very* few Artefacts provide energy with more than one aspect, or "unaligned" energy, equally useful for any casting. (Other magickal devices have more specific powers of their own. These are very rare; small, vicious wars are fought over them. They are slightly more common in the Middle East, though flying carpets are not as frequent a sight over Arabia as Europeans like to think.)

Creating Artefacts

An Artefact can only be created through intent and use; the more it is employed for its intended purpose, the more powerful it becomes. It is impossible to just *make* an Artefact; rather, a ritual item, used repeatedly, accumulates power. This means that most Artefacts are old possessions of magickal groups. It also means that the most powerful Artefacts are very old, well-worn, and often fragile.

For every year in which it is used at least three times for ritual castings, a potential Artefact – an object specifically dedicated to magickal use – gains approximately *one hundredth of a point* of power. Thus, even the most trivial Artefacts have been in continuous ceremonial use for a century, and the real prizes are millennia old. In other words, PCs cannot *create* Artefacts; at best, they can *locate* them. The problem is that any hint of an Artefact will bring at least three rival expeditions onto the scene.

Artefacts are traditionally described in terms of their *Appearance*, the *Secret Knowledge and History* associated with them, and their *Aspect and Thaumic Power*. An example:

The Numeric Eye of Avogadro

Appearance: A large triangular pendant, with a sun shape superimposed. In the center is a carved sapphire eye with a flickering light within.

Secret Knowledge and History: Rumored to have been used by the Master Sorcerers of Tibet, and later recovered by Richard Burton from agents of the Dragon Empire. The origins of the name given to it in the West lie in obscure by-ways of confused scholarship; its powers over the Realms of the Mind are legendary.

Power and Aspect: 15, Emotional (“Ace of Hearts”).

Example of an Artefact in use: The renegade *Illuminatus*, Doctor Farringdon-Darke, wishes to take control of the mind of his archenemy, Lieutenant Larson. The effect “Dominate Will” has a base cost of 10; the other relevant Definitions here are 30 minutes duration (+2), Multiple Tasks (+6), Unaided Sight Range (+2), one subject (+1) who is a thinking being (+1) whom Farringdon-Darke knows all too well (+1), and Farringdon-Darke has Ritual Magic-14 (-8), for a total TER of 15. Normally, this would require a lengthy, unreliable ritual, giving the Lieutenant time to escape or strike down his foe, but the devious Doctor has lately stolen the Numeric Eye of Avogadro, which provides him with exactly the 15 points of Emotionally aspected energy that he needs! After a mere 1d turns (three seconds, as it turns out) of ritual invocation by the Doctor, Larson is reduced to a mesmerized puppet by the devastating power of the ancient pendant (for the next half-hour, at least).

✧ SORCEROUS ORDERS ✧

Sorcerous Orders are the key to *Castle Falkenstein* magick; in game terms, knowing how to perform *any* magick without some kind of Order training would be at least a 20-point Unusual Background. Orders vary greatly in style and philosophy, but each is a mix of academic college, private club, religious society, and secret conspiracy. Each has an interest in recruiting members, and most actively search; Magery is rare enough that promising youths are rarely ignored. Sometimes, the Order which finds a potential student subsequently discovers that he is temperamentally unsuited to their world-view, or has some twist to his talent that would fit better elsewhere; most pass such youths on to more suitable Orders with which they are on friendly terms.

Recruits almost invariably spend some years as *Novices*, during which time they spend much of their time in mundane schooling. Novices also often have to fetch, carry, and clean up for their teachers; in *GURPS* terms, they have a large (if not usually dangerous) Duty, and are generally not suited as PCs. The next level of standing, once a novice has displayed competence in rituals, is *Journeyman*, the status of the workaday sorcerer, entitled to a vote in the Order’s councils, but not considered exceptional in the magickal world. Higher levels of competence carry titles such as *Master* and *Grand Master*, and a lot of respect, at least within one’s Order – and also corresponding Duties, such as teaching Novices, administering chapterhouses, and hunting down renegades. In game terms, Masters are powerful characters, with not only high skills but also Status, Administrative Rank, and Allies. Some are crankish, reclusive scholars, while others are among the movers and shakers of New Europa.

Members of all but the most secretive Orders possess a badge, sigil, or blazon, which they may wear in public if they choose. Most Orders expect their members to do so. This is something like a priest’s collar, a soldier’s uniform, or an old school tie. Of course, it can also mark one out for one’s enemies, but sorcerers are assumed to be able to deal with that.

Magick! ✧—

CHAPTERHOUSES

Magickal Orders need somewhere to meet. While Druids, say, may be happiest working their magick in secret, hidden groves, even they tend to appreciate a roof over their heads when planning mundane business. A single sorcerer will operate out of his home, but in any city where an Order has a significant membership, it may well also have its own “chapterhouse” – a combined library, office, laboratory, meeting-room, and clubhouse, complete with accommodation for visitors and guests. Chapterhouses are protected by law and custom, or at least the reputation of sorcery in general; even in lands where policemen need no warrant to enter private property, they tend to be careful of meddling in the affairs of wizards.

Although few Orders are hierarchical enough to have a “world headquarters,” most have their centers of power and influence, and some chapterhouses are especially noted. The Bavarian Illuminati naturally have a substantial house in München, while others favor London, Paris, Berlin, Vienna, or Cairo. In game terms, the member in charge of a chapterhouse may have Administrative Rank 1-3, according to its size, and will usually have positive Status unless the organization is secret in this area.

Lorebook Libraries

Because Lorebooks are essential not only to an Order’s operations but also to its own and others’ opinions of itself, a chapterhouse’s library will usually be very secure and perhaps hidden, with the air almost of a shrine. A full-fledged chapterhouse will have copies of all the Order’s books, usually reproduced with almost fetishistic precision (as far as possible); older sorcerers may mutter that the physical form is somehow important, but most admit that this is largely a matter of habit and tradition. The fact is that recently compiled Lorebooks (usually privately published by specialist presses, which pay high rates for fire and theft insurance) seem every bit as useful as musty medieval illuminated manuscripts. The original of any Lorebook (where one still exists) is always kept under heavy security at one of the Order’s main chapterhouses.

Relations Between Orders

In private, many sorcerers admit that one justification for the existence of Sorcerous Orders is to keep their members from each other's throats. Sorcerers tend to be strong-minded, opinionated folk, and sometimes need the protection, security, and restraint provided by a group.

Which is not to say that Orders are always friendly to each other; on the contrary, they are often strenuously at odds. But being established, public groups, they have to be formal about it.

In fact, all "overt" Orders are required, as a matter of courtesy, to offer hospitality and (when necessary) sanctuary to each other's members. The former can vary immensely, from comfortable rooms and full board in a chapterhouse to a heap of straw over the stables (the latter being, of course, a blatant snub, unless the house is extremely short of space).

Hospitality can be refused to sworn enemies, and excuses can be made (one does not question a gentleman who says that his rooms are all full, and who points one to another Order's chapterhouse across town), but it is considered unwise to stretch the point; questions will be asked in wizardly society, and poor Reputations can be gained.

The "Law of Sanctuary" goes back to witch-hunting times. A sorcerer must offer shelter and protection to any other sorcerer who is being pursued by civil authorities. This can lead to difficult situations, and does not prevent the host asking the visitor some pointed questions as to *why* he is being pursued, and again, the principle can be stretched and twisted; but casting a brother-sorcerer to the mercies of the mob is seen as a vile way to behave.

All of which said, whatever politeness is enforced in towns and social gatherings, when members of the White Lodge and the Temple of Ra come face-to-face on a country road at night (or when almost anyone else encounters members of the Golden Dawn about their usual tricks), unpleasantness often ensues.

Orders in Game Terms

Membership in an Order can be reflected in various ways in *GURPS* terms, in addition to the magickal powers and skills it teaches. To begin with, all Orders expect certain oaths of loyalty (or at least, informal but *very* strong promises of allegiance) from their members. These can be treated as a Duty (with strength and frequency varying according to the Order and the character's specific position in it), a Sense of Duty, or in the case of Orders with a particularly strong ethical code, a Vow. Members of a few Orders with a strong religious component to their beliefs may have Disciplines of Faith (or even Fanaticism); some especially crankish factions actually impose significant Delusions on their trainees. In some cases, Orders acquire a Reputation (good or bad) that applies to all their members, though most try to avoid this situation, which is a nuisance at best, a deadly danger at worst. Enemies (usually members of rival Orders) are *not* mandatory except for certain dark cults, although the rivalries between particular Orders do often lead to personal feuds.

On the positive side, an Order can easily represent a Patron, or provide Allies, Ally Groups, or Contacts; again, details vary between individuals as well as between Orders. What is universal is that all acknowledged members of overt Orders have a Claim to Hospitality, worth 8 points. This represents more or less guaranteed hospitality from one's own Order, without too many questions being likely, and rather less certain and sometimes grudging aid from other Orders (with no guaranteed reaction bonus), who are nonetheless very helpful in that they are so widespread. It also covers the Law of Sanctuary, which again is unreliable but sometimes crucial to survival.

MEMBERSHIP IN MULTIPLE ORDERS

It is a fact that any sorcerer seeking to expand the variety of spells that he can cast (and not wishing to live *very* dangerously) must acquire at least associate membership in more than one Order. This is possible, if not always easy.

The problem is that all Orders guard their lore jealously, regarding it as the basis for their strength and the justification for their existence. Many suspect each other of engaging in underhanded tactics to acquire knowledge; they are not always incorrect. They also all know that each of them imposes oaths and duties on members. Even "friendly" Orders have their differences of opinion and philosophy, and are cautious of each other.

Thus, anyone applying for membership in a second Order is suspected, however politely, of being a spy and an infiltrator. Convincing another Order of one's good faith is a difficult task, usually requiring extensive use of social skills. Occasionally, honorary or associate membership is granted as a reward for services rendered, but membership granted as an honor may not entitle the recipient to much use of the Order's Lorebooks; in fact, sometimes the honor consists of permission to study a single spell (or merely free access to the dining room in a chapterhouse). And anyone granted fully useful membership of an Order will naturally be expected to take and honor its membership oath. This can present a great deal of difficulty to an honorable Victorian gentleman-sorcerer, as it is quite possible for loyalties, and even the specific terms of each oath, to clash. There are stories of sorcerers entitled to wear a dozen sigils, but it is safe to assume that they were people of truly remarkable moral flexibility (to put it politely). Holding several different memberships is not, in fact, something of which it is wise to boast; it may well earn one a negative Reputation among other sorcerers.

Of course, one can always choose to play a renegade. In that case, take the sorcerer's old Order as an Enemy, and add a negative Reputation among almost all sorcerers as an outcast. This is not conducive to survival, however.

Dueling in Magick

Quite why sorcerers should be able to inflict damage on each other by sheer force of will in psychic duels, but not on non-magick-workers, is a matter of technical debate. Perhaps mastering magick strips away a layer of protection from the soul, enabling the sorcerer to sense and manipulate magick, but also leaving him as vulnerable as a snail without a shell; perhaps dueling sorcerers cause each other's powers to run amok, damaging the victim from within. Whatever the case, only persons with Magery and at least half a point spent on Ritual Magic skill can engage in this form of combat.

Only two mages can be involved in a duel, and to begin the combat, their gazes must meet and lock. Many duels are matters of formal agreement; to *force* another sorcerer to duel requires trickery or cleverness. If two characters are face to face and one wishes to lock gazes with the other unexpectedly, he rolls vs. IQ at -2, with standard modifiers for range; if the victim suspects what is being attempted, but cannot look away altogether, this usually means that the other must win a Quick Contest of Will, then make an IQ roll at -3 with range modifiers.

A duel continues until ended by mutual agreement (many duels of honor run until one participant takes damage), the unconsciousness or death of one participant, or something which distracts *both* participants so that they fail (Will-2) rolls. (Distracting only one of them hands an advantage to the other.) It consists of a series of mental stabs and blocks, while both participants remain stationary and concentrate. Observers with Magery will notice the blaze of forces; other folk will merely sense a crackling in the air. From the point of view of the participants, a duel involves a storm of intangible energies and minor illusions.

Each turn, each combatant selects one of the following options:

A *Normal Attack* is rolled on (IQ+Magery), and permits the attacker to make a Will roll in defense on the same turn. On subsequent turns, all rolls in the duel are at a cumulative -1 penalty.

A *Furious Attack* is rolled on (IQ+Magery+3), permits *no* defense on the same turn, and again gives a cumulative -1 to rolls on subsequent turns.

Determined Defense gives a (Will+3) defense roll, and permits no attacks on the same turn. On a successful IQ roll, the defender can also eliminate one accumulated -1 penalty, or all such penalties if the IQ roll is a critical success.

A *Recovery* permits only a (Will-2) roll in defense, and no attacks, but automatically eliminates all accumulated penalties to rolls.

If a combatant is distracted, or breaks from the duel to take other actions, he takes all such actions at -3 to rolls, and can make no defense or attack; any accumulated penalties still apply when he returns to the duel.

If an attack encounters no defense, make a simple roll. On a success by 2 or less, the victim is forced to *Retreat*; on a success by 3 or more, the victim suffers *Minor Damage*; on a critical success, the victim suffers *Severe Damage*. (These terms are explained below.)

If an attack meets a defense, make a Quick Contest between the two rolls. If the defender succeeds and the attacker suffers a critical failure, no damage is suffered and the attacker can only use a Determined Defense or Recovery next turn. If both fail or the defender wins, there is no other effect. If the attacker succeeds and the defender rolls a critical failure, the defender suffers *Severe Damage*. Otherwise, if the attacker wins by 3 or less, the victim is forced to *Retreat*; if the attacker wins by 4 or more, or rolled a critical success, the victim suffers *Severe Damage*.

OTHER ORDERS

The Orders detailed on pp. 99-103 represent the largest, best-known groups currently operating in New Europa. However, there are many more.

The Book of Sigils, published by R. Talsorian Games, details many more Orders and Lorebooks, and also provides further rules and options for magick that can be adapted to *GURPS*. The following are just some of the known minor Orders:

The Cabinet of Cups and Wands is associated with the theater, and wields effects that can be used on stage and for other entertainments.

The Ancient Order of Cthonian Time is a small, shadowy group which seeks to transcend death by the use of magick. Their lore concerns physiology and time.

The Grand Chamber of the Eleusinian Mysteries is a society of magickal detectives, whose subtle spells augment their skills.

The Order of Prospero is made up of travelers, "whose Chapterhouse is the open road."

The Order of the Golden Mean is a relatively modern order of sorcerer-engineers.

Inca Sorcerers are reclusive masters of levitation and dimensional sorcery in the Inca Empire.

The Jester's Guild is a group of pranksters, who are always members of other Orders as well; their only spell causes other magick to develop disruptive random harmonics.

The Firebrand's Club is now defunct; it was a short-lived society of French and American revolutionaries (rumored to include Adams, Jefferson, and Robespierre). However, the Lorebook which it created ("The Manual of Primal Forces Raised") has recently been rediscovered, and is the subject of intensive research, as it appears to offer a bridge between magick and advanced physics.

Mayan Sorcerers are all nobles and priests of the Mayan Empire in Yucatan, and most of their magicks are devoted to preserving the Mayan state and promoting the welfare of its people.

Continued on next page . . .

OTHER ORDERS (CONTINUED)

Women's Orders

Various all-female Orders balance the major groups who retain rules barring women from membership. Among them, *The League of Isis* and *The Sisterhood of Sekhmet* claim Egyptian origins; the former uses magick that derives from that of old midwives and wise-women, while the latter *appears* to be made up of bored upper-class women and determined recruits from lower social levels. *The Illuminated Sisters of Bayreuth* recruits similarly, but seems more focused on radical social causes, while members of *The Order of Cassandra* concern themselves almost entirely with magickal medicine. *The Theosophic Daughters of Lemuria* pursues peculiar mystical theories of prehistory, while *The Ladies' Sewing Circle, Marching, and Chowder Society* is a licensed American group designed to permit women in that land to study magick without bringing down the wrath of the all-male local Freemasons.

Arabian Groups

The extensive magickal traditions of the Muslim East are obscure to Westerners. Given how much lore is said to have originated in this area, they are assumed to be powerful; Arabian and Turkish sorcerers deal extensively with Djinn (see p. 90), which suggests either strength or arrogance. (In fact, they have access to Djinn-controlling spells dating back to King Solomon.) Arabian magick seems once to have been exceptionally good at creating permanently enchanted items; tales of flying carpets and magick swords should not be dismissed out of hand.

Continued on next page . . .

These results have effects as follows:

Retreat: Defender must move one yard away from attacker. If this is impossible or the defender refuses, he suffers 1d-3 damage (minimum 1 point). (Pre-arranged sorcerous duels are traditionally fought in large enclosed rooms.)

Minor Damage: 1d-2 points of injury (minimum 1 point).

Severe Damage: Injury equal to 1d + the attacker's Magery. All damage ignores Toughness and DR; it takes the form of nervous shock and internal bleeding. Victims suffer the usual penalties to rolls (including duel attacks and defenses) on their next turn (but not on the turn in which it is suffered). Note that it is impossible to continue attacking an unconscious opponent; a sorcerer's mind must be conscious to be assaulted. Finishing off a downed opponent with a mundane weapon is, of course, the act of a base villain.

Other Lorebooks

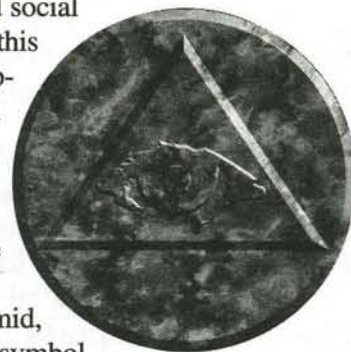
The list of Lorebooks on pp. 106-113 is by no means exclusive; minor and non-European Orders such as those mentioned in the sidebars on pp. 101-103 all have their own Lore, of course. And there are always "lost," hidden, and variant texts (of *very* variable quality). *The Book of Sigils* and *Comme Il Faut* (from R. Talsorian Games) describe more books, and GMs are always free to have new volumes discovered in the course of the game. But remember; such a discovery will be immensely exciting for all sorcerers, and will lead to danger as agents of every magickal faction vie for control of the new work; it will represent a major campaign topic, in other words.

There are two other things to remember here. First, although the vast majority of self-proclaimed Orders have at least one Lorebook as a matter of self-respect and credibility, a few manage without. A powerful magickal Artefact is enough for some, although that sort of resource is vanishingly rare. And second, some "primitive" Orders especially have "Lorebooks" that lack paper, or words, or both. For example, the "Spirit Quiver" of the Great Pipestone Lodge (in the Native American Twenty Nations) is a bundle of arrows, with spell-lore inscribed along their shafts, while the "Spirit Bells" of the loosely organized Path of the Spirit World (in Africa) are a collection of fetishes of bone, stone, and animal parts, bound together; when they are suspended in a breeze, the bearer can hear the voices of the gods, instructing him in magic. For a magician of another tradition to learn anything from such sources would require a great deal of work and application of some specialized skills.

The Illuminated Brotherhood of Bayern

The early "Illuminati" were sorcerous adepts of 15th-century Europe, linked to the Freemasons and Rosicrucians and dedicated to promoting intellectual enlightenment. The current Order was established in Bayern in 1776. It is dedicated to spreading mastery of magick, and enlightened social and governmental principles. Because it often does this by means of secretive manipulation, it has been suppressed through much of its history, even, until recently, in Bayern itself. (Membership no longer *has* to be a Secret, but some members may prefer to remain hidden.) It frequently clashes with the Golden Dawn, and has aligned itself with the Second Compact.

Members wear its symbol, the Eye in the Pyramid, on rings (and don long gray robes with the same symbol during high ceremonies). It has fewer chapterhouses than its size and power might



imply, as members often meet in private clubs or homes; many are scholars at major universities. The Brotherhood claims that its lore derives from Egyptian and Mesopotamian temples; its libraries hold copies of *The Manuscriptum Mentalis* (p. 109) and *LeRoeun's Scrolls of Dimensional Movement* (p. 107).

The Hermetic Order of the Golden Dawn



In other universes, the Golden Dawn was a late 19th-century creation that attracted intellectuals and artists with an interest in mysticism, along with the notorious Aleister Crowley. In New Europa, it appears to have authentic ancient roots in the cult of Isis, and genuine power. Although it is an overt society with a veneer of respectability, its members are generally dedicated to the pursuit of power, worldly as well as magickal; although they clash most often with the Illuminati, no other Orders entirely trust them. (Membership is occasionally a Secret; Megalomania is not actually mandatory.)

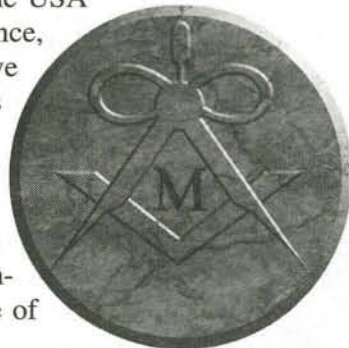
Its symbol is a stylized ram and crescent motif, usually worn on some small item of jewelry. It maintains a network of hidden temples as well as chapter-houses, especially in England, Wales, and Prussia, and its members wear black robes marked with red mystical symbols for ceremonies. Its known Lorebooks include *The Dark Libram of Necromancy* (p. 106) and *The Libram of Summonation* (p. 107).

The Grand Order of the Freemasonic Lodge

Like the Golden Dawn, the Freemasons of New Europa live up to some of the wilder claims made by their counterparts in other universes. Dedicated to charity and good works, they wield magick supposedly based on the heritage of Hiram of Tyre, builder of Solomon's temple. The Order is old enough that it can claim "parentage" of several others. Its ideals, based on the image of a stonemasons' craft lodge as the symbol of brotherhood between all men, have led it to align itself with the Second Compact. ("Virtuous" disadvantages such as Code of Honor are fairly common, though only a very few members are starry-eyed idealists.)

The branch of the Freemasons active in the USA resembles its European parent to a casual glance, but has in fact developed into a manipulative political organization; see sidebar, p. 27. It has dictated the laws that require that all magick (other than its own) must be licensed, and is even said to ensure that the President is always a Mason. It remains an all-male group, whereas the Old World branch now accepts female members. Relations between Masons on either side of the Atlantean are increasingly strained.

The Freemasons' symbols are the square, compass, plumb line, and level, often engraved on small items of jewelry. Traditional leather aprons are worn for formal ceremonies. Unostentatious Masonic "Temples" may be found almost anywhere in the world; their standard Lorebooks are *The Manuscriptum Universal Alchemic* (p. 110) and *Agrivicca Rexus' Realm of Illusion* (p. 106).



OTHER ORDERS (CONTINUED)

The mystical Dervish Orders include the formerly influential *Bektashi*, the high-minded *Mehlevis*, the wandering, unworldly *Kalendari*, and the militant *Senusis*. These factions have varied, unpredictable access to a range of lore, although most are more concerned with Sufi religious mysticism. Among secular sorcerers, *The Wielders of the Balance* are the most blatant, being a guild of bazaar wizards, while *The Brotherhood of Purity* is more subtle and secretive, supposedly pursuing knowledge for its own sake.

The Ottoman court is a hotbed of magickal power. The harem is full of concubines from all over the Empire, with nothing better to do with their time than exchange knowledge and pursue status; members of *The Sisterhood of Roxelana* apply magick to this end. In addition, the Court Viziers are frequently very powerful adepts; many have been trained by Dervish Orders, but they also form a small "Order" of their own, *The Diwan of the Golden Road*, with access to an exceptional magickal library.

In deeper shadows, rumors that the medieval sect of Assassins survives, and is using magick along with assassination to reshape the world to its own strange ends, are usually dismissed. Meanwhile, out in the desert, the Bedouin tribes have their poet-sorcerers, known as *Sha'irs*.

In Other Lands

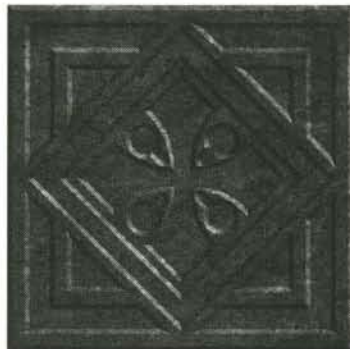
Further beyond the margins are numerous "local" traditions, who can be treated as Orders for practical purposes (albeit with Lorebooks taking strange, un-booklike forms). *The Path of the Spirit World* represents the tribal medicine-workers of Africa, while *The Steps of the Sun* preserves Central American sorcery, *The Great Pipestone Lodge* wields the knowledge of the medicine men of the Twenty Nations, and so on.

Some factions have mingled their knowledge with other ideas, leading to the sinister zombie-making Voudon of *The Carrefour de la Tour Rouge* and the mingling of Druidic and Native American lore mastered by *The Foursquare of Harlech*. In Asia, there are countless ancient and powerful groups; alchemists, martial arts adepts, students of arts taught by the local Dragons to their human relatives, and so on.

The Order of the Temple of Jerusalem

Descended from the crusading Knights Templar, this Order now draws on magick derived from Middle Eastern sources. (There is some suggestion that the Templars were predecessors to the original Freemasons.) The New European Templars were supposedly obliterated in 1307; they seem to have survived for a time mostly in Scotland, then re-emerged. They now form the most combative of major Orders, and their willingness to adventure has carried them across the world. Their membership remains entirely male, and largely consists of soldiers and sailors; the Order *hates* any group that practices human or even animal sacrifice or the summoning of evil spirits, to the point of Fanaticism.

This approach has led the Templars to align themselves with the Second Compact, albeit on their own terms. Their symbol is a red cross, worn in various forms, including on white tunics for formal ceremonies. Their Lorebooks are *The Libram of Mystic Transformation* (p. 107) and *Osman's Tome of Physical Movement* (p. 112).



CONSTRUCTING NEW SPELLS

GMs wishing to define new spell effects for a game should use existing descriptions as a template, especially with regard to required energy types and costs. In general, effects should be broad and fairly loosely described, adaptable for a range of purposes, but some, especially in the lore of minor Orders, can be more specific and narrow. A typical "broad" effect might create ice out of thin air; a "narrow" version could produce icicle darts for use as weapons.

Characters seeking to create or research new spells should have a major task on their hands, and a number of adventures to play through. Note, incidentally, that the boundary between invention and discovery is shadowy; many New European sorcerers subscribe to the theory that "Ancient Civilizations" knew considerably more about magick than their modern descendants, and hold that everything one could want in the way of magick is to be found in dusty texts somewhere. (Some others do adopt a more scientific, modernistic approach, but sorcerers are always a little more subjective and intuitive than scientists.) In general, innovative sorcerers mix research and invention in various proportions, searching through old texts for hints of possibilities, then attempting to give the ideas they find a coherent theoretical underpinning. In all cases, in game terms, a large number of skill rolls will be required; Thaumatology is usually the most important, but archaic languages, Archaeology, History, Anthropology, and Mathematics can all be required – not to mention Research and any number of social and adventuring skills when the time comes to go looking for material.

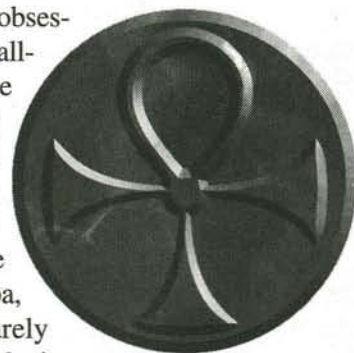
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The Mystic Lodge of the Temple of Ra

A recent foundation that embodies the Victorian obsession with all things Egyptian, the Temple of Ra is an all-male group whose members believe themselves to be reincarnations of ancient pharaohs. As such, they often claim that they are destined to rule the world. Despite their taste for archaic symbolism (including Egyptian-style dress for private ceremonies), they use technology as well as magick, and produce some of the most bizarre arch-villains of New Europa, although the Order as whole remains just barely respectable. Members may have significant Delusions, Obsessions, or even Megalomania; they have a running feud with the White Lodge, who despise technology in all its forms.

Their chapterhouses are described as "temples," but give as much space to laboratories as to ceremonial areas; the largest are in France and Prussia. Their chief symbol is the ankh; their only Lorebook is the *Libram of Temporal Control* (p. 108).



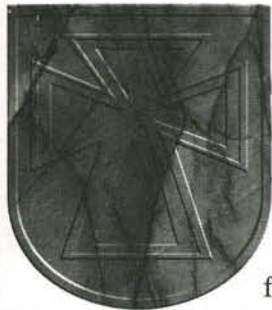
The Theosophic Masters of the White Lodge

Members of the White Lodge claim to be the earthly agents of beings called *Mahatmas*. Once the dominant power on Earth, ruling from the lost continents of Lemuria and Mu, the Mahatmas have now become ethereal, and seek to guide humanity to a state of higher consciousness. Their teachings mingle Cabalism, Buddhism, Taoism, and eccentric sorcery, along with a call for humanity to turn away from technology and embrace a life of simple meditation. The Lodge often sabotages new technological accomplishments and seeks to subvert significant individuals through the use of dream-magick; thus, it comes into conflict with technologically oriented groups, including the Temple of Ra. Its secrecy is patchy at best, but its members are

mostly regarded as relatively unthreatening lunatics – except by those who fear that the “Mahatmas” are really Unseelie, or something else.

The Lodge’s sigil is the symbol for infinity, worn on a pendant or ring or as a tattoo (usually under the hairline). This symbol, in blue, also marks the hoods of its white ceremonial robes. Small, private Lodge chapterhouses are scattered across Europe; they seem especially strong in Vienna. Members may be too secretive to benefit from a Claim to Hospitality beyond the Order (reducing that advantage to 5 points, and optionally adding membership as a Secret), and often display Delusions or Fanaticism. Known Lodge Lorebooks are *Megron’s Realm of Dreaming* (p. 110) and *The Manuscript of Paranormal Divination* (p. 109).

The Holy Order of St. Boniface



Confronted with the undeniable power of sorcery which had no scent of demonism about it, the Catholic Church decided in 1350 to bring these forces under its authority. The Order of St. Boniface was originally charged with the elimination of evil wizardry and the protection of good Christians, but it also made special study of healing magick. Still, it remains a great deal more militant than the popular image of “mild-mannered exorcists” suggests. In recent centuries, it has achieved a truly astounding capacity for ecumenical tolerance; its membership now extends to most varieties of Protestants. Bonifacians are always priests, or at least formally recognized churchmen of some sort; as a result, the membership is almost entirely male, especially in Catholic areas, although some of the more eccentric Protestant elements admit a few women. (In *GURPS* terms, Clerical Investment is mandatory, and this in turn implies Vows or Disciplines of Faith.)

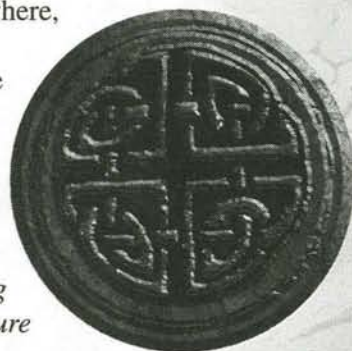
The Order has spread across the world; its healing mission ensures that it is tolerated even by American Freemasons, though it is hostile to any dark magick. Its only sigil is a short prayer, spoken when members feel the need to identify themselves.

Bonifacian libraries hold *The Ritual Writing of Psychic Binding* (p. 113) and *The Realm of the Unknown Mind* (p. 112); the latter is not “officially sanctioned,” but is considered acceptable.

The Ancient Brotherhood of the Druidic Temple

Tracing their origins through ancient Celtic priests to the Neolithic age, the Druids preserve ancient herbal lore and at least a sense of animistic theology (although many members bury this beneath more modern religious practices). They maintain an attitude of detachment from the squabbles of other Orders, only reacting if their sacred groves or standing stones are threatened; however, members may be encountered going about their mundane business almost anywhere, at least in rural areas.

Those “sacred” places are always deep in forests or wildernesses; the Druids have ancient pacts with the Faerie folk, and are never threatened when traveling to ceremonies. They are strongest in Britain, Ireland, Brittany, and northern Europe. Their symbols are mistletoe and holly, often depicted in Celtic-style jewelry (such as cloak pins or torcs). Their lore was traditionally passed down orally, but today, members study written records of their style of magick; *The Manuscript of Elemental Shaping* (p. 108) is genuinely old, whereas Burton’s *On the Raised Forces of Nature* (p. 111) is a modern study.



CONSTRUCTING NEW SPELLS (CONTINUED)

Spells as Maneuvers

One final *optional* possibility; completely specified spells can be treated as Maneuvers (see pp. C1162-164), based off the character’s skill with the relevant Lorebook. They should be considered Hard, and can be bought up to (Lorebook skill+4). This may well unbalance the game, leading to wizards who are tiresomely good at throwing one type of fireball, and GMs should feel free to prohibit it. But even New European sorcerers *may* be able to profit from intensive specialized practice; it’s simply that the wiser ones prefer to remain flexible generalists.

Agrivicca Rexus' Realm of Illusion

This book is the property of the Freemasons, and nowadays takes the form of a heavy volume of illuminated manuscripts, bound in brass covers with a heavy lock. It is ascribed to one "Agrivicca Rexus," who is said to have written it in 1298 B.C., though similar spells are known to many sorcerous traditions around the world. It gives the use of just two, very versatile, effects:

Illusions of the Mind and Body are exactly that. Illusions may affect any of the five senses; spell Definitions encompass its complexity, size, duration, and mobility, and how well the caster knows the subject if attempting to create the illusion of a particular thing or being. Base Cost: 6 (emotional).

True Vision allows the caster to dispel any and all magickal illusions instantly. Base Cost: 6 (emotional).

The Dark Libram of Necromancy

One of the Golden Dawn's Lorebooks, this is described as "the darkest of the three *Books of Set*" and is said to drive men mad. The heavy, gnarled binding is rumored to be made of either human or Dragon skin, while the writing is tiny and crabbed, seeming to crawl across the page. The effects it grants are as follows:

Animation of the Dead: This temporarily transforms a dead body of any kind into an undead creature, with physical attributes broadly equal to those of the being when it was alive, and IQ 5 or as in life, whichever is *less*. The sorcerer must then win a Quick Contest between his own Will and the average of the creature's HT and IQ. If successful, the creature serves him for the duration of the spell; if not, roll its reaction to the sorcerer at -2. Base Cost: 8 (spiritual).

Speaker to the Dead: This enables the caster to speak with a dead body; the deceased's spirit can communicate as when it was alive (and has the same motivations, with the addition of any natural reactions to being killed and then forced to communicate). Spirits are highly evasive on the subject of the afterlife. Base Cost: 10 (spiritual).

