

BABBAGE'S ENGINE

AN ADVENTURE
ENTERTAINMENT FOR

Castle
Falkenstein



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BABBAGE'S ENGINE

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A Train Ride into Danger!

A brass band plays as hundreds of onlookers crowd the railway platform, eager to catch a glimpse of the *Duchess Elisabeth* as she departs on her maiden journey along the new Paris-München-Vienna Express Line. This train, the most advanced in the world, will allow travel from one end to the other in a mere two days instead of the normal three! Operated by an advanced Babbage Engine and appointed with the finest of luxuries, this train represents the firm alliance of France, Bayern, and the Austrian-Hungarian Empire and serves as a showpiece of their technological prowess.

A prowess one particular mastermind covets with all his black heart...

DRAMATIS PERSONAE IN ALPHABETICAL ORDER BY SURNAME

LORD ANTON DIRE

Mastermind and Ruler of Trevania

Abilities: Charisma [GR] • Education [GD]

• Exchequer [GR] • Fencing [GR] •
Marksman [GD] • Physique [GD] • Social
Graces [GD] • Stealth [PR] • Tinkering [EXC]

Health: 6

Weapon: Rapier [Damage 4 (P) • 5 (F) • 6 (H) •

Harm Rank D]

The hereditary ruler of the tiny Germano-Slavic principality of Trevania, Lord Dire plots to turn the whole of New Europa into a technological utopia under his absolute rule. He considers himself an honorable man but will let nothing get in the way of his absolute domination of the world.



PROFESSOR KARLA REINHARDT

Absent-minded Inventor

Abilities: Athletics [PR] • Education [GR] •
Fencing [PR] • Fisticuffs [PR] • Tinkering
[EXC]

Health: 5

The good professor is the very definition of a brilliant but absent-minded inventor. Kind hearted and optimistic, the professor cannot imagine why anyone would wish to use her work for anything other than the betterment of humanity. The only thing she loves more than her inventions is her child.

MAU SASCHA REINHARDT

Child of Professor Reinhardt

Abilities: Athletics [GD] • Charisma [GR] •
Comeliness [GR] • Marksmanship [PR] •
Social Graces [GR] • Tinkering [GD]

Health: 5

Sascha inherited not only a keen inventive mind from their mother but also the beauty and social acumen of their dear, departed father. Sascha has been playing social secretary and lab assistant to their mother for years and has proven capable at both keeping their mother on schedule and preventing her from falling prey to bad business deals. While they love the professor and believe in her with all their heart, they also yearn for romance and adventure. An avid reader of penny dreadfuls, Sascha is just the sort of young person to fall instantly in love with a dashing adventurer.

Early in childhood, Sascha discovered they did not fit neatly into society's concepts of gender but found comfort in being feminine, masculine, or a mixture of both as desires and needs dictated. As an adult, Sascha has taken to adopting whatever style of clothing and social mores they fancy at the moment without worry about gender norms and does so with efficacy and style. The Host can decide if Sascha boards the train clad in skirts or a suit. They, of course, have a change of clothes in their trunk.



PROLOGUE

In which a dire plot is hatched.

Lord Anton Dire sat in silence in the great library of his ancestral home, sipping absently from the goblet of fine wine that sat near his elbow and staring for long minutes into the fire that blazed in the great stone hearth, its crackle and the tick of the great clock the only sounds breaking the silence. He seemed to be considering matters of great weight and all of the servants of the House of Dire knew to give their lord a wide berth when he sank into one of his thoughtful moods. To disturb him would mean courting Lord Dire's wrath and that was too terrible for any to contemplate.

Hans had been Lord Dire's manservant for many years now and knew well his Lordship's moods and how to deal with them. He entered the library as silently as a shadow, carrying the day's dispatches on a silver salver, which he placed at the right hand of Lord Dire without a word, then just as silently withdrew. Dire took a few moments to glance through the correspondence, most of which was quickly laid aside. One seemed to catch his eye, however, and he quickly opened and read it, scanning the few terse lines within quickly. With a flourish, the Lord of Dire Castle surged to his feet.

"Hans, Hans!" he called. The butler reappeared in an instant.

"Yes, my lord?" he inquired. Lord Dire turned to him with a fire in his eyes as bright as that which burned in the heath and a smile tugging at the corner of his lips, making his mustache bristle.