Draining of Another's Life Force: This causes damage (in the form of reduced vitality) by necromantic assault; thus, it disregards armor (but not Toughness). Base Cost: 16 (spiritual).

Banish to Eternal Rest: This negates other necromantic magic, and so dispels or blocks other effects based on the Libram or similar forms of magic. Base Cost: 8 (spiritual).

LeRoeun's Scrolls of Dimensional Movement

This is said to be merely the first of "The Writings of Unknowable Knowledge." It was obtained by the Illuminati through obscure research, and all their copies consist of thin, flexible sheets of gray metal, bound between covers of the same material.

Several of the effects it provides allow the caster to open *Portals* that transcend distance and dimension: *To Other Lands on the Same World* (Base Cost: 6, spiritual), *To the Faerie Realm* (Base Cost: 8, spiritual), or *To Dimensions Beyond the Faerie Veil* (Base Cost: 10, spiritual). In addition, *Astral Movement* allows the caster to project consciousness (but not the physical body) to other points on the same world (Base Cost: 4, spiritual). (Note, incidentally, that being able to reach somewhere, and knowing what one will find on arrival, are not the same thing.)

SECRETS OF THE ANCIENTS REVEALED!

A Public Lecture will be presented at the Haberdashers' Hall this next FRIDAY, in which certain information pertaining to the TRUE ORIGINS of human civilization WILL BE PRESENTED! These facts have been revealed to DOCTOR JOHANNES TRAVOLTA, B.A. (Poseid.), and others of a Most Potent Sorcerous Order in which he possesses the Highest Rank, and will be explicated by himself with the aid of the most Advanced Magic Lantern Technology.

(Admittance 1/6. Ladies are requested not to wear Scarlet, for reasons that Will Be Revealed.)

The Libram of Mystic Transformation

It is said that the lore in this book was learned by "Osman the Prophet" at the feet of the Djinni Suliem, and passed to the Templars during the Crusades. Certainly, its traditional form – 14 very ornate and gilded scrolls – is kept in a brass-bound chest covered in Arabic script, and copies are held by some Ottoman factions as well as the Templars. It enables readers to achieve a range of effects, some of which are often combined:

Changing Size: The power of changing a living thing's size anywhere between those of an ant and an elephant. ST and both base and current Hit Point values change in proportion. Base Cost: 12 (material).

Shape of a Known Form: This enables the caster to change a living thing into any other living thing which the caster has personally encountered and spent a few minutes observing. The subject's size cannot be changed significantly by this spell, and the shape does *not* grant any special abilities. Base Cost: 6 (material).



Invest With Powers of a Known Forms: Often combined with the preceding effect, this gives the subject powers or abilities of a specific living thing, which again must be something the caster has studied. It is also possible to grant "inappropriate" abilities, such as making a horse bark like a dog or granting a human being the speed of a greyhound. Base Cost: 12 (material).

Shape of the Unknown Form: This allows the caster to change a living thing into a shape with which he is unfamiliar, although the caster will still need a very detailed verbal description or an accurate picture of the "target" form. Base Cost: 16 (material).

Transformation Barrier: This enables the user to block any of the above transformations, so long as it is cast before the transformation actually takes place. Base Cost: 8 (material).

The Libram of Summonation

Another Lorebook trawled from the dark by-ways of scholarship by the Golden Dawn, this is correctly named *The Libram of Metaphysick and Transferences of Corum the Adept*, and is said to date to 109 B.C.; the usual binding is again rumored to be Dragon-skin, with bronze clasps and vellum pages. The Illuminati and others may have had access to copies in the past.

The book deals with the calling of things and beings through space and other worlds, and even through time. It describes just two, very versatile, effects:

Summonation: Simply, the power of magickally bringing items or entities to one's presence. Objects, weapons, hordes of beings, and supernatural entities may all be summoned for the duration of the spell, but living beings do *not* automatically serve the caster; note that whatever is summoned is the spell's subject for Definition purposes. Base Cost: 8 (spiritual).

Banishment: The opposite of the above effect; if the subject is a summoned thing or being, it is instantly returned whence it came. Base Cost: 6 (spiritual).

The Libram of Temporal Control

The knowledge in this “book” is associated with the obscure “Xerxes of Thrace” and supposedly dates to 1088, although its origins are dubious, in time as well as space. The original, reproduced as closely as possible in all the Temple of Ra’s libraries, consists of a set of loosely bound sheets of many different types: writing paper, parchment, calfskin, oddly slippery stuff with silvery lettering, a few wax tablets, and one sheet of thin slate, all piled into a metal box marked *Imperial Star Fleet Ration Pack*. It provides three effects:

Time Cessation: This causes time to stop in the defined area around the caster, but not for the caster himself. The caster cannot directly harm time-stopped beings or things while it lasts, but can move them around, set up traps or attacks, study them closely, or simply flee; the effect ends if the caster leaves its area. Base Cost: 10 (spiritual).

Time Acceleration/Slowing: Causes the caster to move faster or slower than his surroundings by a factor of 4; thus, in game terms, the caster can take four rounds to everyone else’s one, or one to their four. Relatively faster characters being attacked by those who are relatively slower gain +4 active defenses vs. melee attacks, +3 vs. arrows, and +2 vs. bullets and beams. Opponents whom they attack in melee have -1 to active defenses, and of course the higher speed permits multiple attacks. Base Cost: 12 (spiritual).

Temporal Fugue: The only form of reliable magickal time travel currently known in New Europa. The caster repeatedly shifts backward in time by up to one minute (but never more), and can do this up to four times, so that up to five “copies” of himself exist and can perform useful tasks simultaneously. (Any sorcerer seeing a future version of himself suffering life-threatening injuries may well have to make a Fright Check, and the universe may deal with paradoxes arising from this spell in weirdly unpleasant ways.) Base Cost: 12 (spiritual).

The Manuscript of Elemental Shaping

One of the few written compilations of lore that the Druidic Temple has actually valued and kept in its hands, this book was compiled in 122 B.C. It takes the form of seven sheets of beaten silver with raised Celtic characters, wrapped in gray calfskin and tied with silver cords.

It deals with the magickal manipulation of the classical four elements. Note that they do not have to be “pure” (“earth” includes dirt, soil, sand, and rock, water may be salty, and air or water includes fog), but they must be the sort of thing that an ordinary person would call fire,

water, earth, or air (so oils and strong acids are not “water”). Each of its four chapters deals with a different effect:

Investing the Element: This is the technique of creating creatures of fire, water, earth, or air; it is therefore sometimes thought of as a form of summoning. The creatures it shapes have extremely limited intelligence and basic senses, and can be required to perform one simple task or a series of very simple tasks. Base Cost: 10 (elemental).

AN ADDRESS TO ALL BROWNIES, LEPRECHAUNS, BOGIES, FETCHES, AND OTHER MEMBERS OF THE OPPRESSED PROLETARIAT AMONG THE SO-NAMED “FAERIES”:

Brothers in servitude! You, too, must be aware that you are Abused and Exploited by the Decadent and Arrogant Aristocracy! But Fear Not, for there are those who

acknowledge Common Cause with you!

The Brotherhood of the Oppressed But Valiant welcomes all Suffering Workers, whatever their

Outward Shape! Join us, in Casting Down the

Vile Exploiters, whether Human Plutocrat Scum,

So-Called “Faerie Lords,” or Draconic Coupon-Clippers!

Readers should please take note that the Brotherhood of the Oppressed But Valiant are not affiliated with any other so-called Anarchist Organisation or Brotherhood.

Elemental Temperature: This enables the caster to change the temperature of a quantity of any one element (i.e., non-living matter only) roughly between the freezing and boiling points of water. The process cannot be used even indirectly to do much more damage than can be caused by contact with scalding water; fire can be reduced to cold smoke (but *not* made super-hot); water can be frozen, or boiled like a kettle; earth can be transformed to permafrost; air can be made like a desert wind, or reduced to an icy fog. Base Cost: 4 (elemental).

Shaping the Element: This allows the sorcerer to manipulate the gross form of any of the four elements. Air can be made into whirlwinds, fog or cloud can be moved around, water can become a whirlpool or caused to flood an area, and earth or fire can form barriers and more complex shapes. Shaped elemental matter cannot move fast enough to inflict impact damage, but may crush or force back by sheer weight, and of course, shaped fire can burn. Base Cost: 8 (elemental).

Elemental Barrier: This counter-magick enables the caster to stop any of the above magickal effects within its area of effect. Elemental creatures vanish; temperatures and shapes return to normal. Base Cost: 8 (elemental).

The Manuscript of Paranormal Divination

One of the White Lodge's Lorebooks, this is usually identified by scholars with lore alluded to in the writings of the shadowy "Jarix the Red Mage." Copies are written in tiny gold symbols on black onyx tablets. It deals with the ancient topics of divination and magickal perception, and provides four effects:

Clairaudience: The power to listen to conversations and other sounds at a distance. Base Cost: 6 (spiritual).

Clairvoyance: The power to both see and hear people and events at a distance. Base Cost: 8 (spiritual).

Scrying: This is functionally identical to *Clairvoyance*, but the caster must make use of a clear crystal or mirror. Base Cost: 6 (spiritual).

Divination Barrier: Cast over an area, this prevents any of the previous powers (or similar effects) penetrating that area for its duration. Base Cost: 8 (spiritual).

The Manuscriptum Mentalis

Written by Trigmeistus Adeptus of Austria in 1215, this text is closely associated with the history of the Illuminati. Master copies consist of a series of sheets loosely bound in black leather. The effects it teaches are all concerned with the mental control of others through redefinition of thought-structures:

Mental Command: This allows the sorcerer to issue simple or complex mental commands to others, which they must obey. Commands that directly oppose one of the subject's disadvantages may increase the casting energy cost by 2 to 10 points (according to the strength of the disadvantage), and any that will cause him serious discomfort or danger increase it by anything from 2 to 20, depending on the degree of risk. Lengthy tasks may permit one or more Will rolls after a while, to break the control, at the GM's option; if they oppose the subject's ideals or cause him extreme danger, the roll may be at a bonus. Base Cost: 4 (emotional).

Dominate Will: This is the power to suppress the subject's conscious will completely and take direct control of his

body. The caster can do nothing but Concentrate so long as control is maintained. Prolonged control (over a period of a day or more), or acts *violently* opposed to the subject's fundamental nature, may allow the subject to "awaken" enough to attempt a Quick Contest of Will to regain control. Base Cost: 10 (emotional).

Forget: This is the power to make the subject forget all about a particular subject or period of time. Base Cost: 4 (emotional).

Implanting Suggestions: This allows thoughts or ideas to be placed "in the back of the subject's mind." Used subtly, this can be extremely powerful, but attempting to plant thoughts which the subject would never normally consider will lead him merely to shake his head and mutter at himself not to be stupid. Base Cost: 6 (emotional).

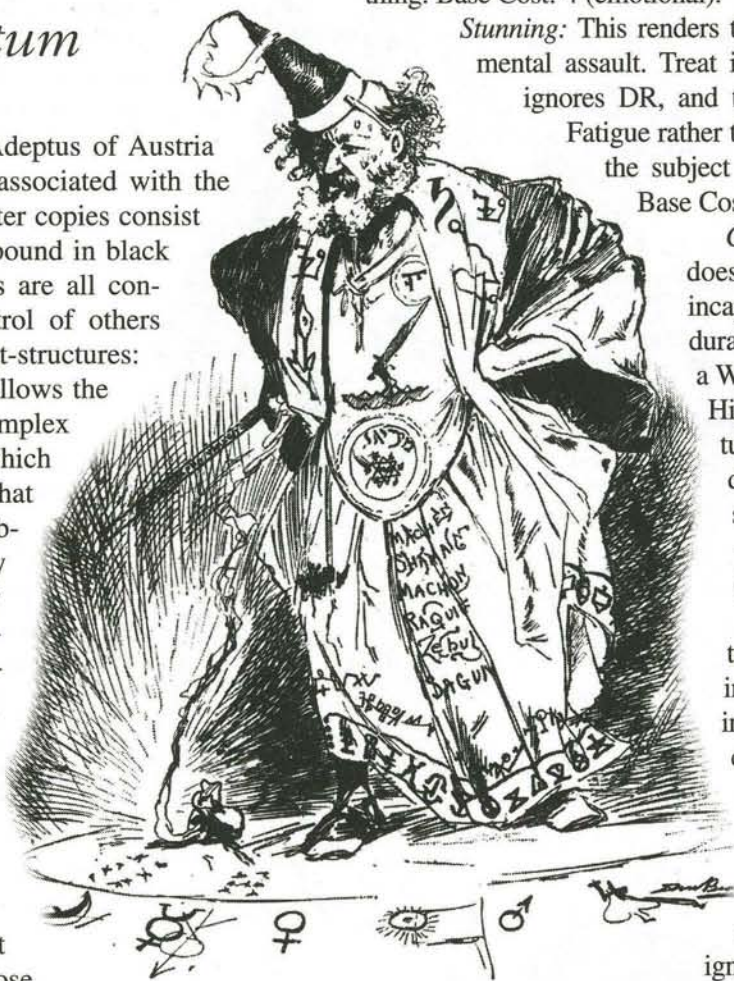
Entrancing and Beguiling: This renders the subject dizzy and confused; effectively, Mentally Stunned. If it is cast for an extended duration, the stunning effect returns every turn, and the subject must make repeated IQ rolls to achieve anything. Base Cost: 4 (emotional).

Stunning: This renders the subject unconscious by mental assault. Treat it as doing damage, but it ignores DR, and the damage is taken from Fatigue rather than Hit Points; in addition, the subject is Stunned by the attack. Base Cost: 10 (emotional).

Create Blinding Pain: This does no actual damage, but incapacitates the subject for its duration. The victim must make a Will roll at -5 (or -1 if he has High Pain Threshold) every turn to do anything but lie down and moan, and even if successful, all actions are at -2 to all rolls. Base Cost: 12 (emotional).

Death Wish: This mental assault is so powerful and insidious it causes physical injury, as the subject's mind causes his body to shut down. (Victims appear to suffer heart attacks, cerebral hemorrhages, and so on.) Treat it as a damage-producing spell; it ignores all DR, but the victim may attempt a Will roll, and the damage caused is reduced by the amount by which the roll was made, to a maximum of -3. Base Cost: 16 (emotional).

Mental Barrier: This effect negates or deflects all of the above effects instantly. (It may also block similar mind-affecting magicks, at the GM's option.) Base Cost: 8 (emotional).



The Manuscriptum Universal Alchemic

The only *complete* surviving work of Hermes Trismegistus, fabled founder of alchemy, this slim text is a classic of magickal theory. The Freemasons give copies a silver cover and gray paper, with tiny silver writing. The effects it describes are as follows:

Universal Alchemic: This effect changes the material composition of non-living objects for its duration, transforming lead (for example) temporarily to gold. (The Freemasons, being a high-minded society who tend to protect the status quo, disapprove of those who apply this effect to fraudulent ends; also, there are various magickal and practical tests for authenticity which can be applied by those who deal in precious metals.) Base Cost: 8 (material).

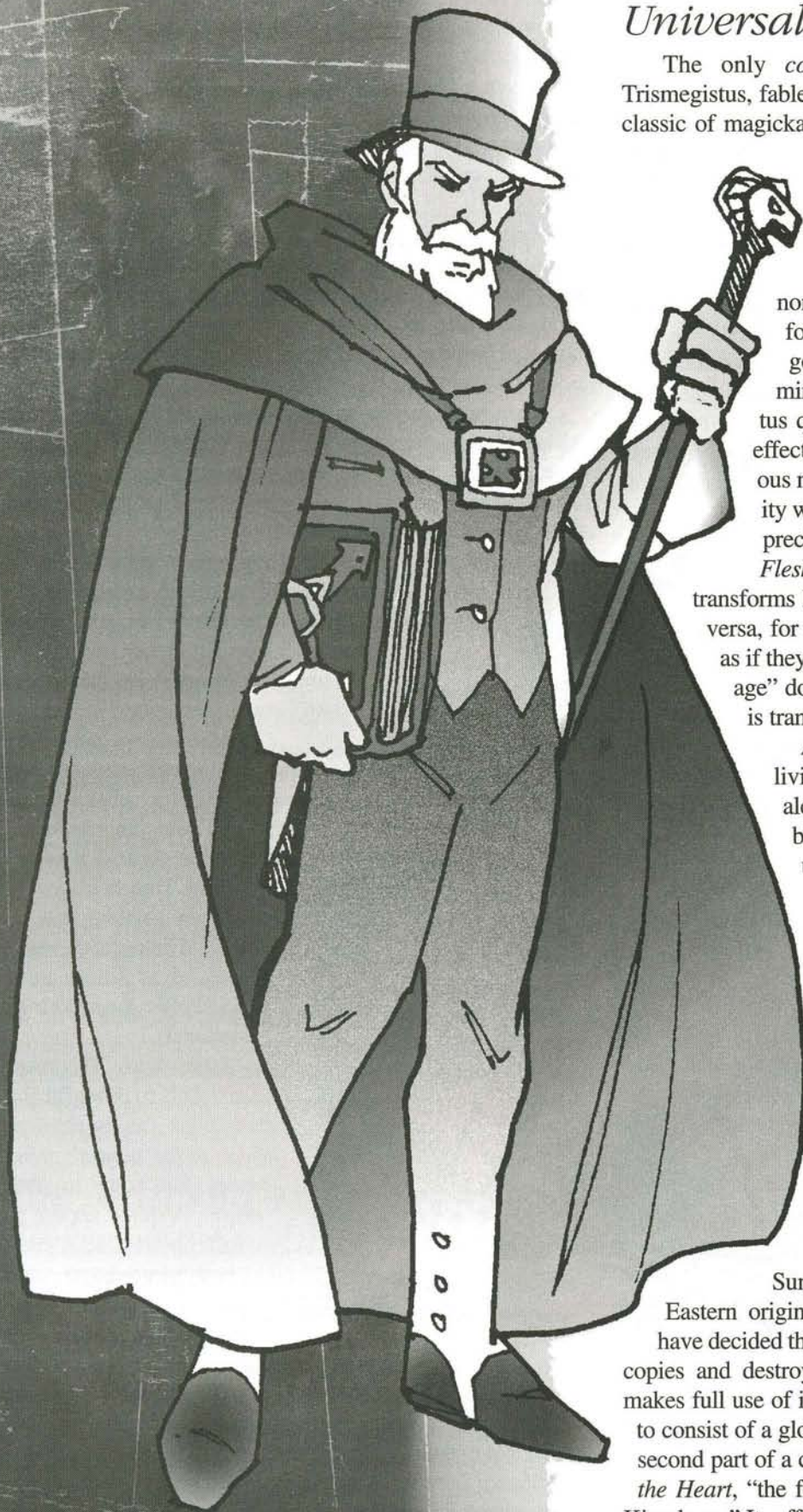
Flesh to Mineral/Mineral to Flesh: This effect transforms living flesh to a specific mineral, or vice versa, for its duration. Castings should be Defined as if they inflicted damage; DR reduces the “damage” done, and a victim reduced to 0 Hit Points is transformed. Base Cost: 8 (material).

Alchemic Destruction: This effect causes living matter to be reduced to “lower” alchemical forms – usually meaning a bubbling puddle of slime. In game terms, it is used to inflict direct damage. Armor protects against this, but Toughness and living things’ innate DR do not. Base Cost: 16 (material).

Alchemic Barrier: This enables the caster to block or cancel any of the above changes, provided that this spell is cast before the transformation begins. Base Cost: 8 (material).

Megron’s Realm of Dreaming

Supposedly written by “Megron the Sumerian,” this work is certainly of Middle Eastern origin, but at various times, Moslem groups have decided that it is objectionable, and have sought out copies and destroyed them. The White Lodge, however, makes full use of it, and keeps it very secure. It is *rumored* to consist of a glowing roll of vellum sheets, and to be the second part of a collection known as *The Three Realms of the Heart*, “the foundation of the Knowledge of the Old Kingdoms.” Its effects consist of dreams that may be sent to its subject:



Dreams of Prophecy: These are dreams in which the caster sends knowledge. Base Cost: 6 (emotional).

Dreams of Warning: These are dreams in which the caster sends warnings of some forthcoming threat. (These have less detail than *Dreams of Prophecy*, but always convey an intense sense of danger.) Base Cost: 4 (emotional).

Nightmares: When these are sent, the caster defines some story or scene for the subject to experience (usually unpleasant); the subject's mind then places the person or thing he fears most in crucial positions in the dream. For the duration of the spell, the subject only recovers Fatigue half as quickly as normal, and a night more than a quarter spent in Nightmares does *not* count as a full night's sleep. If the subject later encounters elements from the Nightmare in the waking world, this may be worth a Fright Check. Base Cost: 8 (emotional).

Erotic Dreams: When these are sent, the caster defines an appealing story or scene with erotic elements (usually explicit, but sometimes more subtle); the subject's mind then places the person he or she most desires in the dream. The effects of this are left to the GM's judgment and careful roleplaying; results can include a very pleasant night's sleep, an intense sense of guilt, a growing obsession with making the dream come true, or a tendency to extreme confusion and distraction in the presence of the one desired. Sleep spent thus usually enables the subject to recover Fatigue normally, unless the caster suggests an especially wild dream. Base Cost: 6 (emotional).

Killing Dreams: These are dreams in which the dreamer experiences his own death, with horrific clarity and realism, and cannot awake by himself. Each minute that the dream continues, the subject must roll against HT, at -1 for every full 10 minutes for which he has been dreaming; if the roll is failed, he suffers Fatigue loss equal to the amount by which the roll was failed, and when Fatigue reaches 0, he starts losing Hit Points (due to heart failure and nervous shock). It is perfectly possible for the subject to die. It will usually be fairly clear to observers that he is suffering bad dreams, but not how bad; if he is awakened, the spell is broken, though if the waking is rough or he has started taking damage, a Fright Check may be appropriate. Base Cost: 16 (emotional).

Dream Barrier: This effect makes the subject immune to all the above magickal dreams for its duration (though it does not prevent normal dreaming). Base Cost: 8 (emotional).

On the Raised Forces of Nature

This privately published study by Richard Burton (p. 136) has become a favored teaching tool for the Druidic Temple, although the techniques it describes are still passed on in purely oral teachings; Burton simply collated information that elemental magicians and shamans have long employed. It is a set of four plain leather-bound volumes that would attract no special attention in any bookshop. The effects it describes are varied and dramatic (and most of them can be used to inflict damage, at least in some circumstances):

GOBLIN REMOVER

Is your home or place of residence plagued by Goblins or other malevolent Faeries? Are you troubled by Imps, Gremlins, Bogies, or Boggarts? Use Dr. Masters' Patent Goblin Remover! Safely and quickly drives away all types of bothersome Faeries. Does not harm children or animals.
One-pound box, 6s.
Five-pound tin, 1 guinea.
Larger quantities available by request.



Raise the Storm enables the caster to create thunderstorms or hurl rain or lightning at opponents. Base Cost: 6 (elemental).

Raise the Maelstrom creates tidal waves, floods, or even violent jets of water. Base Cost: 8 (elemental).

Shake the Earth creates earthquakes of various sizes and intensities. Base Cost: 8 (elemental).

Raise the Firestorm causes large or small conflagrations, or can be focused to a blast of flame. Base Cost: 8 (elemental).

Lastly, *Quell Nature* enables the caster to suppress the power of storm, flood, earthquake, or flame (magickal or natural). When dealing with forces powerful enough to cause physical injury, the Definitions must include a cost equal to that of causing comparable damage. Base Cost: 8 (elemental).

Osman's Tome of Physical Movement

Moslem scholars claim that "Suliam the Djinni" taught "Osman" the spells in this book, so that human sorcerers should be able to achieve certain feats without perpetually harassing his kind for aid. However, there are only a few copies now to be found in the East. It is most heavily used by the Templars. Master copies usually take the form of silver-filigreed scrolls, written in Arabic and stored in a heavy iron chest with the triangular "Seal of Osman" on the top. It describes the following effects:

Hand of Hovering: This enables the caster to hold objects or people at a fixed point up to 100 feet above the ground. Base Cost: 4 (material).

Floors of Glass: This lowers the friction between an object or person and a surface to that between perfectly smooth glass surfaces. Living things must usually roll against DX every round (with modifiers at the GM's option) to remain on their feet; objects may be moved around as if they were on a sledge on snow (see p. B89). Base Cost: 4 (material).

Mastery of Levitation: This permits objects or beings to be moved slowly through the air, at up to 2 yards per turn. The caster controls the movement, which is never violent enough to cause impact damage or serious disorientation (though being dropped from a great height when the spell ends can be quite damaging). Subjects who can grab a solid object can prevent the spell moving them around, and those with their own flying ability can move normally, albeit at -2 yards per turn if fighting the spell, but neither can actually break the effect until the spell ends. Base Cost: 6 (material).

Knowledge of Flight: This permits objects or beings to be moved through the air at up to 6 yards per turn. The caster may either control the movement himself, or give control to the subject; in the former case, delicate maneuvers may require an IQ roll from the caster; in the latter, the subject can use Flight skill (at default if necessary) as appropriate.

Subjects with their own flying ability, or who can grab a solid object, can break free of the effect with a successful Quick Contest of their ST against the caster's IQ. Flying into

solid objects causes normal collision damage; flying under the caster's control can be disorienting, and may require a HT or Acrobatics roll to avoid unpleasant effects. Base Cost: 8 (material).

The Realm of the Unknown Mind

Not much known to scholars outside the Order of St. Boniface, this magical treatise on sanity and madness consists of four volumes, usually bound in ornately carved brown leather, with red foil titling and a cross in the center of the cover. Bonifacian scholars believe it is the third of the *Realms of the Heart* (see *Megron's Realm of Dreaming*, p. 110). Its effects are as follows:

Cast Out the Other cures what will one day be called schizophrenic behaviors and mental "possession"; strictly speaking, the benefits only last for the duration of the spell, but a competent expert (or even a wise amateur) can stabilize the subject's mind and identify and eliminate the cause of the trouble in the time of respite it grants. Base Cost: 8 (emotional).

Conquer the Madness influences more gross forms of insanity, curing or causing them depending on the subject's state beforehand. Subjects may bark like dogs, hallucinate, or simply be rendered catatonic, or be cured of similar conditions for its duration. Fine control over these effects is hard, and will probably demand use of Psychology skill and careful judgment; this magic

does not grant actual comprehension of the intricacies of the human mind. Base Cost: 8 (emotional).

Hear the Hidden Thoughts allows the caster to perceive the subject's thought processes, often including matters of which the subject himself is not fully aware. (This should be played as giving a broad, deep insight into the subject's mind, not as quick or simple telepathy.) Base Cost: 6 (emotional).

Bring to Peace imparts calmness and tranquility to the subject, who loses all desire for aggression. (The subject will still defend himself from attacks, but with minimum force.) Base Cost: 4 (emotional).

Bring to Rest imparts even greater calm, such that the subject will fall into a deep and restful sleep unless the surroundings make that completely impossible. Again, the spell does not make the subject deaf, stupid, or incompetent; merely *strongly* inclined to rest. (An IQ roll may be needed to focus on urgent matters.) Base Cost: 6 (emotional).



The Ritual Writing of Psychic Binding

Created by the Order of St. Stephen of Malta in 1065 and passed on to their successors in the Order of St. Boniface, the modern edition of this book is a plain gray leather folio, with a silver cross on the cover. It deals with a range of "bindings," primarily to keep the caster and others safe:

A Simple Geas causes the subject always to obey a specific command or word, whenever the caster speaks it to him. Thus, the subject may be required to, say, "Stop" or "Leave this place" whenever the caster chooses to command him. Base Cost: 4 (emotional).

Restraint Through Magic Circles makes the subject incapable of crossing a defined, clearly marked circle. Nor can the subject take any direct action to erase the marked circle (although he can try to persuade others to). Base Cost: 2 (emotional).

Restraint Through Magic Wards makes the subject incapable of passing through a specified doorway. Base Cost: 4 (emotional).

Restraint Through Magic Talismans makes the subject incapable of attacking an individual openly carrying a specially prepared talisman. (The preparation process need not be complex; marking a simple wooden amulet with a symbol is enough.) Base Cost: 4 (emotional).

Strengthen the Life Bond creates a magickal link between the caster and the subject. If the subject is then reduced to 0 Hit Points or less during its duration, he will be brought back to 1 Hit Point, one turn later; however, the Hit Points he needs for this will be lost by the caster, in the form of matching injuries. If the subject is ever killed instantly, the link is broken; however, the caster must then roll against HT, suffering 1d damage if successful, 3d if not. Base Cost: 12 (emotional).

Psychic Bond creates a mental link between caster and subject. For the duration of the spell, the caster can always determine what the subject is physically doing or saying, with one round of concentration. (However, he cannot read the subject's thoughts.) Base Cost: 8 (emotional).

Break the Binding severs any and all of the above effects instantly. Base Cost: 8 (emotional).

✧ CANTRIPS AND WARDS ✧

In addition to the "advanced" rituals contained in Lorebooks, there is a set of simpler magickal techniques taught to students; *Cantrips and Wards*. Anyone with magickal training should know how to perform such workings, rolling against Ritual Magic skill, unless he is a complete novice or has received a particularly unusual education.

Cantrips

Cantrips are very minor spells, with no Definitions required; range, power, etc. are already included in their Base Costs. Likewise, they do not suffer from harmonics, even if inappropriate energy is used in casting them. Cynics say that they are mostly used for showing off at parties.

Sense Magick enables the caster to tell if magick has been used within 100 feet of his present position in the last 24 hours. This awareness lasts for one minute. Base Cost: 8 (emotional).

Magelight is cast on a non-living object, which then radiates a blue glow ("werelight") equivalent to a small candle for the next 10 minutes. This provides illumination out to about 10 feet. Base Cost: 8 (material).

Candle Flame momentarily creates a match-sized flame, usually on the caster's fingertip, convenient for lighting fires and cigarettes. Base Cost: 8 (material).

Confusion causes a single subject within 20 feet to be Mentally Stunned. (Mages and subjects with Magic

Resistance can roll against IQ to avoid the effect altogether; add Magic Resistance to IQ when rolling to avoid or shrug off the effect.) Base Cost: 10 (emotional).

Simple Illusion creates minor, temporary changes of size, shape and color of small objects. It can make copper coins look like gold, change the writing on one page of a book, or give the caster a slightly changed face. The GM may require IQ rolls, possibly in a Quick Contest with observers' IQ, to make detailed illusions convincing; sorcerers, and any creature with Magic Resistance, see through the illusion on a roll of (IQ+Magery) or (IQ+Magic Resistance). The effect lasts as long as the caster is conscious, within 10' of the illusion, and not casting any other magick. Base Cost: 9 (emotional).

Minor Telekinesis allows the caster to levitate up to one ounce of material and move it at up to 3 yards/turn. The effect may be used for small manipulations such as undoing a button, but this requires an IQ roll; on a failure, the cantrip ends and the caster is Mentally Stunned. Base Cost: 10 (material).

Sense Illusion allows the caster to know that *something* in his range of perceptions isn't real, but not what. The awareness lasts for one minute. Base Cost: 8 (emotional).

Resistance to Sorcery gives the caster extra resistance to any magick of which he is the subject. It increases such spells' Thaumic Energy Requirement by 4 + (twice the cantrip caster's Magery). Base Cost: 10 (spiritual).



Housewifery is a common spell that will clean or perform very minor repairs on objects such as fabrics, pots, or household implements. It will clean about a square yard, or repair objects of up to three pounds weight; it cannot give a knife more than a poor edge, or repair any mechanism that the caster does not fully understand. The caster must touch the thing to be cleaned or fixed. Base Cost: 9 (material).

Wards

Wards are magickal measures designed to protect an area from attack. There are two types:

Lesser Wards provide warnings. Once they have been created, the caster will become aware (through a psychic link) any time that a spell or magickal effect crosses or impinges on a defined, enclosed perimeter. Thaumic Energy Requirement is based solely on the Duration Costs given below, but the caster must walk the entire length of the perimeter immediately before casting them.

Greater Wards act to weaken or negate other magick; they impose a *multiplier* on the cost of any magick that attempts to pass through them. (Note that this makes it *extremely* difficult to cast spells over an area including the homes of a few competent magicians.) They can only protect a single contiguous structure or clearly defined location (such as a building or cave). The cost of the casting is the sum of the Duration and Multiplier Costs given below:

Ward Duration Costs:

For each hour (up to 23): 1 energy
For each day (up to 29): 5 energy
For each month (up to 12): 10 energy

Ward Multiplier Costs:

×2: 2 energy
×3: 6 energy
×4: 10 energy

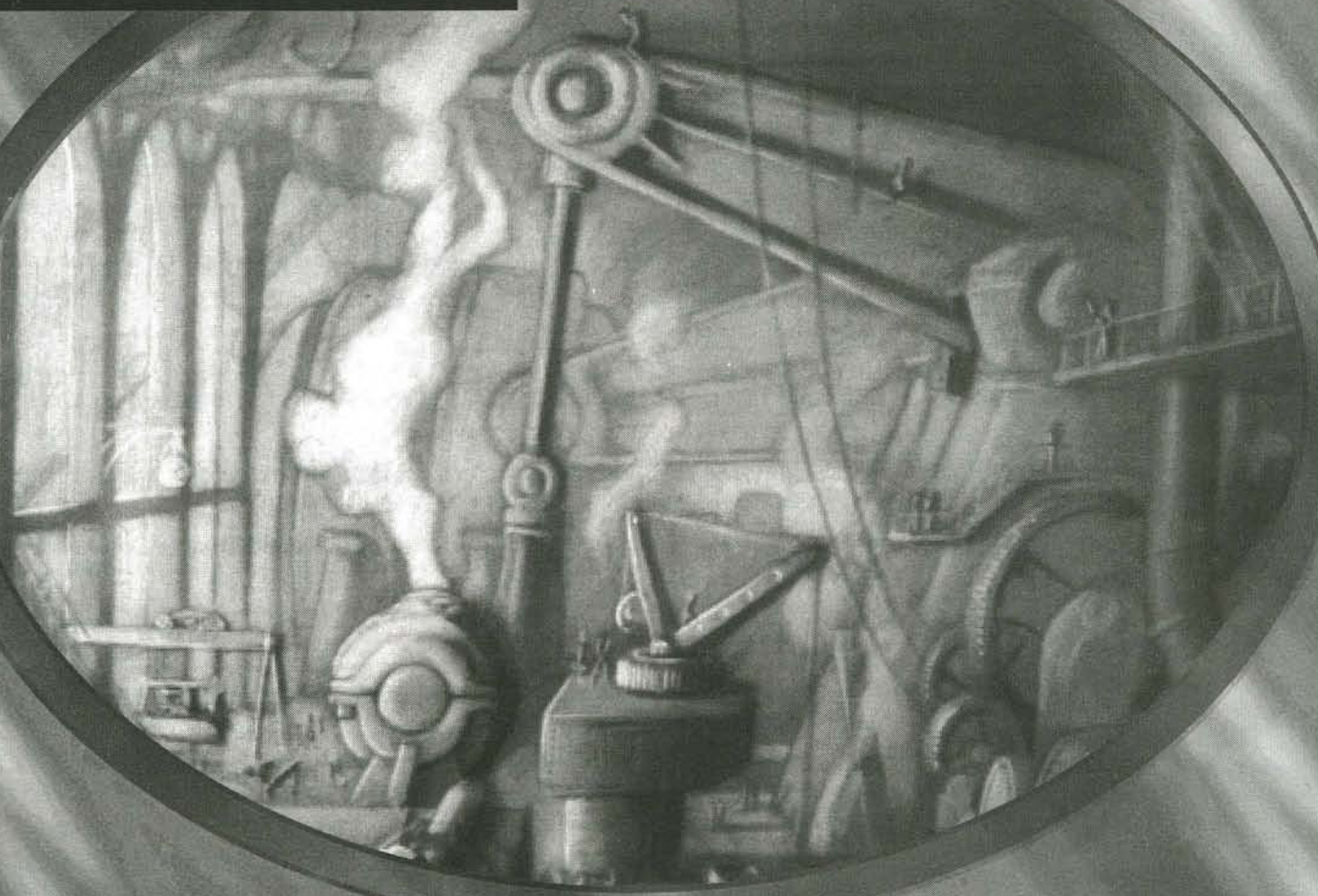
Wards can be created using energy of any aspect, and hence do not suffer from harmonics. Multiple Greater Wards cannot be cast on the same area, or one inside the other; the more powerful simply takes precedence. However, if a spell's target area encompasses several Wards, the multipliers are *summed*; for example, if three different sorcerers living in the same town have each cast ×2 Wards on their homes, any spell cast over the whole town takes a cost multiplier of ×6.

Greater Wards do *not* increase the cost of Lesser Wards cast by the same sorcerer; indeed, sorcerers' homes often have both.

PUBLIC ANNOUNCEMENT:

A LECTURE by the widely-admired MADAME GABRIELLA DUCARRIELLE
Her subject being "THE TRUE SECRETS OF MY BEAUTY AND CAREER" (Madame Ducarrielle promises us that certain widespread untruths concerning her acquaintance with LEADING FIGURES of Europe will be corrected in the course of this oration.)
On the evening of this coming THURSDAY, to commence at Seven O'Clock sharp.

The lecture will be illustrated with magic lantern slides. No unmarried ladies admitted.



STEEL, STEAM, AND SCIENCE

The era of Castle Falkenstein is rightly known as the Age of Steam. It is almost impossible to overstate how much steam power has transformed the world – the effects of steam power can be seen on land, on sea, and in the air. But in the world of Castle Falkenstein, that is only the beginning . . .

I sell here, Sir, what all the world desires to have – POWER.

– Matthew Boulton, Steam Engineer

For all of human history, just about the only way to do anything was by human or animal muscle power. Wind and water power had their uses, but were unreliable or limited to certain locations. Steam provides a portable, controllable source of nearly unlimited power, and engineers have been quick to find a whole range of applications. Railroads have revolutionized land transport, steamships have done the same at sea, and steam-powered digging and tunneling machines are literally transforming the landscape of the Steam Age.

But the scientists and inventors of New Europa and America have taken the power of steam to even more fantastic levels. Devices and vehicles which were nothing more than daydreams or visions in our history are real machines there, and bizarre contraptions that could never have worked in our world are as ordinary as railroads or gaslight.

❧ TECHNOLOGY IN NEW EUROPA ❧

The technology level of New Europa and the rest of the world doesn't fit the standard *GURPS* technology scale. While it is TL5 in most respects, there are a number of technologies and applications which would ordinarily appear much later.

The ordinary machinery of everyday life in New Europa is mostly standard TL5 equipment – steam-powered railroads, paddle-wheel steamboats, coal gas for light and heat, bicycles, Gatling guns, telegraphs, and the like. A person from our own 1870s would be right at home, at least at first. But after a while, that visitor might start noticing strange devices and fantastic inventions which didn't seem to belong: clockwork robots, steam ornithopters, calculating engines, giant cannon, submarines, and dirigibles. They couldn't be built at TL5, but they don't really match the world of TL6, either.

TL(5+1), or “What the heck is the tech level?”

The advanced technology in *GURPS Castle Falkenstein* is effectively TL6, but a divergent TL6, one that started at TL5 and went in different directions. As a shorthand notation, it can be called “TL(5+1).” In formulas and tables (such as those for medical care and first aid, p. B128), use the total of the two numbers; that is, this is effectively TL6. But it's a *different* TL6; engineers and scientists from the standard TL6 receive unfamiliarity penalties (-2; see p. B43) in working with it, and vice versa. (This is in addition to the standard penalties for TL differences, p. B185, if applicable.) The “5” indicates that it branched off at TL5 and that it lacks several of the crucial innovations of the historical TL6.

This doesn't define a specific divergent technology; in fact, many different divergent technologies are possible, whose users would be as unfamiliar with each other's methods as with those of historical TL6. *GURPS Castle Falkenstein* (and *GURPS Steampunk*) use “TL(5+1)” to make it clear that certain skills and devices are not from the historical Age of Steam, but from an alternate, technologically accelerated Victorian age. Except in a paratemporal campaign, where such distinctions may be important, a GM can just call these skills and devices TL6.

Tech Level (5+1) is the highest technology commonly available in a *GURPS Castle Falkenstein* setting. All characters from the advanced parts of the world (New Europa, America, and Japan), as well as all Dwarfs, are assumed to be at TL(5+1) (with a

substantial amount of ordinary TL5 equipment). The rest of the world is mostly TL0 through TL5, with a few enclaves like the Inca Empire which have devices far beyond anything in New Europa.

Anachronistic Technology

The most visible sign of TL(5+1) technology is the existence of anachronistic technology, or “anachrotech.” These are devices which ordinarily would not appear for decades, but which have been created early by Steam Age gadgeteers. Examples include steam automotives (automobiles), calculating engines (mechanical computers), and Landfortresses (tanks). This is the “mainstream” of TL(5+1) technology – things which were envisioned or attempted by Victorian science but which had to wait for improvements in materials or power.

Anachrotech devices are freely available in the industrial nations of New Europa. They are not the preserve of inventors or gadgeteers. Anyone can purchase a steam automotive, as the traffic jams on Picadilly and the Place de la Concorde attest. Most anachrotech is simply TL6 or higher devices built using steam and clockwork instead of internal combustion and electronics.

Those with a rigorous number-crunching bent can design their own anachrotech using *GURPS Vehicles* and other technology sourcebooks. Others can simply create anachrotech devices by taking modern-day devices and “Victorianizing” them with brass gears, clockwork, and puffing steam engines.

Dwarf Technology

Possibly the most advanced technology in the Castle Falkenstein world belongs to the Dwarfs. While they are no better at engineering and invention than humans, they do have an inborn gift for metallurgy, and as a result Dwarf craftsmen can use alloys and metals which are otherwise unavailable to Steam Age designers. Stainless steel and aluminum are standard for Dwarf technology, and some cutting-edge Dwarf metallurgists are experimenting with titanium.

Some Dwarfish metals and alloys are already in general use, making some common anachrotech devices possible. When the Dwarfs want to make special items, they can employ advanced materials unavailable to human craftsmen, making their creations lighter and more efficient. In game terms, Dwarf technology is TL(5+1) but can make use of materials from up to TL7. All Dwarf-built machinery is 10% lighter than human construction because of superior metals.

When Dwarfs get really creative they can produce metals of almost impossible strength and lightness. This requires a Dwarf Gadgeteer to invent metals of higher TL, but the results can be very amazing. The ships of the Bayernese Aeronavy depend on a Dwarfish super-alloy for their armored gasbags.

Dwarfs still prefer high-quality individual craftsmanship to mass production. While this means they probably will never be able to compete with human factories in output, their goods have a ready market despite high cost. Dwarf-built weapons and equipment are all at least Fine quality, and some specially crafted items are Very Fine.

Melee weapons have the normal +1 bonus to damage, and guns get a +1 Acc bonus. Machinery constructed by Dwarfs is more durable and reliable as well: Fine quality vehicles have a +1 HT and divide maintenance cost by 4. Very Fine vehicles have +2 HT and a maintenance cost divided by 20. This workmanship doesn't come cheap, however; Fine quality goods have the standard 4 times base cost, and Very Fine goods cost 20 times the list price.

Note that it is possible for a Dwarf to do a “rush job” and produce something of merely Good quality, but no Dwarf would willingly make anything that was Poor or Very Poor. Anyone asking a Dwarf to do shoddy work is likely to lose his services for good, and may lose some teeth in the process!

WHY DOES IT WORK?

Visitors from our world experiencing the bizarre technology of New Europa may be puzzled at how it works at all. Even allowing for superior Dwarf workmanship, it still seems impossible for, say, a steam-powered helicopter to get off the ground. More puzzling still is how genius inventors can make things like “ether propellers” or “freeze projectors” which are flatly impossible according to physical law as we understand it.

There are two explanations, both of which may be partly true. The “scientific” explanation is that the laws of the Castle Falkenstein universe are a little different. Material strength may be a little higher, frictional forces may be a little lower, and power plants may work a little more efficiently because the laws of physics there allow them to. The differences in physical law aren't enough to notice normally, but they permit machines to function in New Europa which would be nothing but crackpot notions in Europe.

The second explanation is that there's a little bit of magick involved. When engineers in the world of Castle Falkenstein build new inventions, they unconsciously weave a magickal spell into their construction. This enchantment allows the machine to function despite normal physical laws. It's notable that the most fantastic and impossible devices are those created by lone genius inventors, who may well have a touch of magickal talent.



MALFUNCTIONS

When devices in the Castle Falkenstein world malfunction, they don't do it in a small way – generally they either keep working or fail catastrophically. Whenever a vehicle fails a HT roll, or an invented weapon gets a Malfunction result on a to-hit roll, use the following table. (Ordinary off-the-shelf weapons use the standard critical failure rules.)

- 3, 4 – The weapon or device goes up in a spectacular explosion. The force of the blast is equal to twice the damage value of the weapon, or 10d, and is centered on the firing chamber or the power source. Those nearby can make a DX roll to dive for cover or get clear of the explosion.
- 5, 6 – Reverse function. The vehicle starts running in reverse, the device does the opposite of its normal function, or the weapon backfires doing normal damage to the user.
- 7, 8 – The item catches on fire. In the case of a vehicle this means occupants must hold their breaths long enough to get out or be overcome by smoke. A gun on fire does damage equal to one shot each round until the user can toss it away; beam weapons or other devices do 1d per round to anyone at the control panel or inside the device.
- 9, 10 – The weapon or device makes a weird noise and belches out a cloud of smoke, but then works normally again.
- 11, 12 – Failure is imminent; unless the user makes a successful skill roll to operate the device or weapon, next round it will fail completely.
- 13, 14 – The machine works normally for one turn, but in the process destroys itself so that it cannot be used again.
- 15, 16 – The item starts shaking and giving off smoke as it tears itself apart inside. Weapon users or passengers in a vehicle are blackened but unhurt, but the machine is a total loss and cannot be fixed.
- 17, 18 – The device goes out of control! Weapons or other devices begin firing wildly until all ammunition or power is expended; vehicles take off at top speed in a random direction. The operators can attempt a skill roll each turn to bring it back under control.

Magickal Technology

The most fascinating new technology in New Europa is Engine Magick. Developed from drawings in a recently rediscovered work by Leonardo da Vinci, Engine Magick is the art of building machines which can themselves cast spells. (Dwarfs, in particular, are very excited about the idea that they might be able to use magick again by means of machinery.) Engine Magick is a tightly guarded secret of the Second Compact; only a handful of people know anything about how it works.

Each Sorcerous Automaton can cast one spell, and draws Thaumatic Energy in a steady and controlled manner. There is no chance of Wild Magic or harmonics when an Automaton is operating. They can be designed to keep casting one spell over and over, to keep the spell in effect continuously, or to cast it only once, depending on the wishes of the designer. The Automaton can keep running as long as it has power. Note that Sorcerous Automata must have a source of mechanical power; they cannot use Magick as an energy source. They are usually powered by steam, compressed air, clockwork, or electric batteries. It is important to note that the power supply operates the spell-casting machinery; it does not power the spell directly. Sorcerous Automata can (and do) unleash tremendous amounts of energy, well beyond what their power plants can supply.

Sorcerous Automata have one unique advantage over living spellcasters: Because they themselves are only machines, the relationship to the target doesn't have any effect. Automata affect all targets equally, even those with Magic Resistance (an effect which both fascinates and alarms the Dwarfs).

The range and power of a Sorcerous Automaton depends on the size of the device. The following table gives some idea of size, range, and power.

Size	Range	Effect	Power Required
Tiny (10 lbs., 1 cf)	50 feet	small objects/12 square ft.	1 kW
Small (50 lbs., 4 cf)	900 feet	medium objects/30 sf	5 kW
Medium (200 lbs., 16 cf)	9,000 feet	large objects/60 sf	20 kW
Large (1,000 lbs., 80 cf)	50 miles	huge objects	100 kW
Huge (10 tons, 2,000 cf)	500 miles	whole city blocks	2,000 kW
Immense (1,000 tons, 100,000 cf)	5,000 miles	whole cities	200,000 kW

Creating a Sorcerous Automaton requires both a Gadgeteer and a sorcerer. The Gadgeteer must have access to the secret of Engine Magick and the sorcerer must know the spell the device is to cast. Creating the machine is a straightforward process of invention as described on page CI121. Sorcerous Automata are Amazing gadgets, and their TL is the basic TL(5+1) of the *GURPS Castle Falkenstein* world. Automata generally cost about \$10,000 per pound.

Depending on the type of spell, the Primary Spell Generator (the heart of the machine) has a particular appearance. For Emotional aspect spells, the device is likely to have spinning concentric circles of metal rings, set with tiny hooks and metal cups. Material spells usually involve complex gears and jointed metal rods moving in complicated patterns. Spiritual spells generally require shiny metal globes, odd pendulums, and balance beams swinging back and forth. And Elemental spell generators tend to have jointed metal parts with knobs that clack together, ratcheting up a long screw.

Engine Magick is mostly limited to the construction of plot devices, goals, or prizes rather than tools. Adventurers are unlikely to be in on the secret of building Sorcerous Automata, so fantastic spellcasting machines are probably going to be the property of NPCs. In the course of an adventure, characters may try to steal them, sabotage them, recover them, or destroy them, but they should remain firmly under the control of the Game Master.

❧ FANTASTIC INVENTIONS ❧

If anachrotech, dwarf engineering, and engine magick aren't impressive enough, the world of Castle Falkenstein is also a world of amazing inventions. Most incredible inventions are a benefit to the public, but there are some sinister masterminds who have turned their creations to Evil. In a *GURPS Castle Falkenstein* campaign, inventions can be "MacGuffins" created by NPC inventors, tools of conquest for Criminal Masterminds, or secret weapons for heroes to employ in their adventures.

LOST: SMALL BLACK CAT

Green eyes, mild manner.

Answers to the name "Asmodeus."

One guinea reward. Please contact Box 47.

(Note, if this animal is found, please do NOT feed it black pudding, or permit it access to writing materials.)

Inventors are a special breed – the Gadgeteer advantage is required. Unlike ordinary engineers, who are bound by the limits of available technology, inventors can make use of discoveries from any tech level, as described in the Inventing rules (CII21-125).

Game Masters who want a campaign with lots of weird gadgets and super-scientific wonder-weapons can make it easier on their inventor characters. Simply declare that all "super-science" technologies (things unknown to modern science like contragravity, teleportation, mind control rays, and the like) start at a tech level only a few stages removed from the base TL(5+1) – TL10, say, or TL7 if the GM really wants to liven things up.

Designing Fantastic Machinery

Players and GMs who want to create their own amazing Steam Age technology can follow one of three approaches, in order from simplest to most detailed.

Descriptive Inventions

The easiest method is to simply describe the device in a few simple phrases – what it does, what its source of power is, how it is controlled, and how large it is. For example: *Steam Mole: Tunneling machine, powered by a steam engine, controlled by an elaborate system of levers, 30 feet long and 20 tons.*

Cost is based on size and complexity. Assume \$2 per pound of weight for a machine which only does one thing, and multiply that by the number of different things the device does. So the Steam Mole costs \$80,000. If we also

wanted the Mole to be able to fly, it would cost \$160,000, and if we wanted the Mole to tunnel underground, fly through the air, and project a freeze ray, it would cost \$240,000. Giant infernal weapons generally weigh about 2 lbs. times the cube of the damage they do, so a Magnetic Cannon doing 10d would weigh 2,000 lbs. and cost \$10,000. Range is usually about 1,000 yards for Infernal Devices; if you want something with more range, multiply the weight by the same amount you increase the range.

This method is best when the invention is more of a MacGuffin or plot device, and the players aren't likely to need more information than the basic description.

Adapted Inventions

Another way to create Steam Age tech is to choose modern equipment and "steampunkize" it. Take an item (a portable CD player, say), double its weight, halve its speed and endurance, and divide the price by 5 to get the Steam Age stats. So our Clockwork Portable Music Engine weighs 2 pounds, plays paper music strips which last 15 minutes, and costs \$4.

Using GURPS VEHICLES

Constructing fantastic Steam Age vehicles and weapons for *GURPS Castle Falkenstein* can be done using the standard *GURPS Vehicles* rules. *GURPS Steampunk* also provides lots of useful information on Victorian-era technology. The base technology is TL(5+1). For most purposes treat this as TL 6, with the following exceptions: Arms are permitted. Most robot arms at TL(5+1) have Bad Grip and Poor Coordination. Tentacle arms must be invented by Gadgeteer characters. Dwarf builders can use TL7 materials at 10 times the usual cost. Only wood, metal, and TL6 nonrigid armor are available (ablative, composite, and laminate armors require nonmetallic materials which not even Dwarfs have developed). Inventors can create advanced nonmetal materials as inventions.

Available propulsion systems include everything up to TL5 plus helicopters, tracks, legs, and ornithopters. Jet engines and liquid-fuel rockets are not available (unless invented by Gadgeteers), but solid-fuel rockets are. Exotic "weird science" drives like reactionless thrusters, contragravity, parachronic drives, and stardrives may be created by genius inventors.

Streamlining is limited to TL5 levels, and lifting bodies are not available. Helium as a lifting gas is only available in Texas; it costs 10 times the listed price there and 100 times the listed price elsewhere in the world. Most airships elsewhere use hydrogen or hot air. Antigravity coatings must be invented, and cost at least \$100 per square foot. Magical levitation is possible – see Chapter 6.

Instruments, communication devices, and sensors are TL5 (which means nothing but searchlights, telescopes, and signal flags). Navigation devices are all TL5 or lower. Targeting systems are all TL5, though targeting computers can be built using Calculation Engines. Most miscellaneous equipment is TL5. Screen generators, reality stabilizers, and force fields can only be built as inventions.

Maneuver controls, crew stations, and quarters are all TL5; crew requirements are those of TL6 systems. Life support is TL5, but inventors building spacecraft may opt to invent TL7 full life support. Battlesuits and exoskeletons can be invented but are not otherwise available; the control system for a Steam Age TL(5+1) battlesuit has twice the TL8 weight and volume and costs 10 times as much.

Power plants are almost always TL5 steam engines or TL6 steam turbines, although *GURPS Steampunk* includes stats for wind power, clockwork, and pneumatic power plants. Inventors who are willing to risk destruction by penetrating the secrets of the Atom can build TL7 fission reactors at 10 times the listed cost; such "radium furnaces" are very delicate – any time one is damaged the operator must make a Mechanic or Engineering roll to prevent it from blowing up in a colossal explosion! Lead-acid batteries are the only

way to store electrical power. Clockwork is much more efficient than in our own history: Multiply the energy storage by 10 for super-efficient Dwarf-built clockwork. Wood and coal are the standard fuels for steam engines, although petroleum is available, especially in Russia and America.

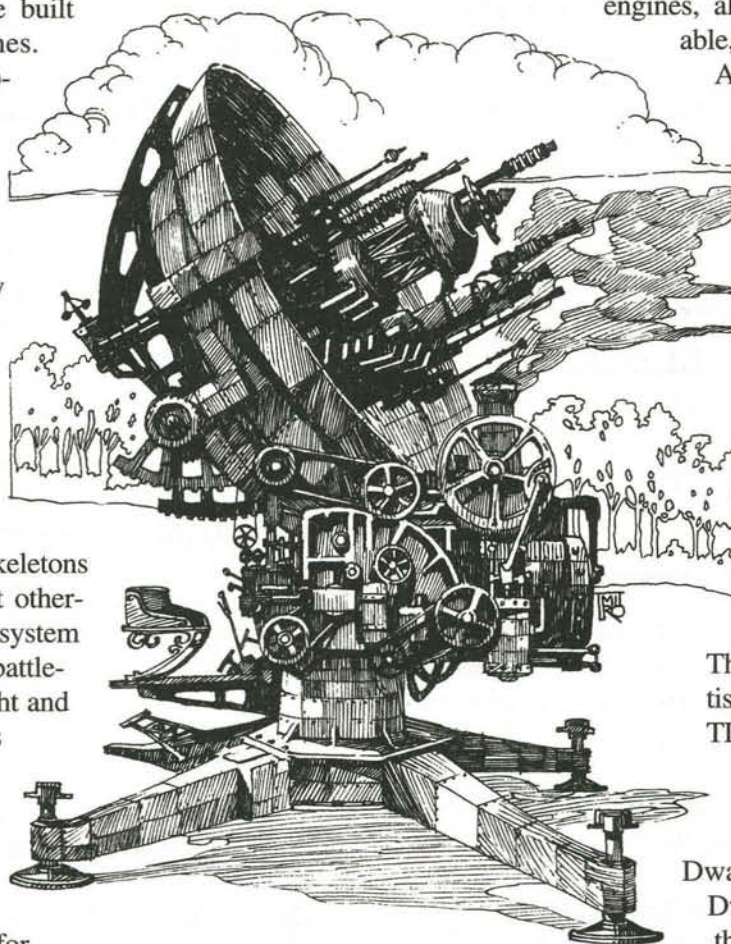
Armaments are limited to TL5 guns, mechanical artillery, liquid projectors, and rockets, though a genius inventor might be able to build more advanced beam weapons or other Infernal Devices. When designing weapons, use the TL5 limits. The only exception is that guns can be built with any bore size down to 1mm and may have Extremely Long barrels.

The standard Malfunction statistic for guns is 16 – the "late TL5" value.

The maximum vehicle structural HT is 12, and if the vehicle is built by Dwarfs it can be 13 or 14. Dwarfs also add one TL for the purpose of determining a weapon's Malfunction rating.

This does not apply to beam weapons or other "weird science" devices.

Because \$1 in New Europa is worth considerably more than the standard used for *GURPS Vehicles*, divide all prices by 10 to get the final cost of any fantastic vehicle or infernal machine.



WEAPON STATISTICS

Weapon	Malf	Type	Damage	1/2D	Max	Acc	Weight	SS	RoF	Shots	Rcl	ST	Cost
Colt Navy Revolver	16	cr.	2d-1	120	1,300	2	2.5	9	1	6	-1	10	\$15
Derringer	crit.	cr.	1d	80	650	1	.5	11	1	2	-1	9	\$10
Enfield Rifle	16	cr.	4d	700	2,100	8	8.5	15	1/15	1	-2	10	\$15
Gatling Gun	16	cr.	5d	700	2,100	4	380	-	skill/2	100	-1	-	\$20
Giant Crossbow	crit.	imp.	9d+2	455	569	6	338	20	1/40	1	-	-	\$274
Hotchkiss Rotary Cannon	16	cr	10d	700	2,100	4	400	-	skill/2	100	-1	-	\$50
Lightning Cannon	16	cr.	5d x 10	500	1,000	13	2,000	25	1	10	-	-	\$88,000
Martini-Henry Breechloader	crit.	cr.	5d	600	2,030	7	6.5	15	1/4	1	-2	10	\$20
Reciprocator	14	cr.	2d-3	70	1,070	0	4	10	6	6	-1	10	\$30
Verne Cannon	16	exp.	6d x 80,000	-	1,000 mi.	0	4,000 tons	-	1/180	1	-	-	\$20 million
Vibratory Projector	16	spcl.	7d x 10	330	1,000	14	2,000	25	1	10	-	-	\$130,000
Wind Cannon	16	cr.	5d x 5	90	270	-	2,000	-	1	10	-	-	\$90,000

PERSONAL GADGETS

Of course, you don't have to be an inventor to have fun with weird Steam Age gadgetry. Craftsmen and mechanics in all the cities of New Europa do a steady business supplying customers with custom-built devices. Hardly a gentleman in New Europa would be caught dead without a sword-cane or a pocketwatch with a built-in camera.

The real champions of gadgetry are spies and secret agents. They arm themselves with pistols hidden in walking-sticks, acid vials in cufflinks, garrotes in rings and flash-bombs in watches. Even fairly conventional intelligence agencies like the British or French equip their agents with at least a couple of clever gadgets, while the Prussians or the

gizmo-happy Americans seem unable to stir from headquarters without a whole hidden arsenal.

Buying "off-the-shelf" gadgets is fairly simple. The customer picks an item and chooses what gadgets to incorporate into it. The cost is the cost of the base item and the gadgets, plus 20%. The work takes one day per included device. Of course, not every personal item has room for every sort of gadget. You can't fit a parachute into a wedding ring. The two tables below list the price and available "gadget spaces" for some common accessories, and the cost and size of some popular gizmos.

Item	Cost	Spaces
Ring (large cameo ring)	\$4	1
Snuffbox	\$3	2
Cigarette case	\$4	2
Walking-stick	\$3	3
Cloak pin	\$3	1
Brooch	\$3	1
Gun belt (belt and holster)	\$4	2
Coat	\$8	6
Gloves (riding or ladies' formal)	\$2	2
Hat (top hat or wide-brimmed ladies')	\$2	3
Book (hollowed out)	\$2	3
Pocket-watch (large)	\$3	2
Umbrella	\$4	2
Pen	\$3	1
Sword-hilt	\$8	1
Prosthetic limb (clockwork)	\$50	4
Air bottle (5-minute supply)	\$1	3
Acid vial (Tiny glass tube doing 3d on impact)	\$2	1
Blowgun (Extending tube with 3 drug darts)	\$1	1
Bolo (Metal balls joined by wire)	\$2	2
Brass knuckles (2 sets of 4 linked metal rings)	\$2	2
Caltrops (6 small spiked balls)	\$1	3
Camera (Tiny box camera with 4 shots)	\$6	4
Chemistry lab (Tiny chemical vials & test tubes)	\$10	4
Claws (4 rings with claws (punch does cutting damage))	\$4	2
Compass (Dime-sized magnetic compass)	\$1	1

Item	Cost	Spaces
Crampons (Folding metal climbing cleats for shoes)	\$12	4
Drug needle (4 drugged hypodermic needles)	\$2	1
Drill (Hand drill with 4 bits)	\$4	2
Explosive Guncotton (doing 2d-3 concussion damage)	\$15	2
First aid kit (Bandages, smelling salts, iodine)	\$6	3
Flash bomb (Blinding magnesium flare (Flash attack))	\$5	1
Flasher (Torch with spring-loaded signalling cover)	\$2	1
Fuse (5 minutes' worth of fuse cord)	\$1	1
Garrote (Strangling wire with finger-grip rings)	\$1	1
Gas atomizer (Sprays 2 doses of chloroform or gas)	\$3	2
Grapple (Folding grappling hook and 20 ft. cable)	\$4	3
Hidden blade (Spring-loaded dagger)	\$3	2
Icepick (6" steel needle (as dagger))	\$2	2
Ice skates (Folding metal blades to clip on shoes)	\$10	4
Invisible ink pen (Pen, ink and special glasses to see ink)	\$1	2
Life preserver (Inflatable rubber float)	\$3	4
Lockpick (4 picks and skeleton keys)	\$2	1
Magnifier (Tiny magnifying lens)	\$1	1
Microscope (Tiny microscope and 2 slides)	\$4	2

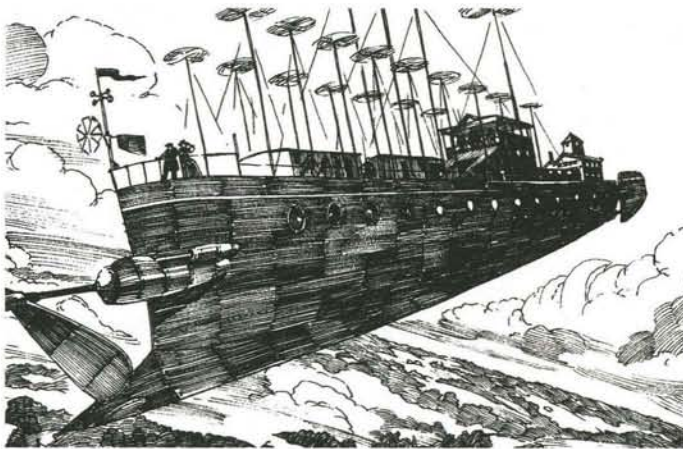
Item	Cost	Spaces
Nitroglycerine (Small vial, does 2d-2 concussion)	\$20	1
Parachute (One-man silk parachute)	\$25	5
Periscope (Tiny scope extends 1 ft.)	\$8	2
Pistol (2-shot Derringer)	\$30	2
Ratchet (Hand-crank pulley for cable climbing)	\$10	3
Rocket (Tiny single-shot rocket (1d damage))	\$25	2
Sextant (Navigation device and tables)	\$7	3
Signal flare (Tiny rocket with parachute, burns 3 min.)	\$7	2
Snorkel (2 ft. breathing tube)	\$2	3
Telegraph (Tiny Morse key, 20' wire, battery)	\$15	3
Telescope (Tiny 20x telescope)	\$6	2
Timer (Clockwork 60-min. timer with chime)	\$3	1
Tool kit (2 screwdrivers, wrench, hammer)	\$6	2
Torch (Magnesium lamp with lens)	\$6	2
Umbrella (1-person parasol)	\$2	4
Watchwork (Tiny watch with chime)	\$1	1
Whistle (Policeman's whistle)	\$1	1
Wire saw (2 ft. wire saw with finger rings)	\$2	1

☞ SOME STEAM AGE DEVICES AND WEAPONS ☞

The fantastic technology of the Steam Age has produced an amazing range of devices, from useful machines like Steam Unicycles and Calculation Engines to terrifying engines of destruction like Giant Steam Automata. Some of these devices are commercially available, others are the property of the Great Powers, and some are the creations of lone inventors.

The Albatross

Created by the mad genius Robur, who calls himself the "Master of the World," the *Albatross* is a flying machine unlike anything else in the skies of New Europa. Built in the shape of a ship, the *Albatross* is held aloft by banks of airscrews, so that it is effectively a giant helicopter. The ship's size and performance are made possible by two of Robur's inventions: composite materials (in this case a form of paper) and highly advanced electrical accumulators (equivalent to TL8 power cells). The *Albatross* is armed with bombs and some small arms, so she can easily terrorize ground targets but is herself vulnerable to attack by other airships. The *Albatross* has power to run its motors at maximum output for only 6 hours, but once in flight can cruise for 24 hours using dynamic lift. The cost of the *Albatross* is unknown since many of its features are Robur's inventions.



- **Subassemblies:** Six rotors.
- **Body Features:** Good streamlining.
- **Propulsion:** Six 200-kW TL(5+1) helicopter drivetrains.
- **Weaponry:** Internal bomb bay holds ten 100-lb. bombs.
- **Instruments:** TL5 navigation instruments.
- **Controls:** TL(5+1) mechanical controls. *Crew Stations:* 5 normal (pilot, navigator, two engineers, bombardier).
- **Occupancy:** Long. *Passengers:* None. *Crew:* 11. *Quarters:* 10 bunks, 1 cabin.
- **Power:** TL8 rechargeable power cells hold 7,200 kWh.

- **Access Space:** 300 cf.
- **Volume:** Body 1,860 cf, rotors 13 cf each. *Area:* Body 1,000 sf, rotors 120 sf total. Total area 1,720.
- **Structure:** TL7 super-light advanced structure.
- **Hit Points:** Body 150, rotors 36 each.
- **Armor:** TL7 advanced composite on body only, PD 4, DR 16.
- **Surface Features:** Waterproof.
- **Statistics:** Empty weight 11,140 lbs. Loaded weight 14,340 lbs. Volume 1,938 cf. Size modifier +5. Price unknown, but certainly more than \$1 million. HT 7.
- **Aerial Performance:** Top speed 150 mph, normal cruising speed 95 mph. Stall speed 0 mph (can hover). Amt 1,920 lbs. aAccel 3 mph/s, aDecel 10 mph/s. aMR 2.5, aSR 2.

Bayernese Aerocruisers

These giants of the sky have catapulted Bayern to the ranks of the Great Powers and are a powerful symbol of the strength and promise of the Second Compact. While lift comes from ordinary hydrogen gas, the ship is propelled by a fantastic Sorcerous Engine, which generates the equivalent of more than a hundred tons of thrust. The whole ship is made of extremely advanced Dwarf-made alloys. Naturally, Aerocruisers are a monopoly of the Bayernese government – definitely not for sale.