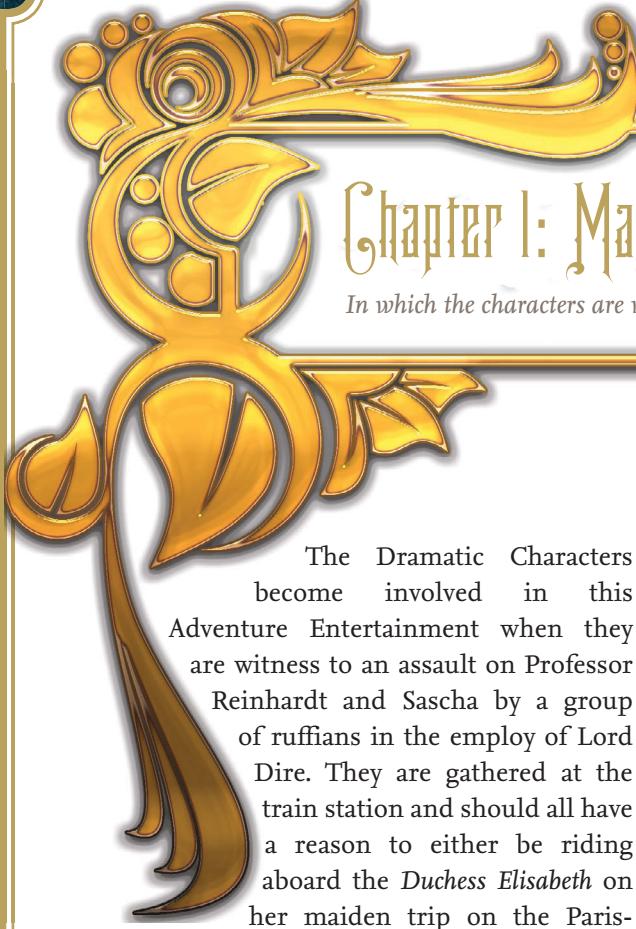
"Hans, call Colonel Brukhardt to me at once. The final piece of my plan has fallen into place. Soon all of New Europa will know and tremble at the name of Anton Dire!"

The butler bowed and withdrew immediately to summon the Colonel while Lord Dire sank back into his chair and drank deeply of his wine while reading the telegram over once again. Yes, Professor Reinhardt, he thought, soon the world will know of your invention, but not I think in the way you have planned...

WHAT HAS GONE BEFORE

Lord Anton Dire is the ruler of the tiny New Europan principality of Trevania; a land with an abundance of the mysterious element Radium beneath one of its mountains, where sits Castle Dire itself. Lord Dire uses this vast supply of Power to fund and supply his secret plans for conquest. Currently, Lord Dire has created a powerful flying platform, a rival of Robur's Albatross and the Bayernese aerolettes. To ensure the superiority of his own vessel, Lord Dire plots to acquire the Automated Telegraphic Punched Card Shuffler, an invention of Bayernese engineer, Professor Reinhardt. This clever invention is the centerpiece of the *Duchess Elisabeth*, a new Babbage Engine-controlled train jointly constructed by France, Bayern, and Austria. With the device in place, telegraphic signals can be used to command the train engine's mechanical brain remotely. Once Lord Dire has the Automated Telegraphic Punched Card Shuffler in his possession he will study it, improve it, and duplicate it to install in the miniaturized Babbage Engines he has built into a series of unmanned ornithopters! With a flying platform and a fleet of agile, remotely-controlled ornithopters under his control, Lord Dire will rise up and become the unchallenged Master of the Skies!

The *Duchess Elisabeth* is named after Duchess Elisabeth in Bavaria, affectionately known as Sissi. The cousin of King Ludwig II and the wife of the Austrian Emperor, Franz Joseph, she is one of the most romanticized monarchs of the era. The Empress has been the subject of many books, plays, and films. The Sissi trilogy of films, starring Romy Schneider and directed by Ernst Marischka are especially beloved.



Chapter I: Mayhem on the Platform

In which the characters are witness to a dastardly assault.

The Dramatic Characters become involved in this Adventure Entertainment when they are witness to an assault on Professor Reinhardt and Sascha by a group of ruffians in the employ of Lord Dire. They are gathered at the train station and should all have a reason to either be riding aboard the *Duchess Elisabeth* on her maiden trip on the Paris-

München-Vienna Express Line or to be present as she prepares to pull out of the station. The *Duchess Elisabeth* can be departing from Paris, Vienna, or München as suits the plans of the Host. The traveling theme of *Babbage's Engine* makes it a perfect transition Adventure Entertainment when moving a Campaign from one city to another but it also serves as a perfect introduction to *Castle Falkenstein* for Players new to the game.

Shortly after the afternoon train arrives the Dramatic Characters hear a call for help and see an older woman in a somewhat rumpled dress and her young companion set upon by a group of lower-class toughs at the far end of the platform. There should be a number of toughs equal to the party's size minus one (so two toughs if there are three Dramatic Characters, three if there are four Dramatic Characters, and so forth). If the

party is particularly martially oriented, add one more tough to the mix. If the party's abilities overwhelmingly lie in realms which aren't combative in nature reduce the number of toughs to a maximum two. There is no need to overwhelm the party this early in the story.