- **Subassemblies:** Gasbag, turret.
- **Body Features:** Fair streamlining on gasbag, none on body.
- **Propulsion:** One Magnetic Spell Engine generating 250,000 lbs. of thrust.
- **Aerostatic Lift:** 135,135 lbs.
- **Weaponry:** One Gatling gun aft, two 37mm rotary cannon in turret, 20 hardpoints for 100-lb. bombs underside, giant crossbow forward. 1,000 rounds Gatling ammo, 100 cannon shells, 20 bombs, 20 crossbow bolts.
- **Instruments:** TL5 navigation instruments.
- **Controls:** Mechanical. *Crew Stations:* 12 cramped.
- **Occupancy:** Long. *Passengers:* 2 *Crew:* 12. *Quarters:* 10 bunks, 2 cabins. *Environmental Systems:* None.
- **Power:** TL(5+1) 200-kW steam turbine. *Fuel:* Light fuel tank holds 8,000 gallons of oil (28 days' endurance).
- **Space:** *Access Space:* 220 cf; *Turret Rotation:* 60 cf.
- **Volume:** Gasbag envelop, 2,000,000 cf, turret 60 cf, body 4,015 cf. *Area:* Gasbag 95,244 sf, turret 100 sf, body 2,000 sf. Total area 97,344 sf.
- **Structure:** *Gasbag:* TL(5+1) gasbag. *Turret:* Medium advanced TL8; *Body:* Medium advanced TL8.
- **Hit Points:** Gasbag 952, turret 150, body 3,000.
- **Armor:** TL8 advanced metal all over. *Gasbag:* PD 2, DR 2. *Turret:* PD 4, DR 40. *Body:* PD 4, DR 40.

■ **Statistics:** Empty weight 65,158 lbs. Loaded weight 119,000 lbs. Volume 2,004,075 cf. Size modifier +11. Price \$1,438,647. HT 11 (+1 from Dwarf construction).

■ **Aerial Performance:** Top speed 190 mph. Stall speed 0. Amt 250,000 lbs. aAccel 42 mph/s, aDecel .5 mph/s. aMR .125, aSR 4.

The Giant Crossbow

The most intriguing weapon aboard an Aerocruiser is a huge steel crossbow capable of throwing a variety of specially built bolts. Each bolt is more than a yard long and can be fitted with a special head – explosive grenade, grapple, flaming incendiary, or net. The statistics for the crossbow are shown on the Weapon Table on p. 120. Each bolt weighs 3.5 lbs. and takes up .07 cf; cost of each shot varies according to the type of bolt used.

Calculation Engines

The great mathematician and inventor Charles Babbage was able to find a patron to support his project to build a calculating engine which could be “programmed” to perform different operations. With the help of the Dwarf technician Jericho Watchmaker and the financial support of Napoleon III (via the ubiquitous Jules Verne), Babbage constructed a functioning Calculation Engine. Today, Calculation Engines (also called Babbage Engines) are everywhere – controlling machinery in the huge factories of England, plotting shell trajectories for the mighty Verne Cannon, and sifting the reports of informants in the offices of the Prussian Secret Police.

Calculation Engines are simply TL(5+1) Hardened computers, and most (but not all) have the Dedicated option. The chief difference between Calculation Engines and the TL6 computers of our world is that the power supply for a Calculation Engine must be mechanical rather than electric – a steam engine, flywheel, or clockwork. Because they are mechanical or pneumatic, Calculation Engines are completely immune to any electromagnetic effects. On the other hand, they are vulnerable to physical shock and vibration. Hitting a Calculation Engine or jolting its casing will make it commit errors, and any impact which causes any damage at all (even 1 point) requires a roll on the Malfunction table.

The biggest Calculation Engine currently in existence is the “Géant,” which calculates firing trajectories for the Verne Cannon. The Géant is a TL(5+1) Macroframe, Dedicated and Hardened, with a Complexity of 4. The Géant runs a Complexity 4 Fire Direction program, giving the Verne Steel, Steam, and Science



Cannon a +5 bonus to hit when fired. It weighs 6 tons, costs \$300,000, and requires its own 100-kW steam turbine power plant.

More versatile than the Géant is the experimental “Pallas” Calculation Engine, built by Charles Babbage at Cambridge. Pallas is a TL(5+1) Hardened Macroframe with a Complexity of 2. It is twice as heavy as the Géant, and cost \$1,500,000 to build. Pallas is a true multipurpose computer, capable of running different programs. It is programmed by punch cards and displays its output on a series of numerical dials.

A machine commonly found in businesses, factories, and laboratories is the McIntosh Calculating

Engine, which weighs a mere 120 lbs., occupies 3 cubic feet, and costs \$2,250. It can be powered by an office-boy turning a crank. The McIntosh is a TL(5+1) Minicomputer with the Dedicated and Hardened options. Customers can choose from a variety of Complexity 1 programs, built in at the time of purchase: targeting, encryption and decryption, machinery control, accounting, statistics, or mathematical computation.

Clockwork Prosthetics

The carnage of the Napoleonic wars gave a great impetus to inventors working on prosthetic limbs, and more recent conflicts like the Crimea and the American Civil War have encouraged continual improvement of artificial-limb technology. The most advanced prosthetics are clockwork-powered, controlled by a sensitive network of rods and cables connected to the wearer’s stump. Because clockwork prosthetics are both obviously mechanical and fairly easy to remove, they do not have a point cost.

Clockwork Arm

A clockwork arm has ST 14 for gripping and crushing only, weighs 30 lbs., and costs \$50. Its clockwork power supply can keep it running for 2 hours between windings (less if the wearer is using the arm at full strength). The DX of a clockwork arm is -4 for any task requiring fine manipulation, but otherwise is equal to the wearer’s normal DX. Clockwork arms often have gadgets built in for the convenience of the wearer.

Clockwork Leg

Clockwork legs have ST 12 for kicking, but otherwise use the ST of the wearer. Because of balance problems, anyone with a clockwork leg must take the *Lame* (Crippled Leg) disadvantage. They weigh 40 lbs. and cost \$50.

Giant Steam Automata

To many, the most terrifying symbol of the destructive possibilities of Steam is the existence of Giant Steam Automata. Looming nearly 60 feet tall, these huge man-shaped machines rival the Landfortresses and ironclads of the Great Powers in offensive might. The most successful Giant Steam Automata have been built in Japan by the scientific mastermind Lord Yoshikazu Tomino, but there are rumors that others elsewhere have been inspired to build their own mechanical giants.

- **Subassemblies:** Two arms, two legs, turret head.
- **Propulsion:** 1,000-kW TL7 leg drivetrain.
- **Weaponry:** Two Hotchkiss 37mm rotary cannon in body, RoF 5, 100 rounds each.
- **Miscellaneous:** Two TL7, Cheap, ST 150 arm motors with Bad Grip.
- **Controls:** Mechanical. *Crew Stations:* 1 TL8 battlesuit control system.
- **Occupancy:** Short. *Passengers:* 2 (standing in head). *Crew:* 1. *Environmental Systems:* None.
- **Power:** TL(5+1) 1,000-kW steam turbine. *Fuel:* Standard TL5 tank holds 360 gallons of oil (6-hour supply).
- **Space:** *Access Space:* 106 cf in each leg, 536 cf in body. *Empty Space:* 12 cf in each arm, 6 cf in head.
- **Volume:** Head 70 cf, arms 20 cf each, legs 220 each, body 1,100. *Area:* Head 125 sf, arms 50 sf each, legs 250 sf each, body 800 sf. Total area 1,525 sf.
- **Structure:** Light, expensive.
- **Hit Points:** Head 94, arms 75 each, legs 188 each, body 600.
- **Armor:** Expensive wood armor, PD 3, DR 20.
- **Vision:** Poor; periscope view from front of head only.
- **Statistics:** Empty weight 66,655. Loaded weight 69,975. Volume 1,650 cf. Size modifier +5. Price \$178,074. HT 7.
- **Ground Performance:** Ground speed 40 mph, off-road speed 27 mph. gAccel 16 mph/s, gDecel 20 mph/s. gMR 1, gSR 1. Ground pressure moderate.

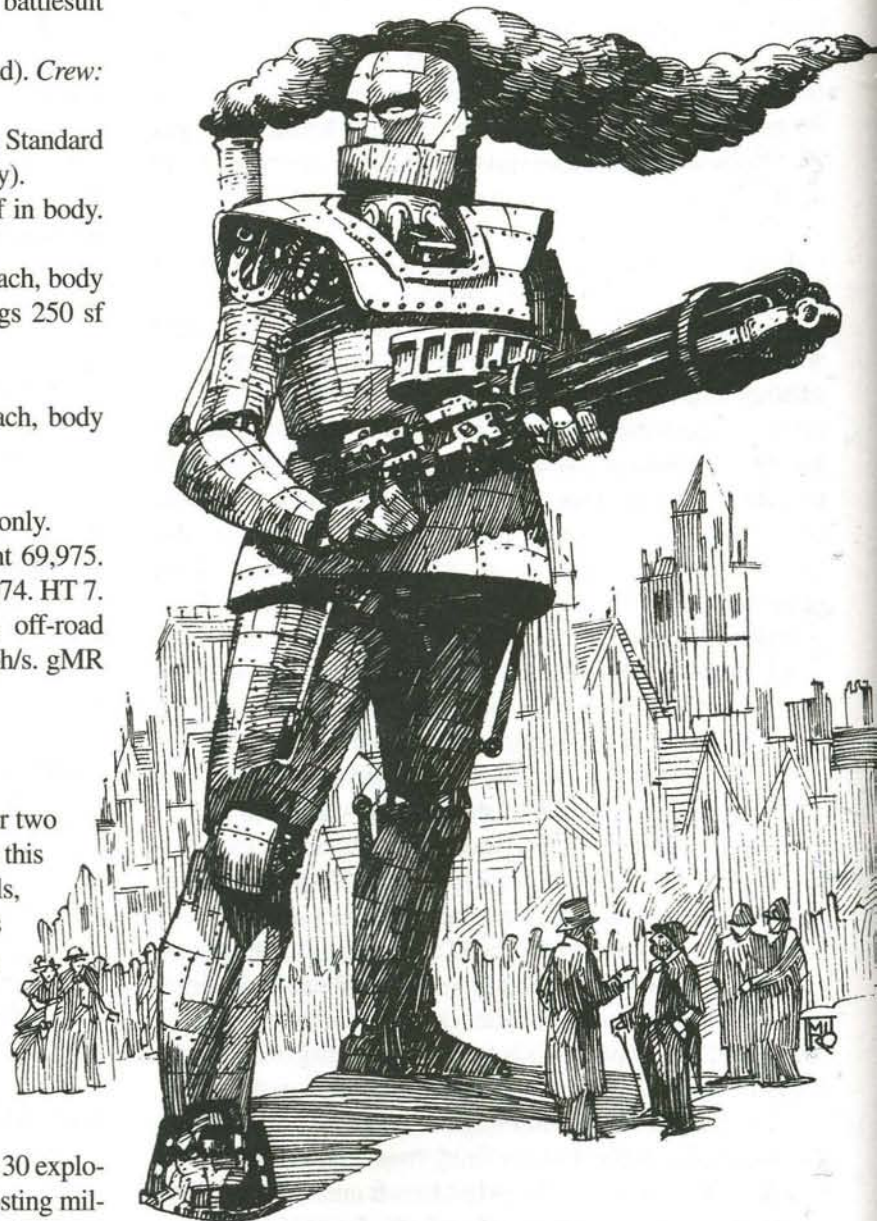
Ironclads

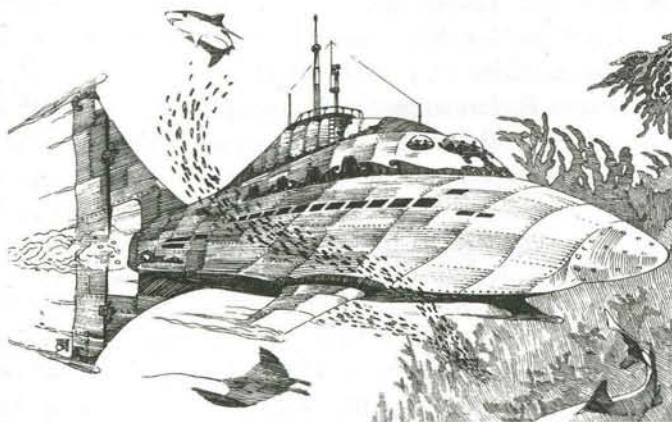
All the world's major navies have at least one or two steam-powered ironclad warships. The pioneers in this field were the Americans and the Confederate rebels, but since the end of the Civil War, the United States has stuck with its increasingly obsolete monitors while the British and others have made tremendous progress in ironclad design. Ironclads come in a great variety of sizes and configurations, but a first-class British steam dreadnought has a top speed of 20 mph and six-inch steel armor with PD 4 and DR 400, and is armed with eight-inch cannon doing 6d × 30 explosive damage with a range of a mile. Such vessels, costing millions to build, are the monopoly of major governments.

Lightning Cannon

This device hurls bolts of pure electricity! It is a perfect weapon for Criminal Masterminds or Mad Scientists, especially when mounted on an airship for greater mobility. Game Masters who wish to design bigger or smaller Lightning Cannon should use the *GURPS Vehicles* weapon design rules for TL9 charged particle beams, except that Lightning Cannon do crushing damage rather than impaling, and both range and damage are halved.

The Lightning Cannon weighs a ton, including the banks of batteries which supply enough power for 10 shots. It fires bolts with a range of 1,000 yards, doing 5d × 10 damage. The weapon has DR 1 and 75 Hit Points. Full combat statistics are given in the table below.





The Nautilus

Captain Nemo's famous submarine vessel is still probably the most advanced machine of its type in the world. While most of its construction is fairly standard TL(5+1) work, the *Nautilus* is powered by an amazing electrical power plant which taps the very energies of the Atom. Consequently, the *Nautilus* can range at will across the oceans, descend to unheard-of depths, and even venture beneath the impenetrable ice of the poles. The *Nautilus* is unarmed, save for a ram at the bow and an electrical apparatus to repel boarders. She does ramming damage of $6d+6 \times 1,600$, so there are few ships which Nemo cannot sink.

Statistics for the *Nautilus* are taken from Professor Arronaxe's account of his conversations with Nemo, therefore some information on the interior arrangements are unavailable. No price for the *Nautilus* is listed because it includes Nemo's invented power supply and was apparently built by volunteers.

- **Body Features:** Submersible hull with submarine lines.
- **Propulsion:** TL(5+1) 34,000-kW screw propellor.
- **Instruments:** Searchlight with 1-mile range, TL5 navigation instruments.
- **Miscellaneous:** 2-man airlock, science lab, workshop.
- **Controls:** Mechanical. *Crew Stations:* 20.
- **Occupancy:** Long. *Passengers:* 4. *Crew:* 20. *Accommodations:* 1 large stateroom, 20 bunks. *Environmental Systems:* Limited life system (80 man-days endurance).
- **Power:** TL7 34,000-kW fission reactor.
- **Surface Area:** 10,683 sf.
- **Structure:** Extra-heavy, standard. *Option:* Heavy compartmentalization.
- **Hit Points:** 64,100.
- **Armor:** TL(5+1) metal armor, DR 150.
- **Surface Features:** Ram, electrified surface (top deck only).
- **Vision:** Fair normally, poor with armor shields up.
- **Statistics:** Empty weight 2,905,575 lbs. Loaded weight 2,910,375 lbs. Submerged weight 4,850,625 lbs. Volume 77,610 cf. Size modifier +8. Price incalculable. HT 9.

- **Water Performance:** Water speed 30 mph. wAccel 4 mph/s, wDecel 1(3) mph/s. wMR .05, wSR 4. Draft 19 ft.
- **Submerged Performance:** Submerged speed 35 mph. uAccel 2 mph/s, uDecel 1(3) mph/s. uMR .05, uSR 4. Draft 26 ft. Crush depth 6,400 yards (over 3 miles!).

Prussian Landfortresses

Landfortresses are the ironclads of the battlefield. Heavily armored and driven by steam, they lumber across open ground to bring their weapons to bear on enemy positions. Once the Landfortresses have broken through enemy lines, Prussian infantry and cavalry can mop up the survivors.

Though their size makes them terrifying on the battlefield, Landfortresses are not invincible. Their armor is heaviest on the front; the back and running gear are virtually unprotected. Even in the best conditions, they are painfully slow, and muddy ground can bog them down completely. The vehicle must halt to fire the main weapons. Finally, Landfortresses are built to operate for a few hours at a time on the battlefield, not for long-distance travel. They depend on the efficient Prussian railway system to get them to where they are needed.

- **Subassemblies:** Tracks, four turrets.
- **Body Features:** Slope on body (front, 30 degrees).
- **Propulsion:** TL(5+1) 2,000-kW tracked drivetrain.
- **Weaponry:** Four 105mm cannon, five Gatling guns. 20 rounds each for main guns, 1,000 rounds each for Gatlings.
- **Controls:** Mechanical. *Crew Stations:* 17 cramped; 4 standing locations.
- **Occupancy:** Short. *Passengers:* None. *Crew:* 21 (commander, adjutant, drivetrain officer, gunnery officer, 4 main gunners, 5 Gatling gunners, 2 stokers, 2 engineers, 2 ammunition passers).
- **Power:** 2,000-kW ruggedized TL5 steam engine. *Fuel:* 2,400-cf coal bunker holds 120,000 lbs. (6-hour supply).
- **Empty Space:** 192,200 cf for access and cooling.
- **Volume:** Body 220,000 cf, turrets 1,200 each, tracks 132,000. *Area:* Body 25,000, turrets 800 each, tracks 20,000. Total area 48,200 sf.
- **Structure:** TL(5+1) heavy, expensive.
- **Hit Points:** Body 75,000, turrets 2,400 each, tracks 30,000 each.
- **Armor:** TL(5+1) expensive metal armor. *Front:* PD 5, DR 90. *Sides and turrets:* PD 4, DR 60. *Top, rear, and underside:* PD 4, DR 20.
- **Vision:** Poor.
- **Statistics:** Empty weight 548 tons. Loaded weight 612 tons. Volume 356,800 cf. Size modifier +10. Price \$696,720. HT 12.
- **Ground Performance:** Top speed 18 mph, off-road speed 14 mph. gAccel 1mph/s, gDecel 20mph/s. gMR .125, gSR 6. Ground pressure very low.

Reciprocating Pistols

Reciprocators are a strange clockwork-powered hybrid of revolver and machine gun. The firing mechanism is based on an ordinary .44-caliber "pepperbox" multibarrel revolver, but uses a clockwork motor to spin and fire the barrels. The result is a high rate of fire – up to 6 shots at once. The accuracy is terrible because of recoil, but with all that lead flying, something is bound to get hit. Combat statistics for reciprocators are given in the weapons table. Reciprocators use the Guns/TL(5+1) (Machine Pistol) skill.

Steam Automotive

Though still an expensive status symbol, steam automobiles are becoming increasingly common in the great cities of New Europa. They work best on paved streets, but in dry weather, one can often come across one flying down a country road. Most aristocrats who own them employ a stoker to keep the engine running and maintain the vehicle. Older folk let their coachmen drive, but younger automotive owners insist on taking the wheel themselves.

- **Subassemblies:** Four standard wheels.
- **Propulsion:** 10-kW wheeled drivetrain.
- **Controls:** Mechanical. *Crew Stations:* 1.
- **Occupancy:** Short. *Passengers:* 3. *Crew:* Driver. *Accommodations:* 3 seats.
- **Power:** TL(5+1) 10-kW steam turbine. *Fuel:* Coal bunker holds 2 cf (5 hours' endurance).
- **Cargo Space:** 8 cf (200 lbs).
- **Volume:** Body 140 cf, wheels 14 cf. *Area:* Body 175 sf, wheels 40 sf. Total area 215 sf.
- **Structure:** Medium.
- **Hit Points:** Body 262, wheels 30 each.

- **Statistics:** Empty weight 2,820 lbs. Usual payload 1,100 lbs. Loaded weight 3,920 lbs. Volume 154 cf. Size modifier +3. Price \$382. HT 12.
- **Ground Performance:** Speed 35 mph, off-road speed 6 mph. gAccel 2 mph/s, gDecel 10mph/s. gMR .75, gSR 4. Ground pressure high.

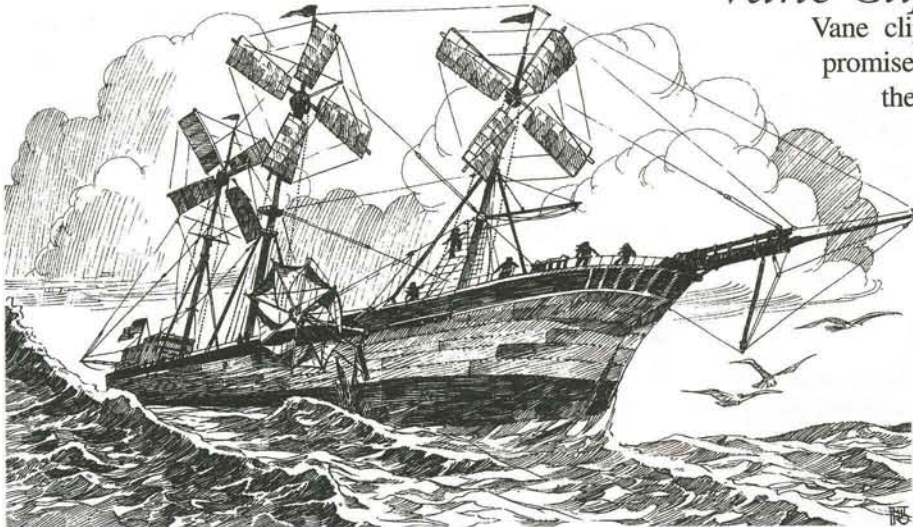
Steam Unicycle

The steam unicycle is a popular and inexpensive way to get about in major cities. It can go as fast as a horse, has a good range of operation, and is easy to park and store. Drawbacks include a complete lack of protection from the elements for the driver, a tendency to get stuck in mud, and the fact that it cannot carry a passenger. In some large cities, gangs of ruffians have taken to riding about on their unicycles in large groups, terrifying decent folk.

- **Subassemblies:** One standard wheel.
- **Propulsion:** 1-kW wheeled drivetrain.
- **Controls:** Mechanical. *Crew Stations:* Cycle crew station.
- **Occupancy:** Short. *Passengers:* None. *Crew:* Driver. *Accommodations:* Cycle seat.
- **Power:** 1-kW steam turbine. *Fuel:* .04-cf coal bunker holds 2 lbs. (1-hour endurance).
- **Cargo Space:** .96 cf.
- **Volume:** Body 4 cf, wheel .4 cf. *Area:* Body 16, wheel 4. Total area 20.
- **Structure:** Standard TL(5+1).
- **Armor:** None.
- **Hit Points:** Body 24, wheel 12.
- **Statistics:** Empty weight 310 lbs. Usual payload 202 lbs. Loaded weight 512 lbs. Volume 4.4 cf. Size modifier +0. Price \$43. HT 12.
- **Ground Performance:** Speed 30 mph, off-road speed 5 mph. gAccel 2 mph/s, gDecel 10mph/s. gMR 1.5, gSR 1. Ground pressure high.

Vane Clippers

Vane clippers are a recent development which promise to challenge steamships for command of the sea. In one respect, they are a return to the days of sail: they use the wind for power. But unlike windjammers of old, vane clippers are not at the mercy of wind direction. Instead of sails, a vane clipper mounts several large windmills on deck, which drive a screw propeller or sidewheels. The first vane clippers connected the windmills directly to the drivetrain, but now they store power in a clockwork or flywheel so the ship can maintain a steady speed despite changes in the

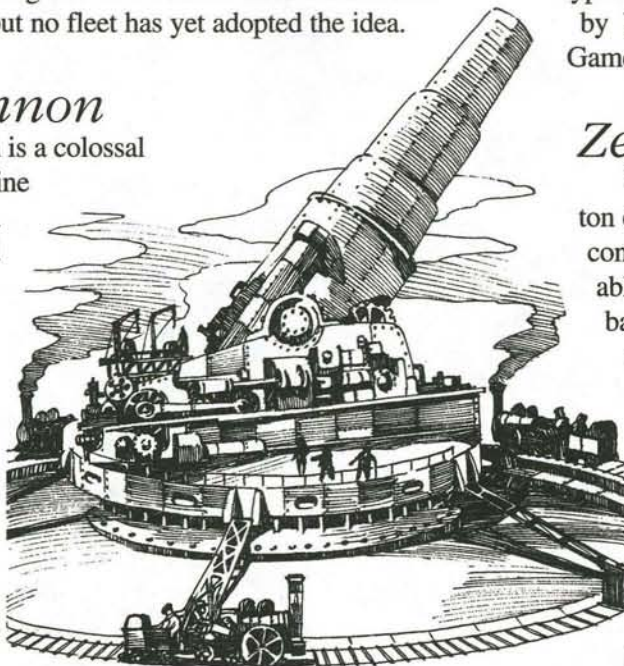


wind. The vanes are mounted on pivots so that they can face into the wind regardless of the ship's heading. This gives vane clippers the best features of both sail and steam: unlimited range and unlimited maneuverability.

At present, vane clippers are used only for commercial purposes; the large, vulnerable vane arrays are unsuitable for warships. Some naval strategists, particularly in France, have suggested building vane cruisers for use as commerce raiders in wartime, but no fleet has yet adopted the idea.

Verne Cannon

A Verne Cannon is a colossal gun, with a bore of nine feet (275 cm). A breechloading rifled cannon with a barrel over 1,000 feet long, it lobs shells weighing 500 tons at targets up to 1,000 miles away. A Verne Cannon can only be used for indirect fire, so it has no 1/2-damage range or accuracy bonus listed.



Fire control is performed with the aid of the Géant calculation engine (p. 124). The gun requires up to half an hour to bear on a new target, and is really only useful against stationary objects. Each shell weighs 500 tons, costs \$200,000, and requires 120 men to load.

Vibratory Projector

Using huge electromagnets and a giant tuning-fork, this Infernal Device can project waves of concentrated sound, literally shaking targets to pieces. Vibratory projectors can be set to kill or merely stun; when set to stun, anyone hit by the beam must make a HT roll at a penalty of -11 to remain conscious. A vibratory projector doesn't work in the vacuum of space, but functions perfectly underwater. Vibratory projectors are designed using the rules for Screammers and Stunners in *GURPS Vehicles*, halving damage and range.

Wind Cannon

A Wind Cannon fires a blast of air with the concentrated force of a hurricane! No attack roll is needed, as the blast covers a cone-shaped area of effect, starting one hex in front of the weapon and extending out one hex in either direction for each hex of range. The attack automatically hits everyone in that cone unless they use a retreating dodge to

escape. Wind Cannon damage counts as a hand-to-hand crushing blow for causing knockback. Even though full damage is counted for knockback purposes, the actual damage inflicted is only 1 point for every yard the subject is knocked back. Pilots of aircraft hit by a Wind Cannon blast must make a control roll, with a penalty of -1 per die of damage and a bonus equal to the vehicle's size modifier. A typical Wind Cannon weighs 1 ton, and is powered by banks of batteries with power for 10 shots. Game statistics are given in the table on p. 120.

Zeppelin Airships

Count Zeppelin's dirigibles have a rigid skeleton of light wood and aluminum, with the gas cells contained within. The skeleton makes it considerably stronger and more agile than a nonrigid gasbag. Zeppelin airships are not intended for long cruises; typical flights last only a few hours. The only armament of a Zeppelin is its rack of heavy bombs, though it would not be hard to convert one to carry Gatling guns or other weapons to use on airborne opponents. Similar designs are also used by the United States, the Aero Pirates of the Caribbean, and the Confederados of Brazil.

■ **Subassemblies:** Body, gondola.

■ **Body Features:** Very good streamlining on body, fair on gondola.

■ **Propulsion:** 200-kW aerial propellor. *Lifting Gas:* 600,000 cf of hydrogen.

■ **Aerostatic Lift:** 40,540 lbs.

■ **Weaponry:** Hardpoints for eight 1,000-lb. bombs.

■ **Instruments:** TL5 navigation instruments.

■ **Controls:** Mechanical. *Crew Stations:* 6 (pilot, trimman, navigator, bombardier, 2 engineers).

■ **Occupancy:** Short. *Passengers:* None. *Crew:* 10. *Environmental Systems:* None.

■ **Power:** 200-kW steam turbine. *Fuel:* 40 cf of coal (5-hour endurance).

■ **Access Space:** 176 cf in gondola.

■ **Volume:** Body 600,000 cf, gondola 750 cf. *Area:* Body 50,000 sf, gondola 500 sf. Total area 50,500 sf.

■ **Structure:** *Body:* super-light, very expensive. *Gondola:* extra-light, expensive.

■ **Hit Points:** Body 7,500, gondola 188.

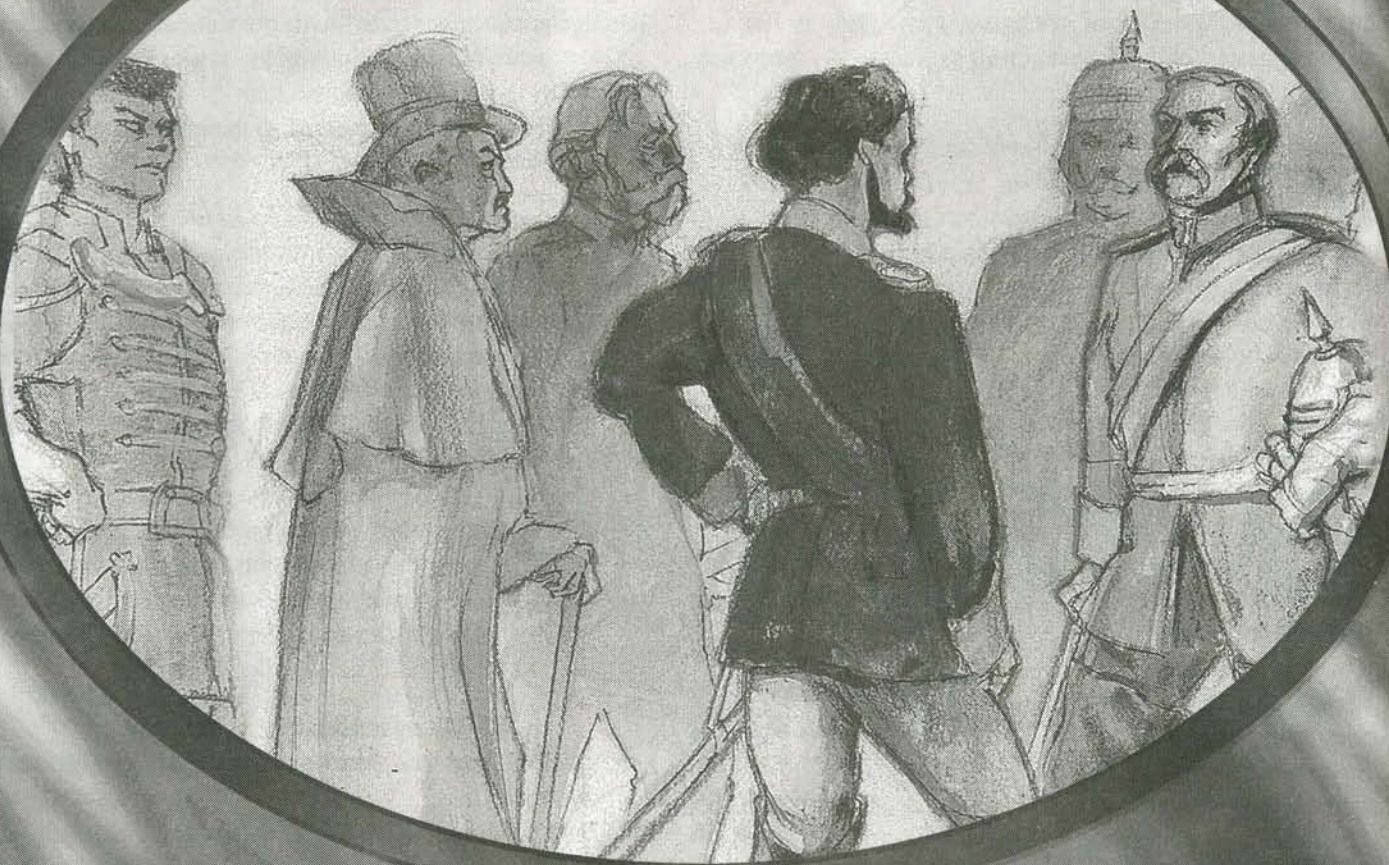
■ **Armor:** Advanced metal armor on gondola, PD 2, DR 2.

■ **Surface Features:** Sealed.

■ **Statistics:** Empty weight 27,427 lbs. Loaded weight 40,437 lbs. Volume 600,750 cf. Size modifier +10. Price \$253,034. HT 12.

■ **Aerial Performance:** Top speed 19 mph. Stall speed 0 (can hover). Amt 500 lbs. aAccel 1mph/s, aDecel .5. aMR .125, aSR 4.

CHAPTER EIGHT



IMPORTANT PERSONAGES

*This chapter details some leading figures in New Europa. Note that even those who existed in our history tend to be markedly different in their New European versions; supernatural effects aside, the world's tendency to romanticism seems to be highly infectious. Thus, characters who appear in other **GURPS** books, such as the **WHO'S WHO** volumes, may have rather different (usually more "extreme") descriptions in their **FALKENSTEIN** versions.*

Unless otherwise noted, these characters have learned most of their skills at TL(5+1), the tech level of New Europa's advanced steampunk science and technology.

However, many of them had slightly "old-fashioned" or downright unusual educations, so quite a few skills are flagged as learned at different tech levels.

KING LUDWIG OF BAYERN

230 points

Legal age 25, apparent age 35; 5'11"; 150 lbs. A slender, dark-haired, clean shaven man with blue eyes, dressed in a Bayernese uniform or elegant civilian clothes.

ST: 10 [-]	DX: 12 [20]	Speed: 5.5
IQ: 12 [20]	HT: 10 [-]	Move: 5
Dodge: 5	Parry: 8 (Fencing)	

Advantages

Ally (Auberon of Faerie, 9 or less) [40]*; Ally Group (Loyal retainers, medium-sized with formidable individuals, 12 or less) [60]; Attractive Appearance [5]; Charisma +2 [10]; Claim to Hospitality (All monarchs, nobles, and Bayernese) [10]; Filthy Rich [50]; Status 7 [30] (+1 for Filthy Rich); Strong Will +2 [8].

* Strictly, Auberon should be rated as Ludwig's Patron; however, their practical relationship is more that of allies.

Disadvantages

Code of Honor (Chivalric) [-15]; Impulsiveness [-10]; Sense of Duty (To Bayern) [-10]; Stubbornness [-5].

Quirks

Dislikes cities; Hates state ritual and etiquette; Loves building; Loves opera passionately; Prefers to work at night. [-5]

Skills

Architecture/TL5-11 [1]; Area Knowledge (Bayern)-12 [1]; Artist-12 [4]; Climbing-12 [2]; Diplomacy-10 [1]; Fencing-12 [2]; Guns/TL5 (Pistol)-13 [1/2]; History-11 [2]; Law-10 [1]; Leadership-12 [1/2]; Literature-10 [1]; Riding (Horse)-12 [2]; Savoir-Faire-14 [-].

Languages

German-12 (Native) [-]; English-12 [2]; French-12 [2].

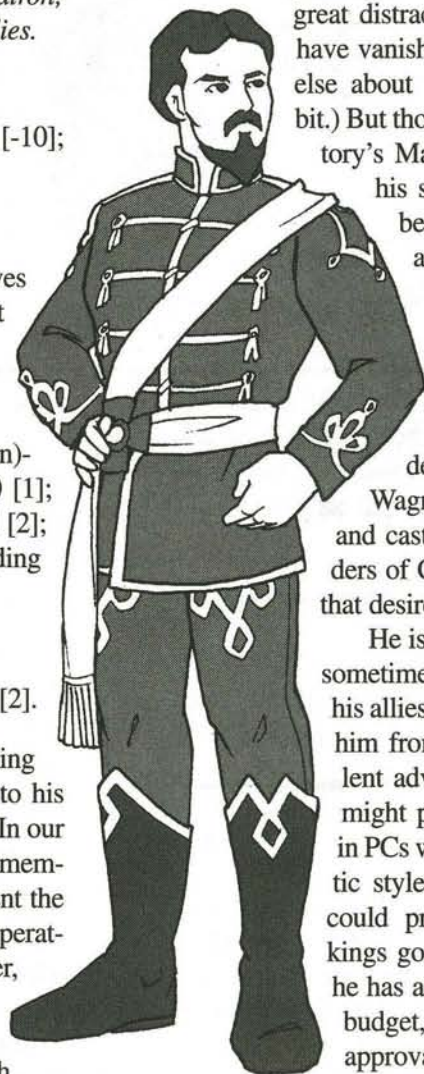
As the history described in Chapter 1 hints, King Ludwig II of Bayern is something of a puzzle even to his allies – except perhaps for Auberon, who isn't talking. In our world (and Tom Olam's, if that is different), he is remembered as "Mad King Ludwig," a tragic figure who spent the royal treasury pursuing aesthetic visions until his exasperated ministers removed him; he died shortly thereafter, probably by suicide. (An accident is possible; conspiracy theorists suggest murder.) This version seems more stable. He *does* display much of the Wittelsbach

eccentricity, but his manner is controlled, and can be steely. He is a good leader for Bayern and the Second Compact. Still, some of his closest allies suspect that Auberon is telling less than the complete truth.

For one thing, Ludwig appears older than he should be, and has sometimes let slip references to people and things that don't exist in this universe, and hints that he was previously truly mad, but has put that behind him. His cousin Elizabeth recognized him after his return, but commented that he had changed. An enforced spell in the Faerie Veil as a prisoner of the Unseelie could explain almost anything, but *their* motives are then unclear. One theory is that Auberon was actually unable to save Ludwig from assassins, and instead *acquired* a replacement from some other universe, convincing him that he could make up for his past mistakes in that world, in which he was defeated or seemingly died, by doing better in another.

Whatever the case, Ludwig is focused now. (It may have helped that the composer Richard Wagner, a great distraction for our Ludwig, seems to have vanished in New Europa – something else about which Auberon might know a bit.) But though he is not as crazy as our history's Mad King, he still has more than his share of eccentricities. He hates being bothered with court ritual and etiquette, and spends as little time in München as he can. He prefers to be awake and active at night, often going for long sleigh rides through the mountains. He is a passionate devotee of opera, even without Wagner. He loves building palaces and castles, although for now the wonders of Castle Falkenstein have satisfied that desire.

He is in good physical condition, and sometimes proves very sharp-witted, but his allies will always be around to protect him from personal involvement in violent adventures; that is not his job. He might possibly take a personal interest in PCs who display an especially romantic style of heroism, in which case he could prove an invaluable patron. As kings go, he is not especially wealthy – he has a substantial but limited personal budget, and must otherwise get the approval of the Bayernese parliament for funds.



LORD VERITHRAX DRACONIS

862 points

A large (approximately 25' long) Dragon Lord of unknown but certainly considerable age, who very occasionally transforms into a 7'4", 280-lb. human who appears to be in early middle age, albeit with an air of ageless power about him even in this guise. He is always immaculately dressed when in human form.

ST: 40 [177]* **DX:** 13 [30] **Speed:** 6.25
IQ: 15 [60] **HT:** 12/33 [20] **Move:** 3/36*
Dodge: 6 **Parry:** *

* In human form, Verithrax has ST 26, Move 6, and Parry 8 (Boxing/Wrestling).

Advantages

Dragon Package [276], with DR 8 Armor [+21], 5d Firecast (15-hex range) [+9], an additional 18 Hit Points (included above) [+90], Magery 3 [+20], and Status 7 [+20]; Charisma +3 [15]; Enhanced Move (Flight) 2 [20]; Cool [1]; Filthy Rich [50]; Passive Defense +1 [25].

Disadvantages

Duty (To Dragonkind, 9 or less) [-5].



Quirks

Honorable within pragmatic limits; Likes to negotiate from inside his lair with people on the outside. [-2]

Skills

Accounting-13 [1]; Appreciate Beauty-13 [2]; Area Knowledge (Europe)-16 [2]; Boxing-13 [2]; Camouflage-15 [1]; Chess-15 [1]; Diplomacy-12 [1/2]; Firecast-15 [4]; Leadership-16 [1/2]; Naturalist-13 [1]; Politics-16 [4]; Ritual Magic (Draconic)-16 [4]; Savoir-Faire-17 [-]; Shadowing-14 [1]; Stealth-15 [8]; Survival (Mountains)-14 [1]; Tracking-14 [1]; Wrestling-12 [1].

The current acknowledged leader of Dragonkind, in Europe at least, Verithrax is the very archetype of deep thought and patience. Nonetheless, he is perfectly willing to flaunt his raw physical power for effect. He is basically courteous and honest if encountered, but will always require good reasons to become involved in events (and may, of course, collect souvenirs when they are over). His alliance with the Second Compact is a matter of politics, inspired by his view of his Duty, and he very much sets the terms; hence, it is not reflected in his advantages or disadvantages, but his pragmatic sense of honor will make him hold to it.

OTTO VON BISMARCK

317 points

Age 55; 6'2"; 200 lbs. A Prussian aristocrat with a bear-like physique, gray eyes, dark but graying hair, a walrus moustache, and a quiet, ominous voice . . . but also a considerable capacity for charm. His left arm is a heavy-duty clockwork prosthetic.

ST: 13 [30] **DX:** 13 [30] **Speed:** 6.75
IQ: 15 [60] **HT:** 14 [45] **Move:** 6
Dodge: 6 **Parry:** 10 (Fencing)

Advantages

Administrative Rank 7 [35]; Charisma +2 [10]; Composed [5]; Patron (Unseelie Court, 12 or less) [60]; Reputation +2 (A dynamic leader, among patriotic Prussians) [5]; Status 6 [15] (+1 for Wealthy, +2 for Rank); Wealthy [20].

Disadvantages

Age [-15]; Chauvinistic [-1]; Fanaticism (His own and Prussia's glorious destiny) [-15]; One Arm (Mitigated by clockwork prosthesis: -60%) [-8]; Proud [-1]; Reputation -3 (A dangerous warlike mastermind, among non-Prussian Europeans) [-7].

Quirks

Authoritarian, but sometimes uses democratic reform tactically; Honestly believes in the unification of Germany; Increasingly ruthless; Thinks he can outwit The Adversary if necessary. [-4]

Skills

Acting-14 [1]; Administration-16 [4]; Agronomy-14 [1]; Area Knowledge (Europe)-15 [1]; Area Knowledge (Germany)-16 [2]; Axe/Mace-12 [1]; Boxing-14 [4]; Carousing-13 [1]; Detect Lies-13 [1]; Diplomacy-12 [1/2]; Fencing-15[8]; First Aid-14 [1/2]; Guns/TL5 (Pistol)-14 [1/2]; Hiking-13 [1]; History-13 [1]; Intelligence Analysis-13 [1];

Interrogation-14 [1]; Intimidation-15 [2]; Law-13 [1]; Leadership-15 [1/2]; Orienteering-14 [1]; Politics-14 [1]; Riding (Horse)-13 [2]; Savoir-Faire-17 [-]; Sex Appeal-13 [1]; Shortsword-13 [2]; Spear-14 [4]; Strategy (Land)-13 [1]; Tracking-14 [1]; Wrestling-14 [4].

Languages

German-15 (Native) [-]; Classical Greek-13 [1/2]; English-14 [1]; French-14 [1]; Latin-13 [1/2].

The story of Bismarck's rise to power, his position in Prussia, and his relationship with the Unseelie, is told elsewhere in this book. "The Iron Chancellor" is a formidable figure physically as well as politically; a true mastermind, whose attitude verges on megalomania, save that he has a very clear and realistic idea of his own capabilities. Unfortunately, the aid he is receiving from the Unseelie has brought out the worst in him, and he



dangerously overestimates his own ability to outwit them if necessary.

Bismarck has used everything from personal charm through dueling to assassination to reach his current position. He even promotes democracy at times, because many of his policies are more popular with the peasantry than with his rivals within the government. He sincerely believes that Germany needs to be unified, and that Prussia is best placed to accomplish this; in fact, he now thinks that it may be possible to unite all of continental Europe under Prussian leadership.

Unlike his counterpart in our history, Bismarck lost his left arm in a hunting accident in his youth, and has had it replaced with an iron prosthetic (see p. 123) which incorporates several state-of-the-art gadgets, including a derringer. Other components should be selected by the GM as necessary, preferably to disconcert the PCs.

COUNT FERDINAND VON ZEPPELIN

131 points

Age mid-40s; 5'8"; 160 lbs. An elegantly dressed German with brown eyes and a bushy, graying mustache and eyebrows.

ST: 10 [-] **DX:** 10 [-] **Speed:** 5
IQ: 12 [20] **HT:** 10 [-] **Move:** 5
Dodge: 5 **Parry:** 6 (Fencing)

Advantages

Courtesy Rank 4 [4]; Gadgeteer [25]; Reputation +2 (Foremost airship builder, among Prussians and inventors) [5]; Status 4 [15] (+1 for Very Wealthy); Strong Will +2 [8]; Very Wealthy [30].

Disadvantages

Code of Honor (Gentleman's) [-10]; Honesty [-10]; Stubbornness [-5]; Truthfulness [-5].

Quirks

Dandy; Proud; Wurttemberg patriot. [-3]

Skills

Airshipman-12 [4]; Diplomacy-12 [4]; Engineer (Vehicles)-16 [12]; Fencing-10 [2]; Guns/TL5 (Pistol)-12 [1]; History-12 [4]; Mathematics-12 [4]; Mechanic

(Steam Engine)-12 [2]; Navigation-12 [4]; Piloting (Airship)-12 [8]; Riding-12 [8]; Savoir-Faire-14 [-].

Languages

German-12 (Native) [-]; English-12 [2]; French-12 [2].

Count Zeppelin comes from one of the oldest and noblest families in the small German kingdom of Wurttemberg. As a young officer, he traveled to America as an observer during the Civil War, and there witnessed the use of dirigibles in warfare. After a ride aboard a Union airship in Minnesota, he fell in love with flying and returned to Germany full of big ideas. Sadly, nobody in Wurttemberg was interested, and the Count's personal fortune wasn't nearly enough for the project. Then a representative of Chancellor von Bismarck approached him and made an offer; if Zeppelin would come to Berlin, he would have the entire resources of the mightiest industrial power on the continent to support his work.

Zeppelin hesitated, for he had no love for Prussia, but the lure of flight was too great. Perhaps he regrets his decision; today he lives sequestered in a well-guarded research and manufacturing complex outside Berlin, designing and building airships, and is always accompanied by some of Bismarck's guards on the rare occasions he is allowed out. He is starting to grow portly and gray-haired as he enters middle age, but he still carries himself with a cavalryman's erect posture.

Age 28; 5'8"; 145 lbs. A strikingly beautiful Frenchwoman (with an accent which many people find charming) usually armed with a sword, with brown eyes and chestnut hair; her grace reflects her excellent physical condition.

ST: 12 [20] **DX:** 12 [20] **Speed:** 6.5
IQ: 11 [10] **HT:** 14 [45] **Move:** 6
Dodge: 7 **Parry:** 13 (Fencing)

Advantages

Alertness +1 [5]; Ally (Tom Olam, 15 or less) [45]; Charisma +1 [5]; Combat Reflexes [15]; Composed [5]; Patron (Second Compact, 12 or less) [50]; Status 3 [15]; Very Beautiful [25].

Disadvantages

Enemies (Past adversaries, as a medium group, 6 or less) [-10]; Reputation -2 (A killer, among the French nobility, 10 or less) [-1]; Sense of Duty (To friends and employers) [-5].

Quirks

Flirtatious; Likes something about Tom Olam; Ruthless when pushed. [-3]

Skills

Acting-11 [2]; Area Knowledge (Europe)-11 [1]; Area Knowledge (München)-10 [1/2]; Area Knowledge (Paris)-11 [1]; Brawling-15 [8]; Dancing-13 [4]; Fast-Draw (One-Handed Sword)-13 [2]; Fencing-18 [40]; First Aid-10 [1/2]; Guns/TL(5+1) (Machine Pistol)-16 [8]; Guns/TL5 (Pistol)-16 [8]; Main-Gauche-15 [16]; Naturalist-9 [1]; Orienteering-10 [1]; Riding (Horse)-12 [2]; Savoir-Faire-15 [4]; Shortsword-14 [8]; Survival (Woodlands)-11 [2]; Tactics-10 [2]; Throwing-12 [4]; Tournament Law (Fencing)-12 [2]; Tracking-12 [4].

Maneuvers

Close Combat (Fencing)-14 [1]; Close Combat (Main-Gauche)-15 [1]; Feint (Fencing)-20 [2]; Hit Location (Fencing)-17 [2].

(Note: If *GURPS Martial Arts* or *GURPS Swashbucklers* are used, Marianne will be fully qualified in at least one fencing style, possibly with cinematic techniques.)

Languages

French-11 (Native) [-]; English-9 [1/2]; German-10 [1]; Italian-9 [1/2].

The daughter of a French fencing master, the young Marianne took lessons from her father with a view to keeping men at arms' length when they noticed her blossoming beauty. Unfortunately, this only worked with men who knew how dangerous she was and who were *not* overconfident of their own charms. Leaving one noble would-be ravisher disemboweled, Marianne was forced to flee Paris. She wandered Europe, evading those who wished to avenge her first victim, and eventually becoming a professional adventuress. (The full story of her career may still remain to be told; she may have a few dark secrets.)

Trying to retire in München, she ran into yet another stupid man, a Prussian "diplomatic advisor" whom she merely wounded (at that point), before going into hiding as chief housekeeper at Castle Falkenstein.

There, she met the newly arrived Tom Olam and joined the adventure that put Ludwig on his throne.

Marianne is one of the Second Compact's most effective agents, often adding her practical skills and local knowledge to Tom Olam's unique insights. She clearly returns Olam's affection, though whether her feelings run quite as deep as his is hard to judge.



Age 61; 6'; 165 lbs. A Scotsman, well-educated, polite, and with hawk-like eyes, but rather stiff and formal – very much a “Grand Old Man.”

ST: 10 [-] **DX:** 10 [-] **Speed:** 5.5
IQ: 15 [60] **HT:** 12 [20] **Move:** 5
Dodge: 5

Advantages

Charisma +1 [5]; Claim to Hospitality (European political classes) [10]; Status 6 [25]; Wealthy [20].

Disadvantages

Age [-33]; Duty (As Prime Minister, non-dangerous, 12 or less) [-5]; Intolerance (Moslem religion) [-5]; Sense of Duty (Absolute Christian morality) [-10].



We look at the attainable; we look at the practical, and we have too much English sense to be drawn away by those sanguine delineations of what might possibly be attained in Utopia . . .

– William Ewart Gladstone

Quirks

Goes out in person to save fallen women; Relentlessly energetic; Somewhat stubborn; Thinks of Queen Victoria as a political institution, not a person; Thunderingly formal rhetorical style. [-5]

Skills

Accounting-12 [1/2]; Administration-16 [4]; Agronomy-14 [1]; Bard-15 [1]; Economics-13 [1]; Hiking-11 [1]; History-14 [2]; Law-12 [1/2]; Literature-15 [4]; Mathematics-14 [2]; Philosophy (Classical)-13 [1]; Politics-17 [6]; Riding (Horse)-9 [1]; Savoir-Faire-17 [-]; Theology-14 [2]; Writing-14 [1].

Languages

English-15 (Native) [-]; Classical Greek-14 [1]; French-14 [1]; German-14 [1]; Italian-13 [1/2]; Latin-14 [1].

The current Prime Minister of Great Britain and leader of the Liberal Party, Gladstone once thought of becoming a priest, and many people think that he missed his vocation; not only are his speeches delivered like sermons, but he insists that policies should be based on strict moral judgments. He is also a man of vast energy; a day of rest, for him, would involve surveying his country estates, personally cutting down a few trees, then writing a couple of dozen letters and a learned article on Homer.

Gladstone’s current government is introducing a whole series of social reforms, from fairer Irish government, through simplifying the legal system and introducing secret ballots in elections, to legalizing trade unions. However, for all his liberal high-mindedness, the Steam Lords tolerate his policies; he is committed to reducing taxes, freeing trade, and sweeping away old restrictions, which all benefits them. Other, minor changes that keep the masses happy are no great problem, and the Steam Lords have plans to crush any real inconveniences.

Gladstone believes that Britain should only intervene in foreign affairs when its interests are directly threatened, or when it has a *moral* duty to do so. He has argued for (partial) international disarmament, but Bismarck laughed that off; he has suggested that the Inner Sea should be declared neutral territory under international supervision, to reduce the chance of European war, but his own ministers refuse to back the scheme. All this high-mindedness may look weak or impractical, but when confronted by some great wrong, Gladstone unleashes the full power of his oratory; for example, he despises the Ottoman Empire (and unfortunately, by association, the entire Moslem religion) for the atrocities its forces commit in the Balkans, and makes powerful speeches about this. (He also has a devout Christian belief in good works, which can seem naïve; for example, he may be found wandering the nighttime streets of London, trying to persuade streetwalkers to repent and seek the aid of charities he supports. His friends have *tried* to persuade him that this is unwise behavior for a Prime Minister . . .)

Gladstone has a more-than-professional dislike for Disraeli (see below), his chief opponent, whom he sees as a flashy opportunist. His greatest problem, however, is probably that he gets on very badly with Queen Victoria, who complains in private that he addresses her “as if she was a public meeting.”

BENJAMIN DISRAELI

74 points

Age 66; 5'11"; 160 lbs. A tall, slim, dandyish Englishman with a kiss-curl drawn across his receding hairline.

ST: 9 [-10]	DX: 10 [-]	Speed: 4.75
IQ: 15 [60]	HT: 9 [-10]	Move: 4
Dodge: 4		

Advantages

Charisma +1 [5]; Claim to Hospitality (European political classes) [10]; Status 5 [20]; Wealthy [20]; Reputation +1 (A formidable operator, among diplomats, 10 or less) [1].

Disadvantages

Age [-48]; Congenial [-1]; Reputation -2 (An opportunist, among liberals and political rivals, 10 or less) [-2].

Quirks

Deeply fond of his wife, though he married her for money; Flamboyant in dress and manner; Political opportunist (but also genuinely radical); Quick wit. [-4]

Skills

Accounting-12 [1/2]; Acting-13 [1/2]; Administration-14 [1]; Bard-15 [1]; Carousing-10 [4]; Detect Lies-13 [1]; Diplomacy-14 [2]; Fast-Talk-14 [1]; History-12 [1/2]; Law-14 [2]; Literature-12 [1/2]; Merchant-13 [1/2]; Politics-17 [6]; Psychology-12 [1/2]; Riding (Horse)-10 [2]; Savoir-Faire-19 [4]; Writing-15 [2].

Languages

English-15 (Native) [-]; Classical Greek-13 [1/2]; French-14 [1]; German-14 [1]; Italian-14 [1]; Latin-13 [1/2].

The leader of the Conservative Party (the opposition in Britain's Parliament), Benjamin Disraeli has risen from humble origins, sidestepping the British ruling class's occasional anti-Semitism. (His parents, of Italian-Jewish descent, converted to Christianity when he was a child.) Beginning as a lawyer, he became a novelist and journalist, and eventually entered Parliament. "Dizzy" treats politics as a game, joking when he became Prime Minister briefly in 1868 that he had reached "the top of a greasy pole," writing comic novels about politics in his spare time, and using the Conservative Party as a vehicle for his eccentric, radical ideas. But he is very good at this game.

Disraeli returns Gladstone's hostility (see above), referring to him in private as a dangerous maniac; he doubts that Gladstone has any sense of proportion or judgment, and even mutters that he is no gentleman. The pair are equally matched as politicians, but in contrast to Gladstone's dignified sermonizing, Disraeli is fluent, witty, and persuasive. *He* gets on very well with Victoria, flattering and almost flirting with her.

However, he is much more than an opportunist; he has dragged his party into the 19th century while reforming it from within, telling its most conservative supporters that they must move with the times and avoid splitting the nation between rich and poor, strong and weak. He supports slum clearance, trade unions, and public health measures. This makes him a nuisance to the Steam Lords, but they can see ways to work with him; after all, he is also keen to build the power of the British Empire, which suits them very well. Nonetheless, Britain under Disraeli would be more inclined to intervene in European disputes, and might well oppose Prussia's schemes; he is a proven match for Bismarck in diplomacy.

CHARLES BABBAGE

-13 points

Age 80; 5'9"; 120 lbs. An Englishman with still-dark hair, conservatively dressed.

ST: 6 [-30]	DX: 8 [-15]	Speed: 3.5
IQ: 14 [45]	HT: 6 [-30]	Move: 3
Dodge: 3		

Advantages

Filthy Rich [50]; Gadgeteer [25]; Manual Dexterity +1 [3]; Mathematical Ability [10]; Reputation +1 (Excellent host, among upper classes) [2]; Status 2 [5]; Versatile [5].

Disadvantages

Age [-90]; Compulsive Behavior (Perfectionist) [-5]; Curious [-5]; Obsession (Perfecting the Analytical Engine) [-10]; Reputation -1 (Impractical reform schemes, among businessmen and politicians) [-2]; Sense of Duty (To his sons) [-5].

Quirks

Befriends mechanics and collects machinery; Believes in God and in miracles; Entertains frequently; Seeks government funding for his Analytical Engine; Whig, free trader, and anti-socialist. [-5]

Skills

Administration-12 [1/2]; Carousing-9 [16]; Cryptology-16 [2]; Economics-14 [4]; Engineer (Mechanical)-15 [4]; Mathematics-17 [4]; Mechanic-12 [1/2]; Politics-12 [1/2]; Research-13 [1]; Riding (Horse)-9 [4]; Savoir-Faire-16 [-]; Theology-11 [1/2]; Writing-12 [1/2].

Languages

English-14 (Native) [-]; French-12 [1/2]; Italian-12 [1/2]; Latin-12 [1/2].

Charles Babbage is the father of the Calculation Engine, which grew out of a project to correct mathematical tables. Trained in mathematics at Cambridge, in 1812 he instigated an Analytical Society to introduce Continental mathematics to England; since 1828, he has served at Cambridge as Lucasian Professor of Mathematics (the chair once held by Isaac Newton). Babbage is also the inventor of limelight for theaters, the author of numerous books, a reformer in the Royal Society, a member of Parliament, and a popular host in London. For almost 40 years, he has collaborated with Lady Ada Lovelace on the creation of better Calculation Engines and programs for them. Now growing frail, Babbage is still as mentally acute as ever, thanks in part to the sorceries of the Temple of Ra.

His skill in Mathematics and Cryptology is raised by Mathematical Ability, but his Engineering skill is not, though it is enhanced by his Versatility.

ISAMBARD KINGDOM BRUNEL

112 points

Age 65; 5'2"; 170 lbs. A short, stocky man with thinning, white hair.

ST: 10 [-] **DX:** 12 [20] **Speed:** 6
IQ: 13 [30] **HT:** 12 [20] **Move:** 6
Dodge: 6

Advantages

Charisma +2 [10]; Gadgeteer [25]; Less Sleep 4 [12]; Reputation +2 (Great engineer, all over England) [5]; Status 2 [10]; Unusual Background (Bilingual) [10].

Disadvantages

Addiction (Cigars) [-5]; Age [-45] Code of Honor (Gentleman's) [-10]; Overconfidence [-10]; Stubbornness [-5]; Workaholic [-5].

Quirks

Always in a hurry; Believes bigger really is better; Never seen without a cigar in his mouth; Skeptic; Writes notes to himself and stows them in his hat. [-5]

Skills

Artist-14 [6]; Engineer (Civil Engineering)-16 [10]; Engineer/TL5 (Vehicles)-13 [4]; Engineer (Vehicles)-15 [8]; Mathematics-13 [4]; Mechanic/TL5 (Steam Engine)-13 [2]; Mechanic (Steam Engine)-13 [2]; Physics-13 [4]; Shipbuilding-16 [10]; Sleight of Hand-12 [4]; Swimming-12 [1].

Important Personages ⇨—

Languages

English-13 (Native) [-]; French-13 (Native) [-].

The living embodiment of British technological optimism, Isambard Kingdom Brunel is a little man with big ideas. He is the country's leading engineer, a builder of railways, steamships, bridges, and tunnels.

His abiding philosophy is that bigger is always better; his Great Western Railway has a gauge of seven feet, and his steamship the *Great Eastern* is the biggest ship built this century.

Brunel is always in motion, with dozens of projects going at once. He travels in a specially built carriage with a bed for naps on the road (wags call it the flying hearse).

Brunel is a practical, hard-headed man, deeply suspicious of trickery. Even though he would have died in 1859 without the aid of a sorcerer of the Order of St. Boniface, he still views most magicians as little better than charlatans and loves nothing better than to outdo them, either with parlor tricks of his own or with colossal achievements of steam and steel.

Born in 1806, Brunel is a short, solidly built man who invariably wears a tall beaver hat. He has never given up his trademark cigars, despite medical advice. Since his near-death in 1859, his hair is white and thinning, and his frenetic activity has slowed a bit, though he still keeps a schedule which would exhaust a younger man.



Age 49; 6'; 165 lbs. An Englishman, still fit and darkly handsome, his face bearing old scars, always dressed appropriately for the occasion.

ST: 13 [30] **DX:** 13 [30] **Speed:** 6.25
IQ: 14 [45] **HT:** 12 [20] **Move:** 6
Dodge: 6 **Parry:** 11 (Boxing/Fencing)

Advantages

Attractive Appearance [5]; Comfortable Wealth [10]; Cultural Adaptability [25]; Language Talent +3 [2]; Magery 1 [15]; Courtesy Rank 4 [4]; Reputation +2 (Famous explorer) [10]; Status 2 [10]; Strong Will +3 [12]; Unusual Background (Knowledge of multiple magickal and obscure fields) [10].

Disadvantages

Lecherousness [-15]; Reputation -3 (Among enemies of the Second Compact, as a dangerous foe, 10 or less) [-3]; Secret (Agent of multiple powers, with shadowy motives) [-10].

Quirks

Dislikes beer; Insists that words be pronounced correctly; Strong and unconventional likes (including Arabs, Islam, and strong women); Strong but well-hidden dislikes (including many European and Oriental nations); Translates old texts and erotica into archaic English. [-5]

Skills

Acting-15 [2]; Anthropology-15 [6]; Area Knowledge (Africa)-16 [2]; Area Knowledge (Asia)-17 [4]; Area Knowledge (Britain)-14 [1/2]; Area Knowledge (Middle East)-17 [4]; Armoury/TL4-13 [1]; Boxing-17 [24]; Broadsword-15 [8]; Disguise-16 [6]; Erotic Art-13 [2]; Falconry-14 [2]; Fast-Talk-14 [1]; Fencing-17 [24]; Guns/TL5 (Pistol)-15 [1]; Guns/TL5 (Rifle)-15 [1]; History-15 [6]; Judo-13 [4]; Karate-12 [2]; Knife-14 [2]; Leadership-15 [1]; Linguistics-19 [16]; Literature-17 [10]; Lorebook (On the Raised Forces of Nature)-12 [2]; Naturalist-12 [1]; Poetry-13 [1]; Riding (Horse)-14 [4]; Ritual Magic (Tantric)-12 [2]; Savoir-Faire-17 [-]; Sex Appeal-14 [4]; Spear-12 [1]; Survival (Desert)-16 [6]; Survival (Jungle)-14 [2]; Tactics-14 [2]; Thaumatology-16 [12]; Theology-14 [4]; Weird Magic-13 [4]; Wrestling-13 [2]; Writing-16 [6].

Maneuvers

Close Combat (Broadsword)-11 [1]; Feint (Broadsword)-16 [1]; Hit Location (Broadsword)-14 [2]; Hit Location (Fencing)-16 [2].

(Note: Burton has studied several schools of swordsmanship, and written books on the subject; he could easily have more weapon-related maneuvers from *GURPS Martial Arts* or *GURPS Swashbucklers*, probably including cinematic techniques and *The Sword!* skill.)

Languages

Burton is one of the world's greatest linguists, speaking literally dozens of languages and dialects. GMs should probably assume that he knows any language he may have studied or encountered.

Richard Burton is a traveler, explorer, and scholar of the exotic. He is also, on occasion, a spy for the British Empire or the Second Compact, depending on what his enigmatic moral judgments seem to dictate at the time.

Born into a wandering ex-soldier's family, Burton acquired his wanderlust young. He entered Oxford University, was soon expelled, and joined the East India Company as a soldier. In India, he proved highly competent and outspoken, gaining a dubious reputation (as "Ruffian Dick") among colleagues. In this time, he also received elementary training in a range of exotic and mystical techniques; he was already in contact with shadowy forces and conspiracies.

His subsequent career has taken him from the African interior to Salt Lake City, from Islam's holiest places to Antillea. He has always fought for what he thinks is right, and never really cared about conventional morality (though he may put on any act that suits him). Today, he is working with the Second Compact, and may appear, or advise, during any mission that takes its agents beyond Europe. He will be knighted by Queen Victoria in 1874 (which will increase his Status).

On his travels, Burton is nowadays accompanied by his wife Isabel, who has the manner of a respectable (if unusually adventurous) Victorian wife, but who tolerates her husband's wilder side while actively guarding his reputation. She has herself acquired an array of adventuring skills.

Burton is a competent sorcerer, combining academic knowledge of magickal traditions with practical training in Indian Tantric ritual (a style which most westerners regard as disreputable). He can of course use all the effects described in his own work, *On the Raised Forces of Nature* (p. 111); he might demonstrate almost any other effect, especially some derived from obscure non-European traditions, and if he has studied such in detail, his skill list would naturally be longer. He has also studied other exotic and quasi-mystical subjects, including a smattering of martial arts.

RHYME ENGINEMASTER

364 points

Apparent age 40-50; 4'2"; 180 lbs. A typical adult Dwarf, short, broad, and dour, wearing workingman's clothes and heavy boots.

ST: 12 [20] **DX:** 10 [-] **Speed:** 5.25
IQ: 13 [30] **HT:** 11 [10] **Move:** 4
Dodge: 5 **Parry:** 8 (Boxing/Brawling)

Advantages

Acute Taste and Smell +1 [2]; Dwarf Racial Package [152]; Gadgeteer [25]; Manual Dexterity +1 [3]; Patron (Second Compact, 12 or less) [50]; Single-Minded [5]; Status 2 [10].

Disadvantages

Duty (To the Second Compact, 6 or less) [-2]; Stubbornness [-5].

Quirks

Doesn't pay enough attention to Second Compact strategic concerns; Habitual tinkerer; Passionately loves his wife and family, but rarely shows it in public. [-3]

Skills

Airshipman-11 [1]; Armoury-13 [2]; Axe/Mace-10 [2]; Blacksmith-13 [4]; Boxing-12 [8]; Brawling-12 [4]; Demolition-12 [1]; Driving (Train)-9 [1]; Engineer (Clockwork)-13 [4]; Engineer (Plumbing)-15 [8]; Engineer (Sorcerous Engines)-14 [6]; Engineer/TL5 (Vehicles)-13 [4]; Engineer (Vehicles)-14 [6]; Masonry-10 [1]; Mechanic (Clockwork)-13 [2]; Mechanic (Small Electric Motor)-12 [1]; Mechanic (Sorcerous Engine)-13 [2]; Mechanic/TL5 (Steam Engine)-13 [2]; Mechanic (Steam Engine)-13 [2]; Metallurgy/TL7-12 [2]; Riding (Horse)-9 [1]; Savoir-Faire-15 [-]; Scrounging-13 [1]; Survival Mountains)-12 [1].

(Note: As a Dwarf, Rhyme receives a +4 bonus to any skill rolls involving working with metal.)

Languages

German-13 (Native) [-]; English-12 [1].