TOUGHS

Abilities: Fisticuffs [GD] • Perception [GD] • Physique [GD]

Health: 6

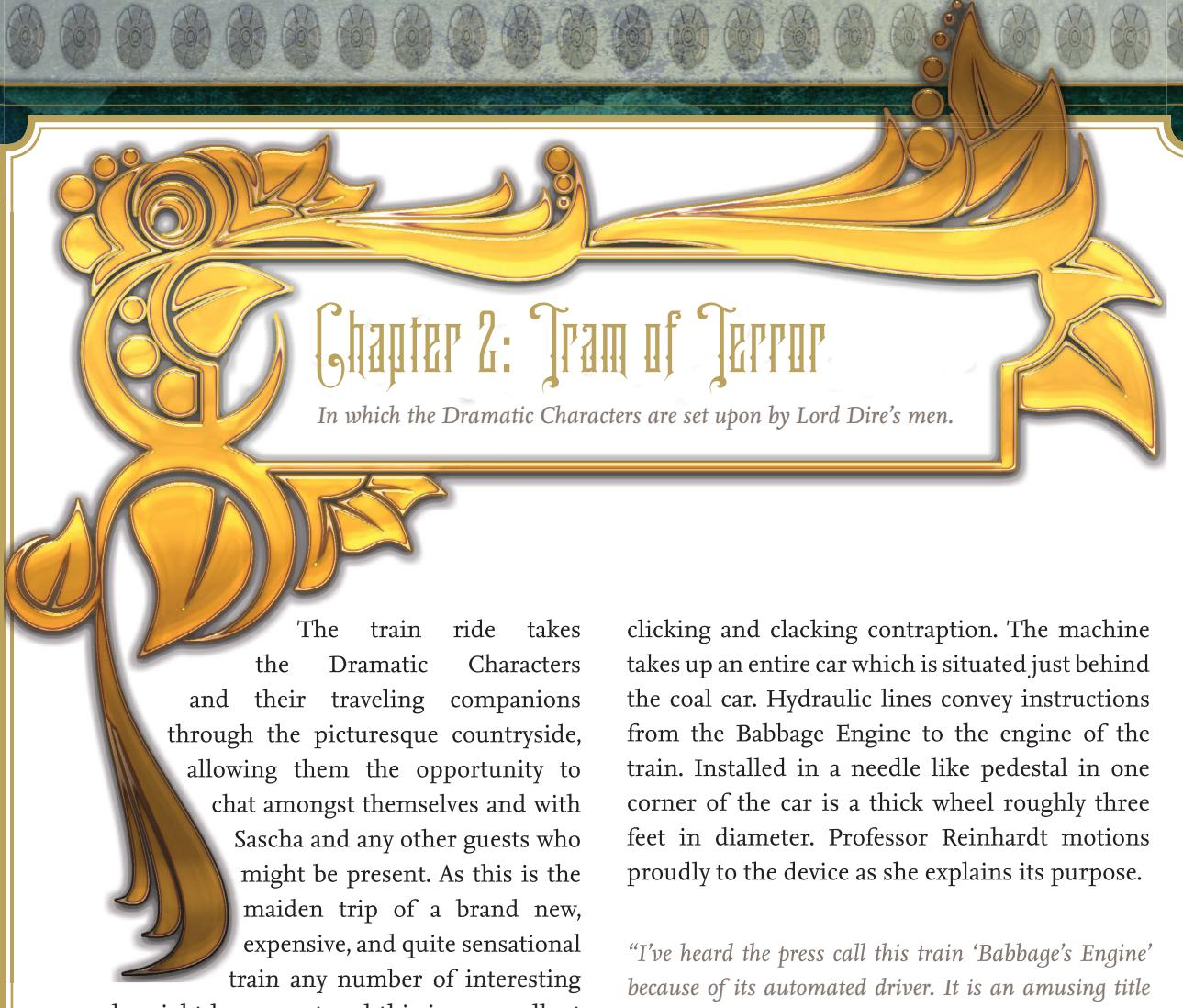
Weapon: Cudgel [Damage 1 (P) • 2 (F) • 3 (H) • Harm Rank A]

If the Dramatic Characters intervene—and who could refuse innocents in distress?—they should be able to rout the ruffians with little difficulty. The assailants flee if they are able before the police arrive to take them into custody. Professor Reinhardt is most grateful to the characters, as is the attractive Sascha. They introduce themselves and the Dramatic Characters learn that Professor Reinhardt is traveling aboard the *Duchess Elisabeth* on her maiden voyage in order to install her invention, the Automated Telegraphic Punched Card Shuffler. Without it, the train's controlling Babbage Engine would be unable to respond quickly and precisely to upcoming hazards and changing conditions along the tracks.