Important Personages

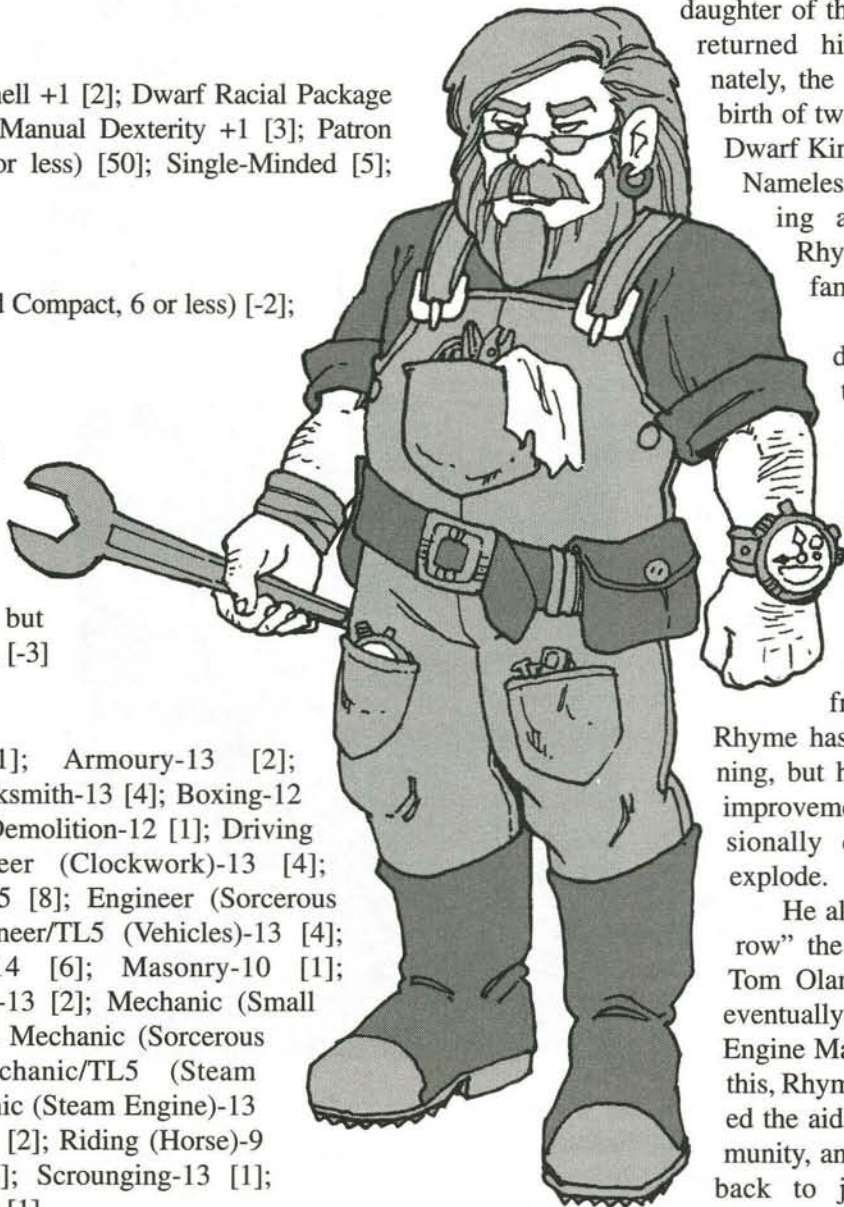
In his person, Rhyme is a fairly typical New European Dwarf craftsman-engineer, except that he is more inventive and imaginative than most, to the point where his friends refer to him as a "mad scientist." However, although he has a good theoretical grounding, he is much more a craftsman than an abstract thinker.



Born and brought up in Bayern's largest Dwarfhold, it was his fate to fall in love with the daughter of the hold's king, and she returned his feelings. Unfortunately, the relationship led to the birth of twin Dwarf sons, and the Dwarf King, refusing to accept a Nameless engineer of no standing as a relative, exiled Rhyme for disgracing his family.

Eventually, the wandering Rhyme chanced to be passing when Auberon raised Castle Falkenstein by magick, and applied for the job of handyman. The enchanted building frankly needed a mad engineer to maintain it, and from that day forth, Rhyme has not only kept it running, but has installed numerous improvements, which only occasionally cause the boilers to explode.

He also found time to "borrow" the book that fell out of Tom Olam's backpack, leading eventually to the (re)discovery of Engine Magick (p. 8). To exploit this, Rhyme and his friends needed the aid of his old home community, and Rhyme was dragged back to join the negotiation. Fortunately, his new invention was more than enough to merit a Name, and now, as Rhyme *Enginemaster*, he is respected as one of the great Dwarf craftsmen, and the king's son-in-law.



Age 52; 5'8"; 180 lbs. A stocky, slightly ragged German, with a lion's mane of hair and beard.

ST: 11 [10] **DX:** 10 [-] **Speed:** 5.5
IQ: 15 [60] **HT:** 12 [20] **Move:** 5
Dodge: 5 **Parry:** 8 (Brawling/Fencing)

Advantages

Ally (Friedrich Engels, 9 or less) [5]; Ally Group (Dedicated followers, medium size, 12 or less) [40]; Charisma +2 [10]; Single-Minded [5]; Status 1 [5].

Disadvantages

Age [-6]; Dependent (50-point family member, 6 or less) [-3]; Fanaticism (The Revolution) [-15]; Proud [-1]; Reputation -3 (Revolutionary anarchist scum, among reactionaries) [-5]; Reputation -2 (Dangerous terrorist leader, among international law-enforcers) [-3]; Reputation -1 (Interminable letter-writer, among newspaper editors and philosophers) [-2]; Struggling [-10]; Stubbornness [-5].

Quirks

Actually despises "true" Anarchists; Analyzes problems in terms of abstract philosophy; Can't shake off middle-class German habits. [-3]

Skills

Administration-14 [1]; Area Knowledge (Europe)-16 [2]; Area Knowledge (The World)-14 [1/2]; Blackjack-10 [1]; Brawling-13 [8]; Carousing-12 [2]; Detect Lies-13 [1]; Fencing-12 [8]; First Aid-14 [1/2]; Guns/TL5 (Pistol)-13 [2]; History-15 [4]; Holdout-15 [2]; Intelligence Analysis-14 [2]; Knife-10 [1]; Leadership-15 [1/2]; Literature-13 [1]; Philosophy (Hegelian)-16 [6]; Psychology-14 [2]; Research-17 [6]; Riding (Horse)-10 [2]; Savoir-Faire-17 [-]; Scrounging-15 [1]; Stealth-13 [16]; Streetwise-14 [1]; Survival (Urban)-13 [1/2]; Tactics-14 [2]; Writing-15 [2].

Languages

German-15 (Native) [-]; Dutch-13 [1/2]; English-14 [1]; French-13 [1/2]; Italian-13 [1/2].

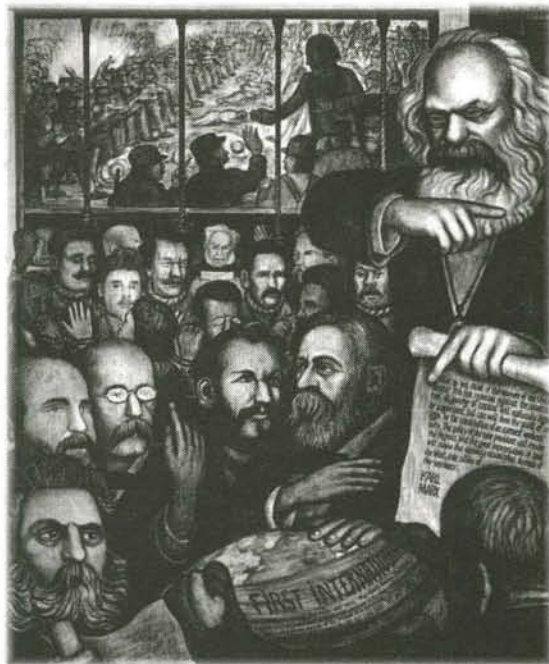
In our history, Karl Marx was primarily an academic and writer whose works laid the foundations of 20th-century communist thought; his occasional attempts to organize and run groups were mostly unsuccessful. In New Europa, however, the pervasive atmosphere of romantic dynamism has infected him, and he has become a notorious and very active revolutionary.

The son of a liberal German lawyer, Marx spent his university years as a typical student, getting drunk and even fighting a duel once, but developed radical sympathies that led to him having to move from country to country, evading the spies and agents of the ruling factions he annoyed along the way. With this and involvement in brawls and attempted insurrections, he learned about street-fighting, although he is really more useful as a strategist. He is a mediocre public speaker, but his writing skill and the support of his followers compensate, and his burning sense of mission can be hypnotic.

Recently, Marx has formed a group of international revolutionaries dedicated to the creation of a better

world by any means necessary. Unfortunately, before the group could agree on a name, the popular press caught wind of it and christened it "The World Anarchist Brotherhood" (see p. 13). This irritates Marx, who considers genuine anarchists variously silly, sentimental, feeble, or just disorganized; unfortunately, the name has stuck, despite the closely argued 12-page letters that Marx occasionally sends to the *Times* in London explaining the mistake.

Marx has a large family that he honestly wants to look after, but poverty and his mobile lifestyle make this difficult. (His Dependent disadvantage represents the chance that one of them will become involved in events.) His ally, Engels, another radical German scholar, has been obliged to work for his family's industrial company in Manchester, England; he provides Marx with an erratic source of funds and an indirect contact with Steam Lord society.



GREY MORROLAN

324 1/2 points

Age indeterminate; 5'8"; 150 lbs. A slim, dapper fellow with dark hair, green eyes, and an upper-class English accent.

ST: 12 [20] **DX:** 11 [10] **Speed:** 5.75
IQ: 15 [60] **HT:** 12 [20] **Move:** 5
Dodge: 5 **Parry:** 8 (Boxing)

Advantages

Charisma +2 [10]; Claim to Hospitality (Most sorcerous chapterhouses) [8]; Comfortable Wealth [10]; Light Hangover [2]; Magery 4 [50]; Reputation +2 (A skilled and high-minded sorcerer, among high-minded sorcerers and friends of the Second Compact) [5]; Status 2 [10].

Disadvantages

Code of Honor (Gentleman's) [-10]; Enemy (Golden Dawn, 6 or less) [-15]; Reputation -3 (A relentless opponent, among exponents of dark sorcery, 10 or less) [-2]; Sense of Duty (To the Second Compact) [-10].

Quirks

Dry sense of humor; Enjoys adventure. [-2]

Skills

Boxing-13 [8]; Carousing-13 [4]; Conspiracy Theory-13 [2]; Detect Lies-13 [1]; Diplomacy-13 [1]; Fencing-11 [2]; Guns/TL(5+1) (Machine Pistol)-14 [2]; Guns/TL5 (Pistol)-

15 [4]; Guns/TL5 (Rifle)-14 [2]; History-12 [1/2]; Leadership-15 [1/2]; Lorebook (Dark Libram of Necromancy)-18 [20]; Lorebook (LeRoeun's Scrolls of Dimensional Movement)-18 [20]; Lorebook (Libram of Summonation)-18 [20]; Lorebook (Manuscriptum Mentalis)-18 [20]; Mathematics-12 [1]; Riding (Horse)-12 [4]; Ritual Magic (Golden Dawn)-15 [8]; Ritual Magic (Illuminati)-18 [20]; Savoir-Faire-18 [2]; Sport (Cricket)-12 [4]; Sport (Rugby)-10 [1]; Tactics-13 [1]; Thaumatology-17 [2]; Weird Magic-13 [2]; Wrestling-11 [2].

Languages

English-15 (Native) [-]; Classical Greek-13 [1/2]; French-14 [1]; German-15 [2]; Italian-13 [1/2]; Latin-13 [1/2].

Like many sorcerers, Morrolan seems to play up his own air of mystery, but he has let slip hints about his past. He clearly comes from quintessential British stock (unless he is a *very* good actor), and his magickal talent initially led him to the Golden Dawn (p. 103). However, when he discovered the nature of some of their plans, he broke away, joining the Bavarian Illuminati (p. 102). Because the Golden Dawn was allying with the Unseelie, Morrolan eventually also allied with Auberón; today, he is the Second Compact's chief expert in sorcery.

Although his abilities are broad, Morrolan has displayed limited academic skills beyond his magickal training; he is a capable sorcerer and adventurer, but no polymath. He is acquainted with sorcerers of many Orders, and may well have studied more Lorebooks than listed here.

TOM OLAM

175 points

Age early 30s; 5'10"; 180 lbs. A fairly athletic, blond, gray-eyed, clean-shaven American with a deliberately insouciant manner and a residual tendency to talk in anachronisms.

ST: 11 [10] **DX:** 12 [20] **Speed:** 5.5
IQ: 11 [10] **HT:** 10 [-] **Move:** 5
Dodge: 5 **Parry:** 8 (Brawling/Fencing)

Advantages

Military Rank 4 [20]; Patron (Auberón of Faerie, 9 or less) [25]; Patron (Bayernese Government, 12 or less) [50];

Reputation +2 (A heroic man of mystery, with anyone who supports the Second Compact, 10 or less) [2]; Sense Faerie (p. 57) [10]; Status 1 [-]; Unusual Background (From an alternate universe) [10].

Disadvantages

Duty (To the Second Compact, 12 or less) [-10]; Reputation -2 (A "d—ed nuisance," among various international conspiracies, 10 or less) [-2]; Sense of Duty (To friends) [-5].

Quirks

Cocky and opinionated; Enjoys visiting new places and sketching them; Fancies himself a swashbuckler; Gamer; Romantically attached to Marianne. [-5]

Important Personages

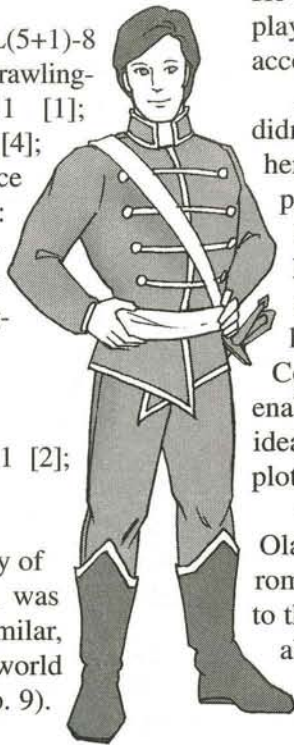
Skills

Acrobatics-10 [1]; Airshipman/TL(5+1)-8 [1/2]; Artist-14 [10]; Boxing-10 [1/2]; Brawling-12 [1]; Computer Operation/TL7-11 [1]; Driving/TL7 (Car)-10 [1/2]; Fencing-13 [4]; Guns/TL5 (Pistol)-13 [1]; Intelligence Analysis-8 [1/2]; Professional Skill: Game Designer-12 [4]; Riding (Horse)-10 [1/2]; Savoir-Faire-13 [-]; Sport (Paintball)-13 [4]; Tactics-10 [2]; Writing-13 [6].

Languages

English (Native)-12 [1]; German-11 [2]; Italian-9 [1/2].

A crucial factor in the recent history of New Europa, Thomas Edward Olam was born either in our world or one very similar, but found himself in the Falkenstein world thanks to a piece of wild magick (see p. 9).



He became an adventurer, introduced the idea of role-playing games, and acts as the narrator of several accounts of that world published in our own.

A computer game artist by profession, Tom Olam didn't seem well suited to the role of swashbuckling hero (his combat training being limited to weekend paintball games), but he got by. His new skills were acquired through intensive training from capable local experts (and hard experience). He usually has several gadgets or disguised weapons hidden about his person. His chief importance to the Second Compact, however, may be that his background enables him to recognize anachronistic technology and ideas – a vital skill when dealing with some Unseelie plots.

Incidentally, readers should remember that Tom Olam, like many of his (adventuring) kind, is brash, romantic, and not quite as smart or observant as he likes to think he is. Even if he takes the right side, it may not always be for the right reasons . . .

SCIENCE MINISTER JULES VERNE

99 1/2 points

Age 42; 5'10", 175 lbs. A tall, well-built Frenchman with reddish-brown hair.

ST: 10 [-]	DX: 10 [-]	Speed: 5.25
IQ: 13 [30]	HT: 11 [10]	Move: 5
Dodge: 5		

Languages

French (Native)-14 [1]; English-11 [1/2]; Italian-11 [1/2]; Latin-11 [1/2].

Jules Verne grew up in the port city of Nantes, the son of a prosperous attorney. His father sent him to Paris to be an accountant, but Verne wanted to pursue a career as a writer. His interest in science and the wonders of technology led him to become an author of scientific romances and a science journalist.

On the strength of Verne's speculative novel *From the Earth to the Moon*, Napoleon III appointed Verne to the newly created post of Science Minister, responsible for coordinating and encouraging French progress in science and technology. Verne was a natural for the job, with the vision to see the possibilities in new ideas but enough knowledge to tell when a notion was unworkable.

Verne is not an engineer, so he cannot invent devices himself. He is a fountain of ideas, and bombards all of France's leading scientists and engineers with suggestions and inspirations. His fictional idea for a giant cannon capable of hitting the Moon became the reality of the Verne Cannon (p. 127). He has also been instrumental in supporting French balloon research, the development of calculating engines, and the French Navy's program to create a submarine torpedo boat.

Advantages

Administrative Rank 5 [25]; Patron (Napoleon III, 9 or less) [15]; Status 2 [-]; Versatile [5].

Disadvantages

Dependent (50-point family member, 6 or less) [-3]; Duty (To Napoleon III, not life-threatening, 12 or less) [-5]; Duty (To the Second Compact, 6 or less) [-2].

Quirks

Hates being bossed; Imaginative; Loves sailing; Male chauvinist; Political liberal. [-5]

Skills

Administration-13 [2]; Boating-12 [8]; Mathematics-12 [2]; Naturalist-12 [2]; Politics-13 [2]; Research-13 [2]; Savoir-Faire-15 [-]; Science!-10 [1]; Writing-16 [8].

Other Figures

Auberon and The Adversary

It is probably impossible to give meaningful character sheets for the leaders of the Seelie and Unseelie Courts. Both are ancient Faeries of tremendous power, constrained more by habits and vows than by the laws of nature. Both take impressive near-human forms, Auberon as a tall, lean man with a sharp chin to match his pointed ears, a noble brow, and dark hair, The Adversary as a large, barrel-chested, muscular but graceful figure with a long, loose mane of dark hair and a rough beard. Auberon favors more-or-less modern-looking military-style garb (including a Faerie silver sword, of course), and talks with a heavy, lilting Irish accent; his eyes shift in color between gray, blue, and green, reflecting his moods. The Adversary, by contrast, often displays an imposing set of antlers and wears a flowing cape and gray trousers with a broad gold belt, but goes bare-chested; his eyes are usually gray but sometimes glow red or white, and his favorite weapon is a spear of Faerie silver.

For what it is worth, Auberon might be given ST 18, DX 18, IQ 17, and HT 17/24, while The Adversary could be rated as ST 18, DX 18, IQ 15, and HT 17/28. However, both really have whatever abilities suit them. For example, it is claimed that both can use any known Faerie Kindred Power (see Chapter 5), and both can certainly create new gates between solid worlds and the Faerie Veil, although they have to work *together* to enter a previously unknown world. Both seem able to use most mundane skills at around level 15-20.

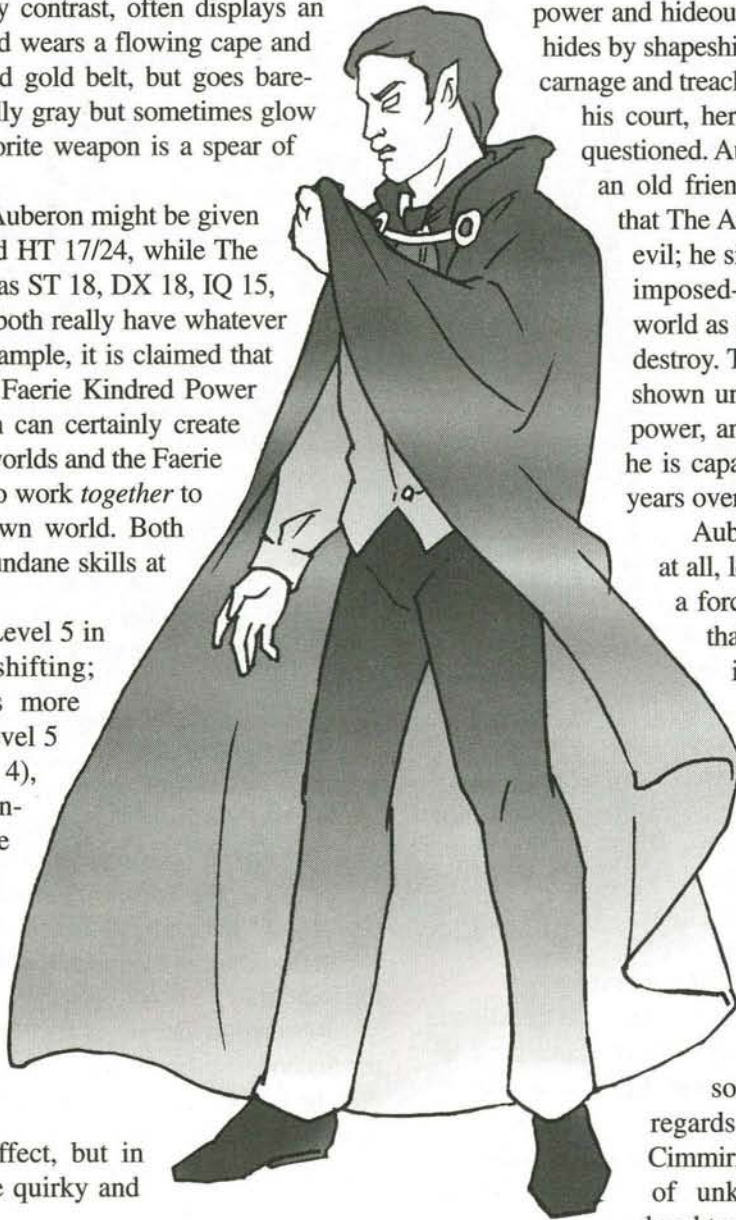
Both rate at around Level 5 in Glamour and Shapeshifting; while The Adversary is more adept in Etherealness (Level 5 against Auberon's Level 4), Auberon's crucial advantage is that he is the one Faerie *known* to have significant sorcerous powers. He has Magery 2 and his own personal version of Ritual Magic skill at 14; the simple assumption would be that, like a Dragon, he can wield any known effect, but in fact, his spells tend to be quirky and unpredictable.

The *important* difference, of course, is in their goals. Auberon is sworn to keep the peace between humanity and

Faeries; he is also trying to make history turn out for the best, despite its adherence to patterns he has seen elsewhere. (He has studied human history in several parallel universes, giving him unique insights.) His actions may be brilliant improvisations, the product of centuries-long planning, or deeply unimaginative (though whimsical) habits; it is very hard for anyone else to distinguish. He does not maintain a regular Ally Group (except perhaps for his personal servant, The Puck, who seems to be a fairly normal Puck – one of the smallest and most amiably mischievous of the male Nature Faeries – see p. 86), but he can command the resources of the Seelie Court and the Second Compact when necessary.

The Adversary, by contrast, is usually followed by a rabble of Unseelie courtiers; he can and does summon Wild Hunts (see p. 82) at whim. His consort, the Morrigan, could be considered an Ally; she is a Dark Lady of great power and hideous natural appearance (which she hides by shapeshifting). However, considering the carnage and treachery that accompanied her rise in his court, her loyalty to any cause might be questioned. Auberon, who calls The Adversary an old friend turned deadly enemy, claims that The Adversary does not see himself as evil; he simply regards himself as a much imposed-upon lord, and the material world as a plaything he is fully entitled to destroy. That may be true, but he has also shown unlimited ruthlessness and will to power, and a titanic temper. (In addition, he is capable of sulking for thousands of years over a defeat.)

Auberon should be used in games, if at all, less as a *deus ex machina* than as a force of nature. He likes to believe that he secretly runs the world, and in the ultimate interests of humanity. However, when he sees an individual as a serious problem, he *removes* the difficulty, usually quietly but also ruthlessly. He is equally likely to spend a night carousing with a group of PCs (he likes Irish whiskey and red-haired women), and to send them into a lethal situation as a diversion while he executes some long-cherished plan. He regards even his own son, Corwyn Cimmiric, as an interesting chess-piece of unknown potential; his beloved daughter Miranda, the greatest single potential flaw in his armor, is locked away safely in a tightly sealed Faerie realm.



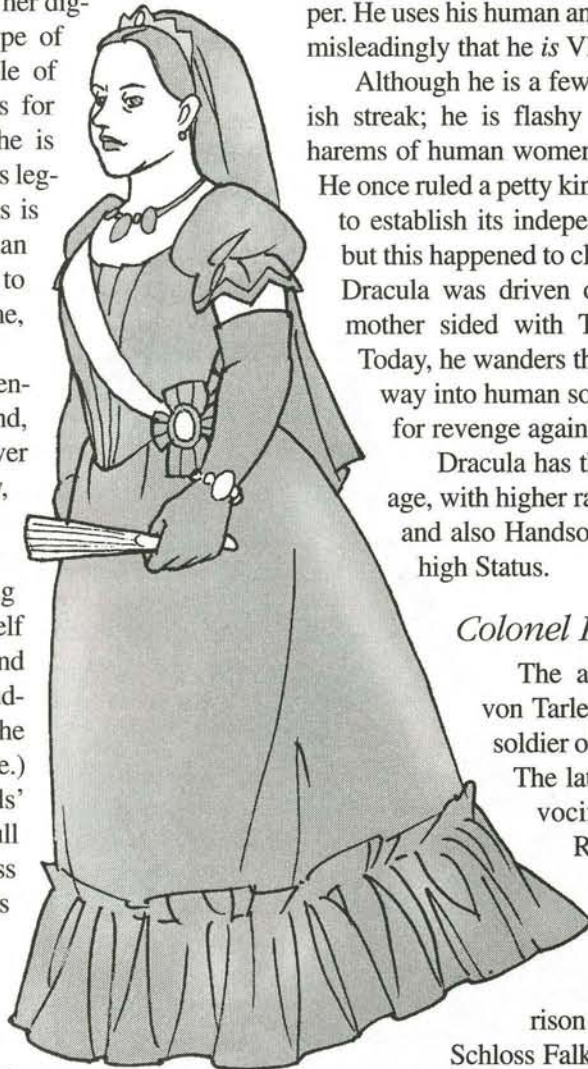
PCs should not reckon on confronting The Adversary in person; even if they wield Star Iron weapons and can defeat his retinue, he is well able to defend himself or to simply escape into the Faerie Veil until he can execute his revenge. Any human who draws his personal attention should look for the protection of one of the very few powers in the universe capable of persuading him to back down.

Queen Victoria and "Bertie"

The ruler of the British Empire (who will be given the title "Empress of India" in a few years, if events follow our history), Queen Victoria is a small, plump woman of 51. She is keenly aware of her dignity and will react badly to any type of impoliteness, but she is also capable of kindness, and will make allowances for foreign manners or nervousness. She is neither as priggish nor as humorless as legend suggests, but she does behave as is proper for a middle-aged Victorian lady; she is somewhat susceptible to flattery and to the charm of handsome, well-built men.

In her younger days, she was genuinely, deeply in love with her husband, Prince Albert, and is still grieving over his early death in 1861. Unfortunately, this followed a trip he took to admonish their oldest son, Albert Edward ("Bertie," the future King Edward VII) after he had got himself into difficulties over an actress, and Victoria still blames Bertie for that sudden illness. (Other people blame the medieval drains at Windsor Castle.) Nowadays, with the Steam Lords' smear campaign against Bertie in full flight (see sidebar, p. 9), Victoria is less inclined than ever to forgive her son's foibles.

Bertie himself is a young man of 29, who has developed a taste for horse-racing, yachting, and shooting, while his mother keeps him away from affairs of state and his wife Alexandra stays at home. Although he is not yet as plump as he will one day become, he is already filling out. He is affable but a little lazy, but also a fair judge of people (he does not like the Steam Lords much at all, if only because most of them seem boring), and he has a knack for languages. His friendship with Ludwig of Bavaria is drawing him toward the Second Compact; he has also taken to the new sorts of games which Tom Olam has introduced.



Count Dracula

The child of an Unseelie woman and a human noble descended from the legendary Vlad the Impaler, Dracula is a typical, if powerful, Dark Lord (pp. 89, 90; he is sometimes referred to, misleadingly, as a vampire), whose veneer of manners and carefully crafted appearance barely conceal his dark moods and bloody temper. He uses his human ancestor's name, and sometimes hints misleadingly that he *is* Vlad, for the sake of style.

Although he is a few centuries old, Dracula has a childish streak; he is flashy and erudite, and enjoys building harems of human women, but also throws violent tantrums. He once ruled a petty kingdom in Transylvania, and planned to establish its independence from the Ottoman Empire, but this happened to clash with a plan of The Adversary's; Dracula was driven out and his castle destroyed. (His mother sided with The Adversary to save her skin.) Today, he wanders the capitals of Europe, inveigling his way into human society and forming half-baked plans for revenge against everyone who has wronged him.

Dracula has the standard Dark Lord racial package, with higher ratings in some of his Faerie powers, and also Handsome Appearance, Charisma +1, and high Status.

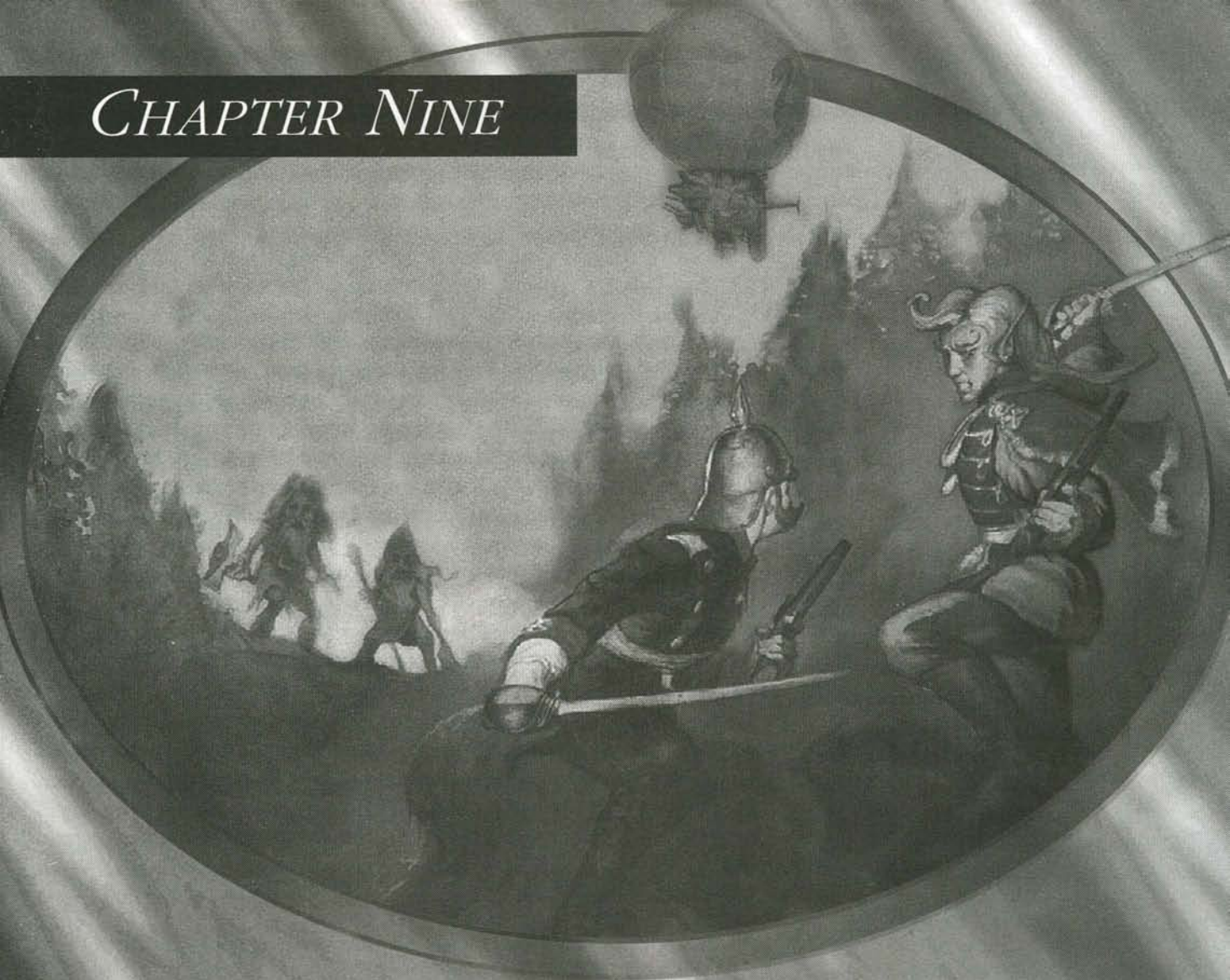
Colonel Rudolph von Tarlenheim

The archetypal Old War Dog, Colonel von Tarlenheim is a long-serving Bayernese soldier of unshakable loyalty and patriotism. The latter led him to object (formally but vociferously) when the old puppet Regent invited Prussian "advisors" into the country. As a result, he was removed from his post of Head of the Secret Service and sent to command the nominal garrison of a ruined border fortress, Altes Schloss Falkenstein. He thus became entangled in the schemes of Auberon of Faerie (and the removal of the Regent).

Restored to his former post, von Tarlenheim is, in effect, the Second Compact's chief military man. A courtly old soldier, he is not only a more formidable fighter than his gray hairs suggest, but also a shrewder spy-master than his gruff manners might imply. Incidentally, his son Fritz is aide-de-camp to the ruler of the small neighboring kingdom of Ruritania.



CHAPTER NINE



FALKENSTEIN CAMPAIGNS

From Quests for Lost Citizens in the African Jungle, to Desperate Struggles with Insane Masterminds; from the Dark Machinations of the Unseelie, to the complex etiquette of a Formal Weekend Party, there is no shortage of adventure possibilities in New Europa. This chapter addresses the question of how those adventures may be played.

Although *Castle Falkenstein* is a setting designed for fantastic adventures and heroic action, some variations in tone and style are possible. Campaigns might emphasize intrigue, social struggle, or suspense instead. Depending on the preferences of the players and the GM, you can combine styles to suit the adventures you want to create.

MAKING IT EXCITING

Castle Falkenstein games should emphasize adventure and excitement. GMs looking for ways to pump some adrenaline into their gaming sessions may consider the following tips:

Surprise Them

In action films, the heroes have to cope with a non-stop series of perils and threats. A good game can have the same feel if the GM keeps piling on the dangers: The characters escape the castle but are pursued by Cossacks. They lose the Cossacks in a forest but disturb a pack of werewolves. They cross a frozen river to get away from the werewolves but the ice breaks just as the Cossacks catch up again. And so on. It's best if the dangers get worse each time, so the heroes are constantly leaping from the frying pan to the fire.

Skip the Boring Parts

If the intrepid adventurers have just dispatched the maniac lurking beneath the Paris Opera, it really isn't necessary to play out the police debriefing afterward. Just say, "After your wounds are tended and the police have asked their questions, you stagger home to bed. But next morning . . ." And they're off again.

Make Snap Decisions

In *GURPS*, resolving combat or tricky stunts sometimes requires a lot of die rolling. If the action grinds to a halt while you look up two or three different tables, the players may lose interest. So don't. If you just say that the penalty for firing a pocket Gatling gun while swinging through a window is -4, then that's what it is. Roll the dice and keep moving. (Of course, it helps if you're familiar with the rules and have a good idea of what kind of modifiers are appropriate, but don't sweat it if you don't.)

Swashbuckling Adventure

Above all, the Falkenstein world is exciting. Gentlemen don't settle disputes by hiring lawyers or complaining; they resort to cold steel or pistols at dawn. The fates of nations really are decided by daring spies climbing into remote castles in the dead of night or by desperate fights atop speeding railway trains.

Obviously, a *Castle Falkenstein* campaign should have action, and plenty of it. GMs should be sure to give PCs lots of opportunities to be heroic. Even if the campaign centers on science and invention, or magickal intrigue, there is room for derring-do. Inventions can go awry and spells can backfire, after all.

However, an exciting game doesn't have to be an unending series of brawls; action isn't always the same as violence. There can still be plenty of excitement even if the heroes never strike a blow or fire a shot in anger. Dangling from a runaway dirigible, scaling the face of an ice cliff, or riding a raft down a raging river are all exciting and dangerous, but don't involve conflict.

In an action-oriented campaign, plots are unlikely to be multi-layered. If a noblewoman needs someone to retrieve compromising letters from a horrid blackmailer, the problems faced by the heroes include guards, locked gates, and deathtraps. They can probably assume the noblewoman is real and the blackmailer is truly vile. The emphasis is on action rather than on discoveries or character interplay. Pacing and maintaining the excitement are the GM's chief tasks. (See the sidebar for suggestions.)

Glittering Intrigue

The flip side of action is intrigue. Sometimes a chance remark overheard or a secret "accidentally" revealed can be as effective as a gunfight. New Europa is full of conspiracies, plots, and secrets. Players who enjoy roleplaying and devising their own plots and counterplots can have a ball as they match wits with Evil Masterminds, the Iron Chancellor, or the Unseelie. Intrigues can range from personal to international in scope, and can be as lighthearted as a romance or as deadly serious as The Adversary's attempts to destroy humanity. Often, what seems at first glance to be a minor plot turns out to be part of a much bigger, more sinister operation.

Since intrigues and conspiracies are, by definition, secret, getting adventurers involved can be tricky. If the heroes are operatives for some police or intelligence agency, their superiors can hand them a few patchy clues ("men died to get these papers out of Constantinople") and send them off. For other characters, however, a little creativity may be required.

One effective ploy is the Beautiful Girl In Danger. She appears on one's doorstep in the dead of night, or begs for help in a railway compartment, or simply bumps into a PC while fleeing a band of sinister assailants. No gentleman worthy of the name would hesitate to help a damsel in distress. (Turnabout is fair play, of course: what adventuress could possibly refuse to help a gentleman in distress, especially if he's charming and handsome?)

Another method, which Alfred Hitchcock used in a number of movies, is the Cryptic Dying Message. A dying man staggers into a character's flat, mutters something and drops dead. Soon Sinister Forces are on the hero's trail – they know that he knows something, even though he doesn't know what it is!

Hitchcock also liked to use the Mistaken Identity gimmick, although its roots go back to Shakespeare. One of the characters just happens to look like someone involved in a secret plot, and is unwittingly the recipient of a message or attack meant for his double. Again, the heroes must stay one step ahead of the bad guys while trying to figure out what's going on.

Once the PCs are involved, they must unravel the plot and survive attempts to silence, kidnap, or kill them. If possible, the GM should come up with a good reason to keep them from simply going to the authorities. Perhaps their antagonists have already infiltrated the police, or maybe they have framed the characters for a crime. Or perhaps the whole thing is just too fantastic for anyone to believe (which in the world of Castle Falkenstein would require it to be very fantastic indeed).

An intrigue adventure can have plenty of action – narrow escapes, deadly assassins, and so forth – but the heart of it is the battle of wits between the heroes and the villains. Paranoia and betrayal play a big part, as it turns out the helpful police inspector is really Their agent, or that beggar on the corner is one of Their spies. Conversely, Mr. Big's bodyguard may actually be a disguised agent of the Special Police Corps, ready to help when all seems lost.

In a campaign which centers on intrigue, the GM may want to keep several plotlines going at once, just to make things more complex. If the heroes are engaged in thwarting the schemes of Baron Maupertuis as he tries to manipulate the financial markets of Europe, they might not notice the clues pointing to a Prussian attempt to replace Napoleon III with a clockwork double until it's almost too late.

Steampunk

The steampunk genre is a branch of science fiction which attempts to do for Victorian scientific romances what cyberpunk writers did for hard SF. It uses steam-powered gadgets and Marvels of Science, but looks at them from the perspective of the underbelly of society. How do the excluded and the oppressed make use of these new technologies?

Characters in steampunk adventures are unlikely to be "proper folk." Instead they are anarchists, demimondaines, spies, criminals, and perhaps a few decadent aristocrats cut off from polite society for their outrageous behavior. Sometimes ordinary citizens get swept up in events by mistake or happenstance. Survival in a dangerous world is of paramount concern, but characters can also try to master new technologies for their own purposes. The natural habitat of steampunk is the great industrial cities, London in particular. Its heroes and anti-heroes can be any nationality, since big cities of the era are full of exiles and immigrants.

The presence of magick doesn't alter a steampunk adventure very much because the tone and style are what is important. Characters are striving to maintain identity and honor in the face of vast, impersonal forces, and it doesn't matter much if those forces are cybernetic, steam-powered, or supernatural.

A typical steampunk adventure centers on the protagonists becoming involved in the machinations of the powerful. They learn something they shouldn't, come into possession of something important, or perhaps are hired as disposable operatives. But they can survive and win back a little respect for themselves – if they're clever and ruthless enough.

A GOOD VILLAIN IS HARD TO FIND

Nothing makes for a memorable adventure more than a good opponent. Consider the great villains of fiction and film: Darth Vader, Harry Lime, Long John Silver, the Wicked Witch of the West – all much more memorable than the heroes they faced! When creating a *Castle Falkenstein* adventure, try to make your villains interesting and memorable. The attributes of a good villain include:



Competence

A bumbling villain is merely comic relief. A villain who's just as smart and resourceful as any of the heroes is scary. This doesn't mean you have to make all your villains 500-point characters, just that you should play them as intelligently as possible. They won't make stupid mistakes or be fooled by a feeble trick, and their schemes will include contingency plans and backup strategies. When the heroes do manage to defeat them, the players can feel that they have really accomplished something.

Humanity

Often a streak of humanity or sympathy makes a villain great. A bad guy who keeps his word, loves his family, or just has a sense of humor is much more interesting than one who is just an evil automaton. Some villains are actually misguided idealists whose evil schemes serve a good cause. Give your villains colorful personalities – maybe even make them people the heroes might have been friends with under different circumstances – and you can be sure they won't be forgotten.

Continued on next page . . .

A GOOD VILLAIN IS HARD TO FIND (CONTINUED)

Romance

An especially good way to make a villain human and create some genuine quandaries for the heroes is to foster a romance between the Bad Guy and one of the Good Guys. Master Villains or Villainesses may well develop a crush on a suitably attractive and competent heroine or hero. This can be an unrequited love on the part of the villain, but the player of the PC in question may decide that the character is interested as well (villains are charismatic, and a touch of evil can be sexy). The romantic adversaries can remain friendly foes (angst, anyone?), or possibly True Love can reform the villain.

Style

If you're going to be bad, at least be classy about it. A proper villain doesn't pinch pennies or cut corners in his grand schemes. Why boss your minions from behind an ordinary desk when you can issue your commands from a gold throne? Why shoot someone when you can lower them slowly into a pit of flesh-eating ants? Why rob jewelry stores when you can go after the Crown Jewels of Russia? Villains should always have ambitious goals, and should go after them in grand manner.

Survivability

Above all, a good villain comes back for the sequel. There's always a secret door in the hideout so the villain can get out before the explosion, and even if the heroes have riddled him with bullets, a villain can come back somehow (it was a double they killed, he's been reanimated by magic or science, he traveled in time, his henchmen saved his brain, or he had on a bulletproof vest under his coat). This can be overdone, of course: If the bad guys never die, players get frustrated. But one or two return engagements for opponents who really gave the heroes a run for their money will probably go over well. Villains who get away or return from the dead can build up a real relationship with the heroes over time.

The seminal steampunk novel is Gibson and Sterling's *The Difference Engine*; other important books in the genre include James Blaylock's *Homunculus* and K.W. Jeter's *Infernal Devices*. *Paris in the Year 2000* by Jules Verne is a recently rediscovered work by the father of science fiction which is essentially a steampunk novel.

Gaslit Horror

Modern horror fiction is a product of the 19th century. The three foundations of the genre – *Frankenstein*, *Dr. Jekyll and Mr. Hyde*, and *Dracula* – span the century. In many ways, the era was perfect for tales of horror; science had advanced to the point where humans could meddle with Things Man Was Not Meant To Know, but not so far that the forces of order could easily annihilate any unnatural menaces. This is especially true in the *Castle Falkenstein* setting, where magic is a potent force and things like vampires and banshees really do exist.

Horror-oriented campaigns can be structured in several ways. One possibility is that the PCs are occult investigators who get called in whenever a case has supernatural elements, à la *The X-Files*. Or perhaps they blunder into these situations in the course of more conventional adventuring. The problem with any campaign of this sort is that the players will be expecting the “monster of the week,” which makes it harder to establish a scary mood.

One answer is to mix horror with other elements. Sometimes the heroes face Prussian agents; sometimes they face Elder Horrors. This keeps the suspense level up, although it may mean the adventurers aren't nearly as worried about the Prussians once they've faced the Horrors.

GMs who really want to scare their players should run horror adventures without letting anyone know ahead of time. The players (and their characters) think it's a normal story – until Bad Things start happening. Perhaps the best approach is to run each horror adventure as a one-shot, in order to follow the great rule of horror films laid down by drive-in movie critic Joe Bob Briggs: “Anyone can die at any time.”

Satire and Comedy

The Victorian era lends itself almost too well to satire. Targets include Colonel Blimpish military men, dimwitted aristocrats, middle-class prudes, lower-class criminals, crazed inventors, doomed explorers, strident suffragettes, and fanatical anarchists.

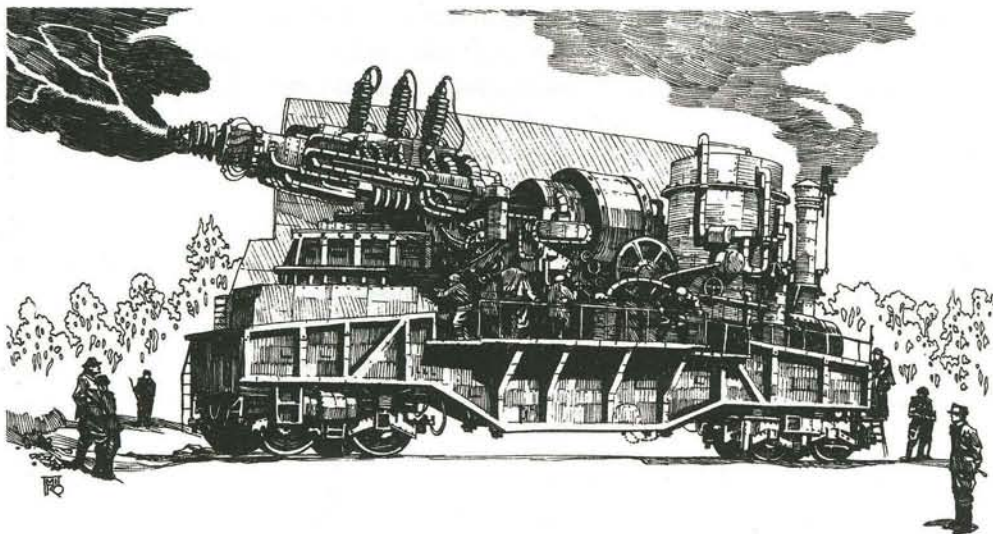
The tone can be as gentle as a Gilbert and Sullivan operetta or as savage as a play by Shaw. Two useful rules apply. The first is Overdo It – exaggeration is the key to many great comedies. In Jerome K. Jerome's hilarious *Three Men in a Boat*, George doesn't just get lost in the Hampton Court maze, he gets dozens of other people lost with him and even manages to get the guide lost! One man getting lost in a maze is merely a bother for him and a bore to hear about, but getting a dozen people lost – including the guide – is funny.

The second rule is Don't Overdo It, which would seem to contradict the first but is actually complementary. Jokes are not dead horses, and can't take too much beating. If something is funny once, accept the smiles and laughter and do something else the next time. Humor is ultimately based on surprise; we laugh at something which is contrary to what we would expect. If the audience can see the joke coming like a slow train crossing the prairies, it's not funny.

Of course, it's all too easy for gamers in the enlightened present to make fun of the poor fools who were stupid enough to be born in the wrong century. Clever GMs can use their roleplaying adventures to satirize modern idiocies as well.

Bothered by Internet spammers? How about a Steam Age inventor using the pneumatic mail-tube network to send actual samples of his patented potted meat to unwilling consumers? Or if “Gothic” teenagers strike you as funny, bring on their Victorian ancestors, endlessly pestering poor Count Dracula.

Suggested readings for a comic or satiric campaign include just about everything by P.G. Wodehouse, Gilbert and Sullivan, Oscar Wilde, Saki, and Jerome K. Jerome.



✦ CAMPAIGN IDEAS ✦

The following ideas focus on what the characters are likely to be *doing*; the tone can vary widely using the ideas noted above. These are by no means the only campaigns possible, but they do provide a start.

Agents of the Second Compact

The PCs are either members of the Second Compact or agents of a patron NPC who is. They are likely to have most of their adventures handed to them from above, which is convenient for the GM but doesn't leave much room for the players to take the initiative.

A great many character types are possible, as the Second Compact includes Dragons, Faeries, and Dwarfs, as well as various types of humans. Characters can be soldiers, secret agents, detectives, magicians, scientists, adventuresses, or very nearly anything else. Members of the Compact may take it as a Patron or an Ally Group, though in either case its resources and reach are limited. All should have a Duty either to the Compact or to their Patron. Unless the PCs have personally done something to thwart the plans of Bismarck or the Unseelie, there is no need to take them as Enemies.

Agents may travel just about anywhere to deal with the plots of Prussia and The Adversary, or to line up new allies. Since the Compact's intelligence-gathering resources are limited, a lot of this work consists of wandering about poking one's nose into things, which means Compact agents may well find themselves in trouble that has nothing to do with the Unseelie at all.

A Second Compact campaign works best as adventure or intrigue, though the Unseelie can certainly add a note of horror as well. Gritty steampunk doesn't really fit well, although the heroes might begin as outcasts who become involved in the ongoing struggle and decide to sign on with the good guys.

THE UPPER CRUST

If the GM and players are sufficiently versed in history, a fun campaign can simply involve the life and adventures of a group of upper-class characters. Children of privilege can have plenty of adventures just going to balls and house parties, playing tourist in New Europa or beyond, and engaging in the upper-class amusements of hunting, gambling, and romance.

Upper-class characters are certain to have servants, so it is always possible for one player to run the employer and another to play his employee. Depending on the characters, the two can be partners in adversity like Phileas Fogg and Passepartout, or an upper-class twit and his resourceful manservant, as in the Jeeves novels by P.G. Wodehouse.

HOW TO BE AN ARCH-VILLAIN

Alternatively, players with a sinister bent may wish to play *villainous* characters. There are certainly fictional precedents: The insidious Dr. Fu Manchu and the uncanny Dr. Nikola both came back for sequel after sequel despite having their plans thwarted. Arch-villain PCs must take the initiative, devising plots for world domination. They must also contend with the interference of police inspectors, consulting detectives, and amateur busybodies. The GM should make would-be arch-villains work for their rewards; after all, their adversaries have the law, the army, and the resources of right-thinking people everywhere.

If the villains are foiled, the players should take failure in stride. Rome wasn't built in a day, so it may take several tries to destroy Paris. Aside from a few sneers and, perhaps, petulantly executing a henchman, their reaction should be to begin planning the next fiendish plot. To that end, GMs should be lenient about allowing such characters to escape justice.

Of course, the forces of evil might triumph. Successful plots can change the campaign considerably; if a Master Villain seizes control of a major country, wrecks the global economy, or causes large-scale carnage, the world's cozy Victorian feel becomes grimmer and more hard-boiled. GMs can consult the history of the 20th century to see what kind of a world successful arch-villains can create.

THE WILD WEST

The Western is of course an entire genre unto itself, but *Castle Falkenstein* GMs can always send their heroes to the frontier for a little cowboy action. The big difference in the *Falkenstein* universe is that the Native American nations of the Great Plains have – so far – been able to keep the whites out of the heart of America. But the Republic of Texas and the Bear Flag Empire have enough wide-open spaces and cowboys for an entire Western campaign.

It's worth noting that historically, a great many European aristocrats owned cattle ranches or went on hunting trips in the American West. So even if the characters in a *Falkenstein* campaign are a group of Bavarian officers and Parisian adventuresses, a jaunt to Texas or California wouldn't be that unusual. Or the GM can turn things around and confront his New European characters with a band of wild Texans in the heart of Vienna on some vital mission.

Many of the elements of Western adventures are present in other parts of the world. British settlers in Australia are in a similarly remote, dusty, bandit-plagued environment. Colonialists in India and Africa have to worry about hostile tribes. It's even possible to set Western-style adventures in the "Wild East" of Russian Siberia and Central Asia, where the Imperial Cavalry comes riding to the rescue when bandits raid remote villages.

Essential elements of a Western include shootouts at high noon, stage-coaches chased by bandits or Indians, villains after land or water rights, hidden treasures, cavalry riding to the rescue, fallen women with hearts of gold, revenge, poker games, and foot-loose cowpokes who'll do what's right. In the *Falkenstein* world, one can add weird inventions, sinister magick, cowboys who really sing, and the complicated international relations among the United States, Texas, California, and the Indian nations. The *Castle Falkenstein* sourcebook *Six-Guns and Sorcery* is a very complete and detailed look at the Wild West in the world of *Castle Falkenstein*.

Beyond the Faerie Veil

As described, the realm of the Faerie is a place without form, its only reality imposed by the will of its inhabitants. The Seelie and the Unseelie have built their Courts there, creating literal Fairylands where almost anything is possible.

Faerie characters (and their human allies) can venture into the Veil through magickal gateways. Depending on the tone of the campaign, stories can be anything from intrigue and romance among the Seelie Court, daring rescues of mortals held captive by the Unseelie, or simple struggles to survive in the chaotic and mutable realm.

Mortals in Faerie must either be very brave and capable or very lucky. Even the relatively benign Seelie tend to treat humans as playthings, and the Unseelie . . . break their "toys." With a guarantee of safe conduct from one of the high lords, a human might be able to get by in Seelie territory, but in the Unseelie realm, even other Faerie are in danger.

The realm of Faerie has portals to other worlds, too. Visitors can travel through those gateways, either on purpose or by accident. Perhaps the Second Compact needs some high-tech gadgetry from our own world – or perhaps Compact agents have to prevent the Unseelie from acquiring futuristic firepower in a starfaring setting. In the same way, characters from other campaign worlds can blunder through the Veil just as Tom Olam did, and find a place in New Europa.

Consulting Detectives

The 19th century saw the birth of the detective as a profession and, more important, the birth of the detective novel as a genre. Wilkie Collins' *Sergeant Cuff* and Edgar Allan Poe's *Chevalier Dupin* were first, but the giant among Victorian detectives is Sherlock Holmes. In the *Falkenstein* universe, Holmes is a real person (just starting his career), and so is his arch-nemesis Professor Moriarty! PC detectives can apply their powers of observation and deduction to solving all manner of crimes.

Characters can be either freelance "Consulting Detectives" like Holmes or Dupin, or police investigators like Cuff. Detectives who work for a large agency like the Pinkertons fall somewhere between the two. Naturally, detectives can have loyal side-kicks, assistants, and partners. There's certainly no reason why a detective even has to be human; a Dwarf or one of the Faerie might specialize in crimes that smack of the supernatural.

GMs running a detective campaign must come up with puzzles to challenge the wits of the players. Fortunately, there are thousands of stories and films to crib from when your own imagination fails. (Just be sure not to use something the players will recognize.)

The presence of magick complicates the science of detection. A magician can commit "impossible" crimes and confound the deductions of even the most observant detective; conversely, a spell-using detective can cut through even the most puzzling mystery. The solution is to match the crime to the detective – a mundane sleuth gets mundane crimes and a sorcerous detective gets supernatural ones.

Depending on the tone, detectives can solve knotty puzzles with a minimum of physical danger, or the focus can be on chasing the bad guys and getting into their secret hideouts to bring them to justice. (The latter is easier to GM, incidentally; pitching puzzles at just the right level for your players can be tricky, although very rewarding when it works.) Criminals can be "ordinary" crooks, Masterminds, or even horrifying supernatural entities. For a darker, steampunk feel, the villains may have connections to the highest levels of society, so a good detective has to risk his career for justice.

Fictional sources for detective adventures are legion. Holmes is the best-known Victorian detective, and G.K. Chesterton's *Father Brown* stories contain some ingenious puzzles. Randall Garrett's *Lord Darcy* series chronicles the exploits of a detective in a world of magic much like the *Falkenstein* universe.

On Her Majesty's Secret Service

The Second Compact and the Unseelie aren't the only people in the world with secret agents. Nearly every national government has its own spies or secret police, and any of them can make a good background for a campaign. In the United States, the Secret Service handles what little intelligence and counter-intelligence is needed. Bayern has the Bayernese Secret Service, which works closely with the Second Compact. Great Britain has three separate secret branches: The Foreign Office has a Secret Service Fund, which pays for "freelance" agents hired for specific jobs; the War Office Topographical and Statistical Department is the primary military intelligence agency; and the Governor-General of Ireland has a Secret Service Department devoted to monitoring signs of rebel activity among the Irish.

Most intelligence services are devoted to gathering information on the military and diplomatic plans of foreign powers, and to preventing enemy agents from learning the same about the home country. In more repressive states, secret services also keep tabs on domestic dissidents and foes of the regime – and sometimes make them disappear.

Missions for secret agents include intelligence-gathering, counterintelligence, recruitment, and special operations. Intelligence-gathering is the basis of all espionage, and involves getting copies of war plans or secret treaties and photographing or stealing codes and secret weapons. Counterintelligence means trying to catch or mislead enemy spies. Recruitment is the process of getting new agents in the enemy country. This can be done by making contact with dissident groups or finding officials vulnerable to bribery or blackmail. Of course, any recruit may really be a double agent.

But special operations are the fun part of being a secret agent. This is when the spies can use all their clever concealed gadgets as they infiltrate the hidden lair of an Evil Mastermind to foil his grand scheme, or smuggle a brilliant scientist out of a heavily guarded Prussian fortress. Fictional references for espionage adventures are numerous; the James Bond movies and the television series *The Wild, Wild West* best capture the tone of Falkensteinian secret-agent exploits.

Explorers of the Unknown

The Victorian era was the last great age of exploration. Advances in transportation and equipment made it possible for explorers to venture into the remaining blank spots on the map. The jungles of Africa and South America, the peaks of Tibet, and the North and South Poles all attracted explorers. Amazing steampunk inventions add other possibilities: the ocean depths, the interior of the Earth, or interplanetary space! With the aid of magic, a band of explorers might venture into worlds beyond the Faerie Veil.

Just about anyone can turn up on an expedition into the unknown. While ex-military men and scientists make the best explorers, there is plenty of room for eccentric aristocrats, adventuresome ladies, comic lower-class individuals, mysterious foreigners, and natives of appropriate hue. Magicians or Faerie folk could be added to the mix just as easily.



SILLY CAMPAIGNS

In a silly campaign all pretense of realism goes completely out the window. Everything and everyone is totally absurd. This sort of thing works better in a short-term campaign or a one-shot adventure, as it's difficult to keep up the right level of manic inventiveness for months at a time.

Some silly elements appropriate to *Castle Falkenstein* include:

Stereotypes

Every nationality has its characteristic stereotype – Americans are pushy, chew tobacco, and are usually worth millions; Englishmen are prudish, class-conscious, and fanatical about cricket; Frenchmen are lecherous, overly proud, and obsessive about food; Germans are boring, regimented, and overfed; and so on. (Some stereotypes about non-Europeans are even less attractive.) Players should be sure to play their stereotypes to the hilt.

Fainting

Ladies faint. All the time. Not just when a Fright Check is called for, not merely in tense situations, but all the time. Keep the smelling salts handy.

Prudery

Victorians were reticent about certain things. Play it up. Don't mention certain features of anatomy except with elaborate euphemisms. Don't talk about bodily functions. Don't even mention reproduction. And don't use any terms which might be interpreted as some kind of veiled reference to the above matters. The goal should be to make communication next to impossible.

Stiff Upper Lips

Characters in Victorian fiction all have complete self-control. They don't just have the Unfazeable advantage, they seem to completely lack sensory nerve endings. Characters should maintain a stiff upper lip in all circumstances. ("Sorry to trouble you, old chap, but I seem to have this spear sticking in my chest. Wonder if you wouldn't mind having a look?")

OUTER SPACE ADVENTURES

In our world, getting to the moon took billions of dollars and a decade of work, but building a spaceship is almost child's play for New European inventors.

Victorian interplanetary expeditions usually confine themselves to the nearer worlds – the moon, Mars, and Venus. Lunar explorers often find vast caverns and underground civilizations, since telescopes on Earth can see that there is no air or water on the surface. Mars is covered by a network of canals, but accounts of its inhabitants vary. According to the Virginian Captain Carter, the Martians are a decadent civilization beset by tribes of four-armed nomads, but there have also been reports of an abortive “Martian” invasion of southern England by tentacled beings with highly advanced science. The two civilizations may share the Red Planet, or perhaps one “Mars” exists in another dimension beyond the Faerie Veil. Venus is shrouded by clouds, and is widely believed to be a hot, swampy planet with dense jungles and constant rain. If Steam Age theories of planetary evolution are correct, conditions there will mirror those on Earth millions of years ago. There may be dinosaurs in those jungles, or intelligent reptiles, or perhaps an ancient human colony.



Journeys of exploration generally have three main parts: getting there, seeing the sights, and getting home again. Getting there is likely to be difficult and dangerous, but not impossible – even though all previous attempts have failed, the adventurers will almost certainly make it, or there isn't much point in setting out. Seeing the sights is usually where things go wrong. Explorers almost never find what they expect. Abandoned cities turn out to be inhabited; isolated valleys have strange beings living in them; even the polar wastes may conceal a villain's lair or a lost civilization. How the locals react to a party of intrepid explorers is a key element. Are they immediately

hostile? Do they take the strangers for gods? Do they need help against some ancient foe? Or are they only pretending to be friendly? The unexplored regions of the world seem to contain an astonishing number of attractive young women in need of rescue, either from dangerous animals, political opponents, or sacrificial religions.

Depending on the situation, the explorers may stay a while or go directly to the question of getting home again. Sometimes this requires repairs to the party's experimental vehicle, or obliges the explorers to escape captivity and defeat hostile forces. Often, the explorers get out just before some catastrophe makes further visits impossible: The volcano blows up, the interdimensional rift closes, or the cave collapses.

The works of Jules Verne have a strong focus on exploration, especially *Journey to the Center of the Earth* and *Five Weeks in a Balloon*. H. Rider Haggard's books are ripping yarns of exploration and lost civilizations in the heart of Africa; *King Solomon's Mines* is probably the best. The film *The Mountains of the Moon* recounts the exploits of Burton and Speke in their search for the source of the Nile.

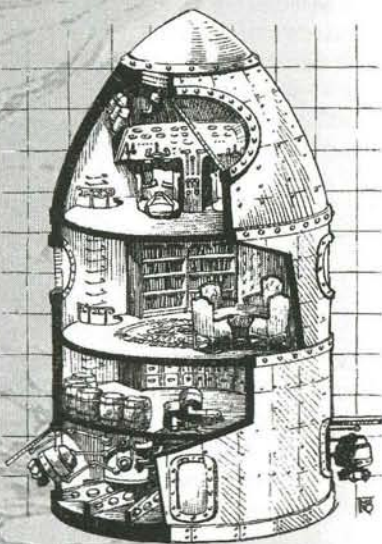
Magickal Adventures

A party of magicians will never lack for adventure. Characters in a magickal campaign must obviously include sorcerers, and possibly Faerie or Dragons. A couple of individuals more skilled with swords or pistols than sorcery can come in handy, given the time it takes to cast spells. Characters from different Orders will give the party a better balance of magickal effects, although rivalries may then intrude.

Magickal adventures have countless possibilities. The heroes can meet fallen gods, journey to other worlds beyond the Faerie Veil, or spend a week in animal form. A party of magic-users can go on quests for powerful Artefacts or books of forgotten lore. They can engage in political maneuvering and intrigue among the Orders. They can confront magickal menaces which threaten the mundane world. Blending sorcery with other campaign types opens up even more possibilities – magickal detection, magickal voyages to other planets, magickal espionage.

There are two main concerns for the GM in a sorcerous campaign. The first is that the characters are powerful, and when acting as a group can be very powerful indeed. Players can be extremely creative when coming up with ways to use sorcery, so GMs have to be sure the characters' foes are tough enough to pose a credible threat.

The second problem, ironically, is that a group of magicians are vulnerable. Since magick doesn't really allow any quick “zap” spells, a band of fairly ordinary thugs can overpower the most skilled magicians if they have the advantage of surprise. It's



important to find a middle ground, so that the PCs can't just vaporize the opposition with a spell, but at the same time won't be pounded into steak tartare by the villain's goons.

Fictional sources for magickal adventures include the books of John Bellairs (*The House With the Clock in Its Walls*, and others), the short stories of Lord Dunsany, nearly everything by E. Nesbit, and the adventures of Dr. Strange from Marvel Comics.

Super-Science Adventures!

In a Super-Science campaign, the adventurers are all inventors and scientists, with perhaps a few beautiful daughters, gruff Dwarf mechanics, and two-fisted assistants along. Comedy-relief servants and pompous aristocrats should be limited to one per gaming group.

The focus of a Super-Science campaign is new discoveries and inventions – and sinister forces trying to steal or misuse them. Great scientific minds can also be called in to deal with world-threatening menaces of a scientific nature.

In a typical Super-Science tale, someone invents a new device or discovers some new organism or phenomenon with amazing powers. If the scientist is mad or evil, he promptly uses his discovery in a fiendish plot which the PCs must foil. If the scientist is good, then either villains attempt to steal the discovery and misuse it or it gets out of control on its own and becomes a world-threatening menace.

Stopping a Super-Scientific menace usually involves a mix of old-fashioned physical action and quick research and invention. While the beautiful daughters and two-fisted assistants battle the villains or flee from catastrophes, the scientists and inventors must come up with a way to counter the menace.

Super-Science adventures can be combined with mystery stories (unraveling clues to determine the identity of the villain), tales of espionage (keeping an invention out of the hands of the Prussians), sagas of exploration (menaces often appear first in exotic locales, or the secret weapon requires something hard to come by in civilized lands), or horror stories (if the menace is gruesome enough). Other combinations are possible – *The Wild, Wild West* got several seasons out of one.

Military Campaigns

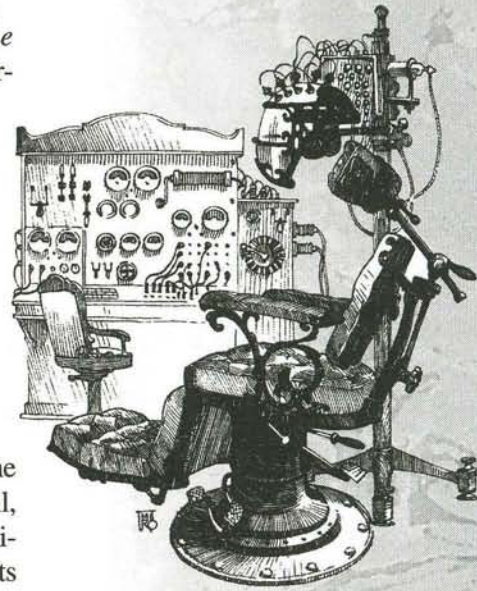
Soldiers on active duty can make for a very action-filled campaign. If the players want some freedom of action, make the characters officers, but any ranks are possible.

The best venues for military action are the Balkans or Latin America, where there are usually a couple of wars going on, or the frontiers of the colonial empires. Alternatively, the GM can end the tense standoff between Prussia and the Franco-Bavarian alliance and embroil Europe in an early Great War.

Military adventures don't have to be just a series of combats. Soldiers can blunder into lost ruins that need exploring, get involved in espionage plots, or get sent on special secret missions. Military units may get called in to stop magickal or scientific menaces which have gotten out of hand. (Especially brave or suicidal troops can go up against the dreaded Martian Tripods.)

One specialty peculiar to the Castle Falkenstein universe is the military sorcerer. Without suitable defenses, Steam Age armies are tremendously vulnerable to enemy spells. While line troops meet the enemy with gunfire and cold steel, sorcerer officers counter the enchantments of their counterparts on the other side and try to magickally spy on and disrupt the enemy army.

Fictional sources for military adventures in the period are many; Rudyard Kipling's are probably the best, although the "Flashman" books by George MacDonald Fraser give a very different view of things. The films *Zulu*, *The Five Feathers*, and *Gunga Din* are full of period color for military derring-do on the edges of the British Empire.



TIME TRAVEL

Several ways to travel in time are available to characters in the Castle Falkenstein universe. Scientists like Mr. Wells' friend can build time machines or time gateways, sorcerers can create potent spells, and the Faerie Veil opens pathways to other times and worlds.

A campaign that centers on characters constantly jaunting through the timelines isn't really a *Castle Falkenstein* campaign at all, but a *GURPS Time Travel* campaign with some interesting backstory. That doesn't mean you can't have time travel adventures in your campaign, though. Agents of the Second Compact (or other right-thinking folk) might have to go back in time to prevent the Unseelie, the Prussians, or a Criminal Mastermind from changing history. Scientific adventurers may go exploring. Or perhaps time travelers from another era may decide to visit the Steam Age.

GMs running a time-travel adventure should decide for themselves if history can be changed by the actions of time travelers, and if so how much and how easily. *GURPS Time Travel* provides excellent information on how to devise rules of time travel that work best for the adventures you want to run.

OTHER GURPS BOOKS

Alternate Earths and Alternate Earths 2

If adventurers want to wander the time streams, these two books provide a dozen fully realized alternate worlds. Dixie (in *Alternate Earths*) or Cornwallis or Ming-3 (in *Alternate Earths 2*) could be the product of time meddling by a Mad Scientist.

Arabian Nights and Japan

Many *GURPS* "culture supplements" can be useful in *Falkenstein* games; these two especially are of interest if PCs are going to spend much time in the East.

Atomic Horror, Cliffhangers, and Technomancer

What might the *Castle Falkenstein* world look like in its future? In the '20s and '30s, heroes could battle the Unseelie's latest pawns, the Nazis; a couple of decades later, Magick meets Marxism and a whole lot of giant bugs amid Cold War tensions.

High sorcery combined with high-tech makes the *Technomancer* setting very much like the *Falkenstein* universe more than a hundred years down. Alternatively, sorcerers from either universe might breach the Veil. The contrast between wildly romantic New Europa and the practical, rational *Technomancer* world could make for interest.

Aztecs

The bloodthirsty Aztec priesthood has been suppressed in the world of *Castle Falkenstein*; mind you, everyone thought that they were dead and gone *before* that nasty business of a few years back. Aztecs also make good inhabitants for a Lost World.

Continued on next page . . .

School Days

Education in the 19th century, especially in Britain, was strict, to put it mildly. Ironically, the schooling of the upper classes was probably the most nightmarish, as their children were shipped off to boarding school as young as six years old, and there endured the tender mercies of masters and older students for more than a decade. After that kind of hardening, coping with hostile Pathans in India or facing Unseelie horrors would be nothing by comparison.

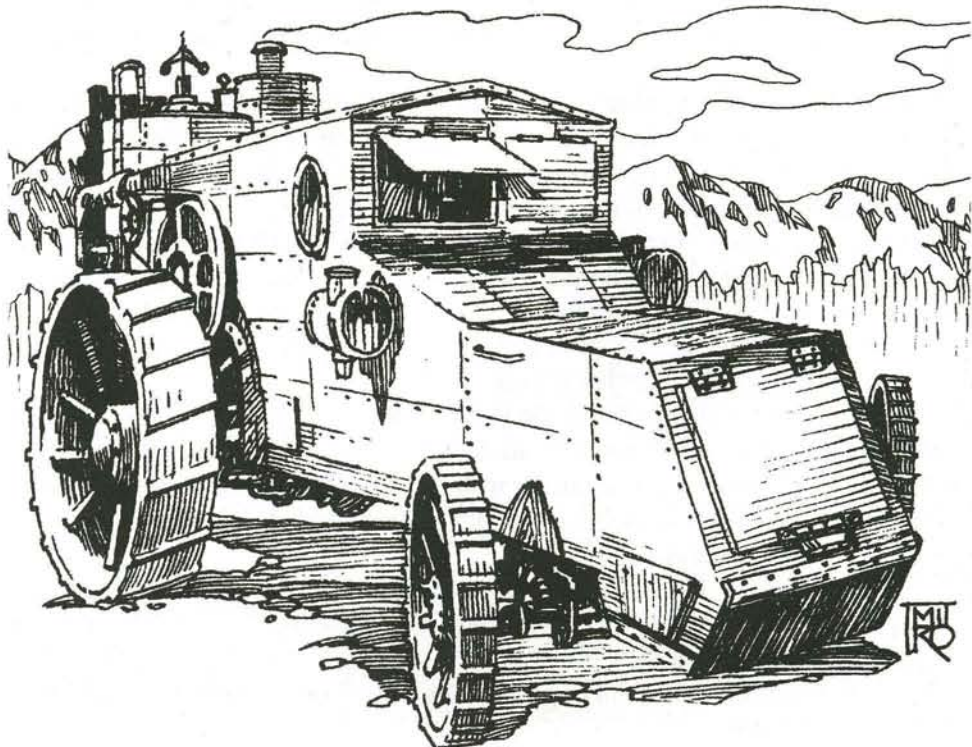
GMs can run an entire campaign set at an English boarding school. There is a vast canon of (mostly awful) boy's novels of school life which can be mined for ideas. Schoolchildren are obviously going to have fairly low point totals, and certainly will have the Youth disadvantage.

Adventures can be fairly mundane, with children coping with inter-House rivalries, pranks on the masters, and winning the Big Cricket Match. Or child characters could get involved with spies or master villains, in the grand tradition of Saturday morning cartoons.

Given the prevalence of magick in the *Castle Falkenstein* universe, it seems likely that there are schools which specialize in training children with signs of sorcerous talent. Children at such a school, still learning to use enormous powers they can't really control, can get into all sorts of interesting trouble. Fans of the Harry Potter novels can have fun with their own schoolboy sorcerer adventures.

Child characters aren't limited to boarding school settings, of course. Players can run characters who are siblings in a typically large Victorian family, getting into scrapes and adventures together. This also gives players the opportunity to run characters from the middle and lower classes, who wouldn't normally go to boarding school.

Fictional sources for school campaigns include *Tom Brown's Schooldays* by Thomas Hughes, *Stalky & Co.* by Kipling, and *Nicholas Nickleby* by Dickens. Nearly all of E. Nesbit's books involve children getting involved with magic and the supernatural, and are excellent for kids and grownups.



For GMs preparing a Castle Falkenstein campaign, here are a few ideas for adventures.

A Night at the Opera

King Ludwig of Bayern is one of the world's greatest opera lovers, and the Paris Opera is one of the world's greatest opera houses. So naturally, the King will attend the opening of a grand new work, *Vercingetorix*, specially commissioned by Napoleon III to emphasize his role as the guardian of Europe's liberty.

But all is not well at the Opera. A mysterious masked figure has disrupted rehearsals and made threats to the management. Singers have quit after hearing strange whispers in their dressingrooms. Props and sets have been sabotaged, and the sheet music has strange additions – additions showing both musical genius and a deep hatred of the Emperor.

The PCs must find out what is going on, and they have only a few days to do it before opening night. Is the “phantom” a Prussian agent plotting to wipe out two of Bismarck's greatest foes at a single stroke? Is he perhaps trying to foil some nefarious plot by members of the company? Or is he a musical madman determined to see his work performed? With the clock ticking, the PCs have to contend with temperamental singers, terrified managers, mysterious strangers, and the vast labyrinth of the Paris Opera itself.

The Scarab of Doom

The Austrian authorities in Prague are baffled by a series of dreadful murders. Victims are found horribly hacked and mutilated, as though by a killer of more than human strength. But a Scientific Detective examining the bodies can make an even more disturbing discovery: The wounds appear to have been made by the mouth-parts of some gigantic beetle!

Tracking the beetle to its lair in the sewers ends the first rash of killings; but a few weeks later, another body turns up, mangled and slashed in the same way. The shocking truth is that the beetles are actually human beings, transformed by a terrible curse. Its source? They were all members of an expedition to Egypt which recovered a beautiful golden scarab statue, which is now in the collection of the Emperor himself. Can the investigators learn the cause of the curse and find a way to lift it before Franz Josef wakes up one morning with six legs and an appetite?

(CONTINUED)

Camelot

The Round Table isn't just romantic myth in New Europa, it's historical fact! This can come to matter in a variety of ways; a group of Connecticut Yankees might travel back in time, or some menace might only be overcome by an Arthurian Artefact (Excalibur, say, or Merlin's Lorebook).

Dinosaurs

Whether you're exploring a Lost World, thawing out a slab of polar ice, or simply fooling around with the fabric of time, you're going to run into them sooner or later. *Dinosaurs* has scores of critters ready to chase PCs around a tropical island or rampage through the heart of Paris. Note that many were unknown to Victorian science; PCs encountering Velociraptors should be properly astonished.

Goblins

Besides being great fun, *Goblins* contains pages of background material on early 19th-century London low-life. The appalling thing is that most of the squalid details are taken from history. It's indispensable for any campaign involving the poorest classes. Alternatively, Goblin London may actually exist within the Faerie Veil, as a realm created by some not-too-bright Lesser Faerie based on their impressions of Georgian London.

High-Tech, Steampunk, and Vehicles

These three works are essential for those wishing to delve into the nitty-gritty of Falkensteinian technology. *Steampunk* especially has an extensive discussion of Victorian technology and science.

Illuminati

The Bavarian Illuminati are very active in the *Falkenstein* world, and shadowy conspiracies are a fact of life. If the Illuminati and Templars are publicly known, who are the *real* Secret Masters?

Continued on next page . . .



OTHER GURPS BOOKS

(CONTINUED)

Martial Arts and Swashbucklers

Players who want to create masters of swordplay or explore the arcana of fighting styles will enjoy these two books. Even in the main *Castle Falkenstein* period, New Europeans make use of swashbuckling fencing techniques, and *Martial Arts* can be useful if the GM wants to pit New European PCs against ninja, samurai, and masters of kung fu in the East. Moving the campaign setting back a couple of centuries makes for interesting possibilities: Faerie pirates on the high seas, Dwarf inventors creating “windpunk” devices, and the Bavarian Illuminati waging a shadow war against the Jesuits.

Places of Mystery

Many of the locations described in this book are perfect for Steam Age adventures. Magicians may need to cast critical spells at key sites, or foil attempts by evil sorcerers to do the same. Masterminds might use some more-out-of-the-way locales as hidden bases, and the 19th century *invented* archaeology.

Planet Krishna

Just change the names a little and this is a good resource for adventures on Mars (or perhaps the moons of Jupiter). The frequent nudity of Krishnans is likely to lead to some interesting situations for Victorian explorers, especially a mixed party.

Time Travel

Apart from this book’s usefulness to GMs wrestling with the complexities of time-jumping plots, the *Falkenstein* world can be plugged into *Time Travel*’s Infinity Unlimited setting as another parallel. In that case, either the quirks of Infinity’s technology has kept them blissfully unaware of the nature of the inter-universal space through which they pass, or the Faerie Veil is itself another alternate universe (with extreme natural laws).

Rescue the Princess!

A Dragon has stolen away a fair princess and a brave knight has vowed to slay him. And that’s the problem. Princess Eugenia, heir to the throne of the tiny Baltic kingdom of Froland, has begun a highly indiscreet affair with the Dragon Lord Tarascon. The two of them are going to be guests at the Duke of Wessex’s country estate in the south of England, along with Mr. Disraeli, Lord Kelvin, and Richard Burton. So far, King Magnus of Froland has been able to keep his daughter’s behavior out of the newspapers, as it would only play into the hands of the pro-Prussian Nationalist party in Froland.

Unfortunately, the Princess’ cousin, Count Erik, has taken it upon himself to defend the honor of Froland and challenge Tarascon to a duel. Erik is armed with an alleged “sword of Dragon-slaying,” stolen from the Froland National Museum. Can the PCs stop the whole thing before an ugly scandal gets into the newspapers? They will have to be subtle and clever, as the Duke will not appreciate gunplay or other unpleasantness in his house.

MINIONS WANTED

Aspiring Criminal Mastermind seeks ten to twenty loyal, capable Minions to assist in terrorizing New Europa. Good salary, opportunities for rapid advancement. Must be willing to undergo chemical transformation. References required.
Apply Count Otto von Teufel, Castle Teufel, Hesse.



The Lost Island

The island of Hyperborea lies far to the north of Scandinavia, perpetually ice-locked and cut off from the world. But an old Viking map showing its location has come into the hands of the PCs, and they can soar over the ice aboard their Steam Dirigible.

Three surprises await intrepid explorers. The first is that, despite its frigid Arctic surroundings, Hyperborea is lush and green, kept warm by volcanic hot springs and a ring of high peaks that keep out the winds. The second is that saber-toothed tigers, mastodons, and giant sloths still survive here. The third is that the island is inhabited by a civilization speaking ancient Greek and worshiping Apollo.

Unfortunately for the PCs, they aren’t the first outsiders to visit Hyperborea. The dreaded airship pirate captain Horace Byng has preceded them, and is using the island as a base for his raids on shipping in the Atlantic. The players must cope with Byng’s menace, the mistrust of the Hyperboreans, and the potentially dangerous attentions of Queen Panthea, the lovely ruler of the island. If that isn’t enough, it looks as if the volcano under Hyperborea may be waking after lying dormant for a million years . . .

APPENDIX: CONVERTING CASTLE FALKENSTEIN TO GURPS

The original *Castle Falkenstein* RPG spawned a half-dozen supplements and plenty of magazine articles, which can be adapted for use with the *GURPS* version. It used a relatively simple rules system which defined each character by a varied set of Abilities. Thus, converting to *GURPS* is mostly a matter of understanding what each Ability means, and finding the equivalent *GURPS* features.

RATINGS AND CORRESPONDING VALUES

To begin with, *Castle Falkenstein* Abilities are always rated on the following scale:

Poor (PR): In *GURPS* terms, this corresponds to a small disadvantage, Incompetence in one or more skills, an attribute of 8 or less, or simply leaving one or more commonly known skills at default.

Average (AV): The unremarkable human norm for the Ability (in New European society). This may imply a *GURPS* attribute in the 9-11 range, commonly known skills with a half-point or so spent on them, or other skills left at default.

Good (GD): This implies some modest training, competence, or talent. It may correspond to a *GURPS* attribute or one or a small set of related skills at around 12-13, or to a minor advantage.

Great (GR): An impressive but by no means superhuman rating, corresponding to a *GURPS* attribute or one or a small set of related skills at around 14-15, a large set of skills at lower levels, or one or two substantial advantages.

Exceptional (EXC): This corresponds to a *GURPS* attribute or one or a small set of related skills at around 15-17, a large set of skills at lower levels, one or more major advantages, or some combination of features.

Extraordinary (EXT): The highest possible rating in an Ability, which thus corresponds to a wide variety of possible *GURPS* features. Humans may have an attribute or a set of skills at 18-20, a whole catalogue of skills at lower (but still impressive) levels, or several advantages; because this is the highest possible rating, with nonhumans, it may correspond to almost any level of power.

STANDARD ABILITIES

The following Abilities are the ones that will appear most often in *Castle Falkenstein* character descriptions. Note that if one of these is *not* listed for a character, it should be assumed to rate at Average.

Athletics

This covers a range of physical activities, including team sports and horsemanship. It primarily corresponds to *GURPS* DX, though other Abilities are also relevant to that; in addition, characters with above-Average Athletics should have a few points spent on *GURPS* Jumping, Riding (Horse), Running, a favorite Sport, Swimming, and Throwing (or some Weapon Throwing skills). Note especially that Riding is an important part of the Victorian-era world; anyone with Athletics better than Poor should probably have at least a half-point in this skill.

Characters with Great or better Athletics might also have Acrobatics; those with Exceptional or Extraordinary might be given Enhanced Move or even Increased Speed.

Charisma

General "likeability" and skill in dealing with others. A Poor rating may imply an Odious Personal Habit or Social Stigma; above-Average ratings generally translate to *GURPS* Charisma. The simplest approach is to give one level per step on the *Falkenstein* ratings chart (so Good would become Charisma +1, and Extraordinary would become Charisma +4). In addition, Good or better ratings and a military or adventuring background imply at least a point in Leadership.

High-Charisma characters should ideally also have some "interpersonal" skills appropriate to their background (Carousing for soldiers, Streetwise for ruffians, Merchant for traders, and so on), and Exceptional or Extraordinary Charisma also implies a positive Reputation for wit; GMs may juggle the details.

Comeliness

Poor Comeliness equates to Hideous or Ugly Appearance (or maybe Unattractive Appearance and an Odious Personal Habit); Good equates to Attractive Appearance,

Great to Handsome or Beautiful, Exceptional to Very Handsome or Very Beautiful, and Extraordinary to Very Handsome/Beautiful (and probably a worldwide Reputation for sheer personal perfection).

Connections

The level of society in which the character moves, reflected in several *GURPS* features. The most obvious is Status; Poor Connections usually implies negative Status, Average Status 0-1, Good 1-2, Great 2-4, Exceptional 4-6, and Extraordinary 6-8. However, in some cases, the character will have lower Status, but Contacts, Allies, Ally Groups, or Patrons at an appropriate level of society, along perhaps with Wealth or a Reputation that impresses the upper classes.

Courage

This mostly converts to a *GURPS* Will; when the character's IQ has been determined (which may involve several *Falkenstein* Abilities), one can simply use Strong or Weak Will to set his Will Roll to a level corresponding to his Courage. However, advantages such as Composed, Cool, or Imperturbable may be used to give a little more flavor to high-Courage characters, while those with Poor Courage may well have Combat Paralysis or a Phobia instead of simple Weak Will.

Education

This is *general* education, which in Victorian society tends to be broad (and patchy) rather than specialized. (Remember that a scholarly upper-class Victorian youth might leave school with an excellent training in two dead languages, ancient history, and formal geometry, but only partial knowledge of the contemporary world, and no real understanding of technology.)

Poor Education implies a near-complete lack of formal education; in *GURPS* terms, the character has Illiteracy (or Semi-Literacy at best), may be Innumerate or Uneducated, and cannot usually have spent points on foreign Languages or Science skills.

With Average Education, the character may spend perhaps 3 or 4 points in Languages, Science skills, and the like, reflecting basic schooling plus knowledge picked up along the way.

Higher ratings imply more points in such areas, perhaps with increasing specialization, according to the character concept; Great Education is equivalent to a university degree. However, characters will rarely have any *one* skill up to the equivalent *GURPS* level for their rating, at least until they reach Exceptional.

Higher levels of Education may also imply above-average *GURPS* IQ, again according to character concept.

Exchequer

Poor Exchequer corresponds to Poor Wealth, Average to Average, Good to Comfortable, Great to Wealthy, Exceptional to Very Wealthy, and Extraordinary to Filthy Rich (with some level of Multimillionaire in the case of kings, emperors, and robber-baron industrialists).

Fencing

This can be converted directly to *GURPS* Fencing at the appropriate level. Many *Castle Falkenstein* characters are assumed to have handled a blade at some stage, so Average Fencing usually means a *GURPS* skill around 10. However, the Ability also covers other melee weapons, so characters with high ratings should probably be given a few points in other sword skills, and possibly Axe/Mace and Spear. If the game is using the systems presented in *GURPS Martial Arts* or *Swashbucklers*, characters with Great or higher Fencing might be given an appropriate style; Exceptional or Extraordinary ratings might well convert to a cinematic package. High ratings in this and other combat Abilities and Athletics also suggest a good DX.

Fisticuffs

This covers the whole range of *GURPS* close combat; the exact skills to take should be determined by character concept. Low-class bruisers should have Brawling, Blackjack and Knife, while gentlemen might have Boxing Sport at such high levels that it gives a useful default to practical combat. Wrestling is also possible, but generally only Mysterious Orientals would have Judo or Karate at high levels. Great or better ratings might correspond to a style package from *GURPS Martial Arts*.

Marksmanship

This covers all manner of ranged weapons. For most characters, it will correspond to several Guns specialties, with exact levels in each determined by character concept. However, it may also be used for bows (target archery is, in fact, a respectable hobby for upper-class ladies) and crossbows, though thrown weapons use Athletics.

Perception

General responsiveness to one's environment, mostly reflected in sense rolls in *GURPS* (bought up using Alertness as necessary); high ratings often indicate a good *GURPS* IQ score, and also quick practical reactions, suggesting raised DX and perhaps even Combat Reflexes. Poor Perception may be reflected by a disadvantage, usually Absent-Mindedness.

Performance

The ability to amuse an audience, corresponding to a whole list of *GURPS* skills, depending on character concept and social class. (High ratings may also suggest Musical Ability or Voice.) Dancing, Performance, and Singing are the first options to consider, along with one or more Musical Instruments, and perhaps Juggling or similar.

Physician

General medical knowledge. At low levels, this mostly converts to First Aid; at higher, professional-grade levels, convert it to Physician, and probably also Diagnosis and Surgery.

Physique

A measure of raw physical power, corresponding to ST, and also, to a lesser extent, HT. Note that *Castle Falkenstein* characters with low Physique but high Courage are assumed to have considerable will to live, and should be given low *GURPS* ST but decent HT.

Social Graces

Corresponds primarily to Savoir-Faire; a Poor rating may indicate an Odious Personal Habit, Stuttering, Obnoxious Drunk, or just irretrievably low Status. At high levels, the character probably also rates highly in skills such as Dancing and Appreciate Beauty; very high ratings probably imply a Reputation as a social lion.

Sorcery

Poor Sorcery corresponds to Incompetence in Ritual Magic, Thaumatology, and Weird Magic; Good implies Magery 1, Great Magery 2, and so on. Note that Faeries and Dwarfs always have Poor Sorcery.

Anyone with above-Average Sorcery will almost certainly have been trained by a Sorcerous Order, which will be noted in his description, and will have Ritual Magic at the highest level possible, and all of the Order's Lorebook skills at the same level. Dragons will have Dragon Magick (p. 74).

Stealth

This mostly corresponds to the like-named *GURPS* skill. However, it also indicates general skill in concealment; high

ratings would suggest at least competence in Camouflage, Shadowing, Sleight of Hand, and possibly Pickpocket. Poor Stealth might suggest low DX (if nothing else contradicts that), or a disadvantage such as Fat or Klutz.

Tinkering

This corresponds to assorted *GURPS* skills; Armoury and Lockpicking as well as Mechanic and Engineer, and Electronics for a few scientists. At high levels, the character may also have Gadgeteer. The character will probably also have at least basic Vehicle skills for his preferred forms of mechanical transport.

NON-STANDARD ABILITIES

Etherealness

See p. 84 for discussion of the range of effects this power grants Faeries. (Poor is Level 1, Average is Level 2, and so on.) In some older *Castle Falkenstein* books, it incorporates Shapeshifting; if a Faerie character has no Shapeshifting rating listed, assume that it is equal to their Etherealness rating, or that it is Average.

Glamour

See p. 84 for discussion of the range of effects this power grants Faeries. (Poor is Level 1, Average is Level 2, and so on.)

Shapeshifting

See p. 85 for discussion of the range of effects this power grants Faeries. (Poor is Level 1, Average is Level 2, and so on.)

Kindred Powers

In general, each Faerie species' Kindred Powers will have self-explanatory names, or be described in notes; *GURPS* GMs should look through *Compendium I* for the advantages and limitations that best reflect them.

Invented Abilities

Castle Falkenstein players and "Hosts" (GMs) are permitted to invent new Abilities at will, if a character needs them; this can be particularly relevant to characters from non-European cultures. In general, the names of such Abilities will be self-explanatory, and GMs should easily find corresponding *GURPS* features.

Health

Health Points are the *Castle Falkenstein* version of Hit Points, reflecting both robustness and will to live. As a rule of thumb, one Health Point equals two *GURPS* Hit Points. Usually, human characters can be left with their HT for Hit Points, but if this is very different from twice their *Castle Falkenstein* Health, use Extra Hit Points or Reduced Hit Points to reduce the discrepancy.

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The following are sources favored by the authors of this adaptation. The original *Castle Falkenstein* game and its supplements have further bibliographies covering the sources used by its original authors. For other useful material, see the unofficial but excellent *Castle Falkenstein Reading List* on the Web, at homepage.mac.com/bowman/cf/bib.html.

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Churchill, Winston S. *A History of the English-Speaking Peoples*, vol. IV.

Encyclopedia Britannica

Freeth, Zahra, and Winstone, H.V.F. *Travellers in Arabia*.

Girouard, Mark. *The English Town; The Victorian Country House*.

Israel, Fred, ed. *1897 Sears, Roebuck Catalogue*.

Manchester, William. *The Last Lion*. (Vol. I has a very good portrait of the British Empire at its peak.)

Osprey Books' *Men-at-Arms* series has several volumes depicting military uniforms of the period.

Pool, Daniel. *What Jane Austen Ate and Charles Dickens Knew*.

Tuchman, Barbara. *The Proud Tower*.

Wheatcroft, Andrew. *The Ottomans*.

Woodham-Smith, Cecil. *The Reason Why*.

Fiction

Castle Falkenstein draws on the vast body of Victorian literature, along with traditional myths and fairy-tales and modern "steampunk" SF. Virtually anything from the period can provide an idea about atmosphere and style, but the following are especially relevant:

Baxter, Stephen. *Anti-Ice*.

Blaylock, James. *Homunculus* and *Lord Kelvin's Machine*.

Boothby, Guy. *A Bid For Fortune* and *Dr. Nikola*.

Chesterton, G.K. *The Man Who Was Thursday*.

Davidson, Avram. *The Adventures of Doctor Eszterhazy*.

Dickens, Charles. Anything and everything. (Dickens is the definitive portraitist of mid-Victorian English society.)

Doyle, Sir Arthur Conan. The "Sherlock Holmes" stories (available in various collections and editions). The "Professor Challenger" series and various independent short stories are also well worth a look. (One version of the *Forgotten Futures* RPG, described below, makes the Challenger stories available in computer form.)

Fraser, George MacDonald. The "Flashman" series.

Frost, Mark. *The List of Seven*.

Garrett, Randall. The "Lord Darcy" series.

Gibson, William, and Sterling, Bruce. *The Difference Engine* (a prime source for the Steam Lords).

Hope, Anthony. *The Prisoner of Zenda; Rupert of Hentzau*.

Jeter, K.W. *Infernal Devices*.

Kipling, Rudyard. Virtually anything, especially earlier works (his main themes being colonial adventure, the supernatural, and science fiction).

Moore, Alan, and O'Neill, Kevin. *The League of Extraordinary Gentlemen* (comics series).

Newman, Kim. *Anno Dracula*.

Powers, Tim. *The Anubis Gates*.

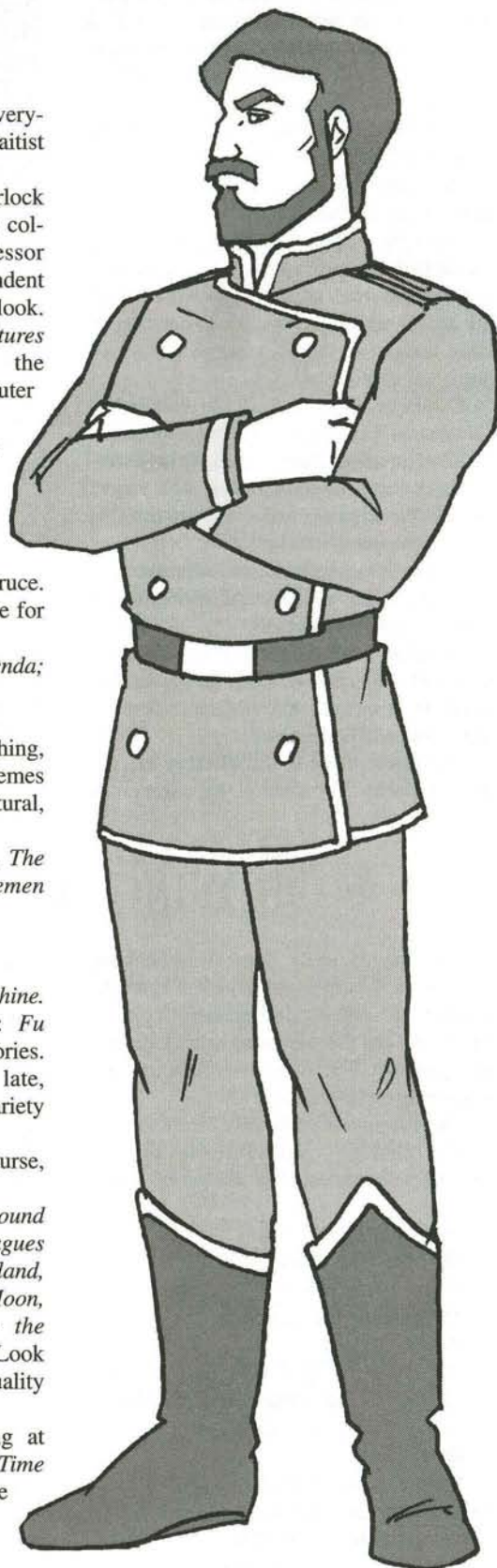
Priest, Christopher. *The Space Machine*.

Rohmer, Sax. *The Insidious Dr. Fu Manchu* and other "Fu Manchu" stories. (Notably racist, and dated rather late, but still a prime source for Chinese-variety villainy.)

Twain, Mark. Most works, of course, especially including *The Gilded Age*.

Verne, Jules. Numerous novels; *Around the World in Eighty Days*, *20,000 Leagues Under the Sea*, *The Mysterious Island*, *From Earth to the Moon*, *Around the Moon*, *Master of the World*, and *Robur the Conqueror* are of particular interest. (Look for complete editions and better-quality translations where possible.)

Wells, H.G. Wells started writing at the end of the century, but *The Time Machine* and *The War of the Worlds* are important.



OTHER ROLEPLAYING GAMES

Castle Falkenstein

The original *Castle Falkenstein* line, published by R. Talsorian Games, Inc., comprised a core rulebook and half a dozen supplements (and two novels), all of which may still be available from game shops and booksellers. The extended background can of course be used in *GURPS Castle Falkenstein* games, and the game-mechanical information can be adapted (see the Appendix).

The core rulebook details a good deal of the background, with a focus on New Europa, and includes much of Tom Olam's account of his arrival on the world, the restoration of King Ludwig to the throne, and the subsequent war with Prussia.

Comme Il Faut ("A Castle Falkenstein Companion") includes extensive information on New European culture (especially high society) and campaign ideas, along with variant rules for the original game and suggestions for live-action play.

Steam Age provides fully illustrated coverage of numerous vehicles and devices (some of them definitely Infernal).

Six-Guns and Sorcery, a very detailed treatment of North America in the Falkenstein world, is an account of Tom Olam's first trip there, with additional notes.

The Book of Sigils considerably extends the available information on Sorcerous

Orders and their Lorebooks, including accounts of several non-European groups. (The new spell effects it details can be adapted directly to the *GURPS Castle Falkenstein* magick system.)

The Memoirs of Auberon of Faerie is a major treatment of New European Faeries, including the history of their activities in other universes; *GURPS* GMs will have to add game mechanics, but this should not be unduly difficult.

The Lost Notebooks of Leonardo da Vinci deals with Engine Magick in detail, with descriptions of all the sorcerous engines currently thought to be possible.

The novels *From Prussia With Love* and *Masterminds of Falkenstein*, both written by John DeChancie and published by Proteus/Prima Publishing, describe the further adventures of Tom Olam, including numerous encounters with other major figures of New Europa.

Others

Several other RPGs have dealt with 19th-century, fairy-tale, or steampunk themes; the following may be currently available and of particular interest.

Call of Cthulhu, from Chaosium, is a classic horror game; although the original version is set in the 1920s, one major supplement,

Cthulhu by Gaslight, and several follow-up works, focus on the later Victorian era.

Deadlands is another game that adds weird science and fantasy to a Victorian-era setting. (A *GURPS* adaptation is forthcoming.)

Forgotten Futures, a game of Victorian scientific romances, was originally released as a series of computer files, each accompanied by a collection of classic out-of-copyright stories; see www.ffutures.demon.co.uk. The core system has recently been published in book form by Heliograph Incorporated, who have also promised further volumes that include period literature and game ideas based thereon.

Mage: The Ascension, from White Wolf (adapted as *GURPS Mage: The Ascension*, of course) is somewhat relevant; see especially the supplements *Sons of Ether* (for mad science), *Order of Hermes* (the ultimate western sorcerous society), and *The Book of Worlds* (science and magick fighting multi-sided battles across the dimensions and the solar system).

Space: 1889, from GDW, was the original steampunk colonial RPG. It is currently out of print, but Heliograph Incorporated plans to reprint it; find out more at their link on our Web site, listed below.

MOVING PICTURES

The cinema often does swashbuckling fairly well, if not generally with a Victorian setting; steampunk technology, colonial adventure, and fairy-tale magic are rarer, but not unknown. The following films and TV series may repay attention:

The Adventures of Brisco County, Jr.

The "Dr Who" stories *Pyramids of Mars* and the near-perfect *The Talons of Weng-Chiang*.

The Great Train Robbery

The Man Who Would Be King

Master of the World

The Mountains of the Moon

Pascali's Island

The Prisoner of Zenda (any version, though the black-and-white Ronald Coleman version is often rated highest).

Royal Flash

Most Sherlock Holmes adaptations have some interest, though some are better than others; the most recent British TV versions, starring Jeremy Brett, are very impressive.

Topsy Turvy

20,000 Leagues Under the Sea

The Wild, Wild West (the TV series was a major inspiration for *Falkenstein*; the recent movie may be underrated).

In addition, many older-style horror movies might be of interest. Virtually any period piece from Hammer is worth a look, as are some of the various versions of *The Mummy*.

WEB SITES

The original *Castle Falkenstein* game has inspired plenty of unofficial fan Web sites; furthermore, there are countless sites dedicated to Victorian history and culture, steampunk fiction, and old technology. A number of suggested sites can be found at this book's Web site, www.sjgames.com/gurps/books/castlefalkenstein/. Just remember that the ephemeral nature of the Web guarantees this list will eventually change.

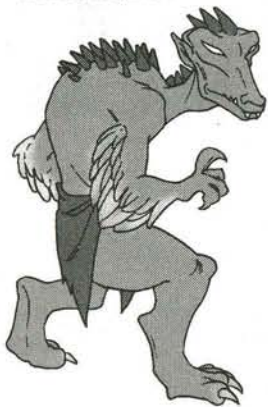


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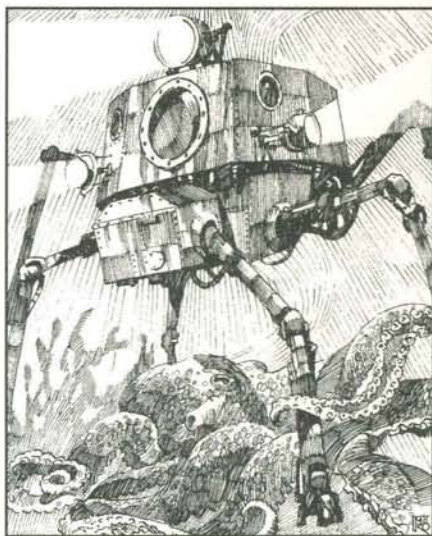
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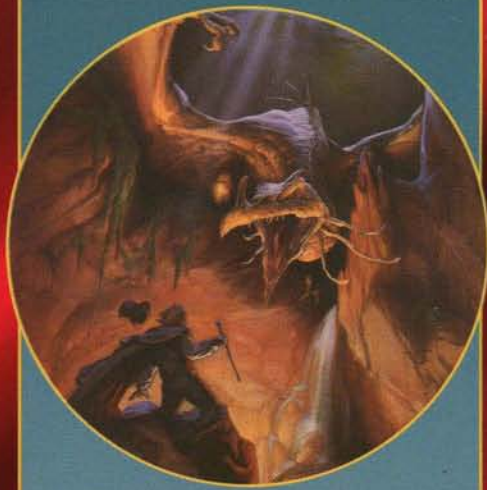
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and Phil Masters

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and Monica Stephens

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