If none of the Dramatic Characters suggest it, Sascha asks if they might be willing to accompany them on the trip. The professor is happy to acquire tickets for whomever requires one. In short order, the entire party is aboard the *Duchess Elisabeth*. Professor Reinhardt, accompanied by one of the conductors, travels to the front of the train

to install her Automated Telegraphic Punched Card Shuffler while Sascha keeps the Dramatic Characters company. Citing railway regulations and security, the Professor won't allow anyone to accompany her at this time but promises a tour later. Minutes later the whistle blows and the train pulls out of the station and speeds along the line.





Chapter 2: Train of Terror

In which the Dramatic Characters are set upon by Lord Dire's men.

The train ride takes the Dramatic Characters and their traveling companions through the picturesque countryside, allowing them the opportunity to chat amongst themselves and with Sascha and any other guests who might be present. As this is the maiden trip of a brand new, expensive, and quite sensational train any number of interesting

people might be present and this is an excellent chance for Hosts to introduce seeds for future plots, advance personal storylines, or reinforce the fascinating nature of New Europa via chats involving famous individuals both historical and fictional. Of course, Sascha serves as a perfect companion and takes interest in the Dramatic Characters and their stories, perhaps even coyly flirting with a member of the party who seems particularly fascinating. Roughly an hour after the train pulls out of the station, Professor Reinhardt returns and asks if the Dramatic Characters would like to see the train's Babbage Engine "brain" in action.

Professor Reinhardt leads Sascha and the Dramatic Characters forward through the train until they reach the Babbage Engine, a massive

clicking and clacking contraption. The machine takes up an entire car which is situated just behind the coal car. Hydraulic lines convey instructions from the Babbage Engine to the engine of the train. Installed in a needle like pedestal in one corner of the car is a thick wheel roughly three feet in diameter. Professor Reinhardt motions proudly to the device as she explains its purpose.

"I've heard the press call this train 'Babbage's Engine' because of its automated driver. It is an amusing title but not an entirely accurate one. You see, my friends, this is the Automated Telegraphic Punched Card Shuffler. While the Analytical Engine which operates this train is a wonder it cannot see ahead. It does not know the conditions of the track kilometers ahead or, indeed, around the next bend and, thus, needs information about route deviations, dangers on the track, and so forth from down the line. My beautiful creation can accept this information in the form of telegraphic signals sent cleverly along the track and up through the wheels and into my invention. The Automated Telegraphic Punched Card Shuffler then spins and inserts the proper sequence of punched cards into the Babbage Engine in order to change the train's operating instructions."

The Professor is delighted to answer questions from any curious Dramatic Character but all inquiries are cut short when the rear door of



Castle Falkenstein is home to a number of famous persons, many of whom are fictional in our world. A list of possible passengers, and their motives for being aboard the *Duchess Elisabeth* are listed below.

- The Empress of Austria herself, Duchess Elisabeth in Bavaria, accompanied by several guards. As the train is named after her, the Empress is aboard to represent her government. She has her own royal car towards the rear of the train for when she retires.
- Sarah Bernhardt, one of the most beloved performers in the world. She has been engaged as a matter of publicity and will put on a performance for the passengers when the train arrives at its final destination.
- Rhyme Enginemaster, gruff Dwarfish inventor. He has, grudgingly, agreed to represent Bayern's interests aboard the *Duchess Elisabeth*.
- Arsène Lupin, gentleman thief. Currently the master criminal is disguised as a man named Rostat and is performing card tricks to amuse the passengers.
- Mark Twain, famous journalist, humorist, and ambassador at large for the Bear Flag Empire of California. He will be very keen to interview anyone present to get their thoughts on the train and the march of progress.
- Jules Verne, journalist and France's Minister of Science. He is on board to represent France's interests and to record the trip for posterity.

the car bursts open and several men, dressed in black uniforms with a golden, Gothic "D" stitched upon their breasts enter. Recognizing the symbol as belonging to Lord Dire of Trevania requires a successful Great Social Connections Feat. Again, pitch the level of threat to the level of the party's

combat readiness. There should be two raiders but be prepared to bring in reinforcements if they are too quickly dispatched. The raiders are well armed, carrying both pistols and sabers.

RAIDERS

Abilities: Courage [GD] • Fencing [GR] • Marksmanship [GR] • Perception [GD] • Physique [GD]

Health: 7

Armor: Leather Jacket (Light/Stops 1 point of damage)

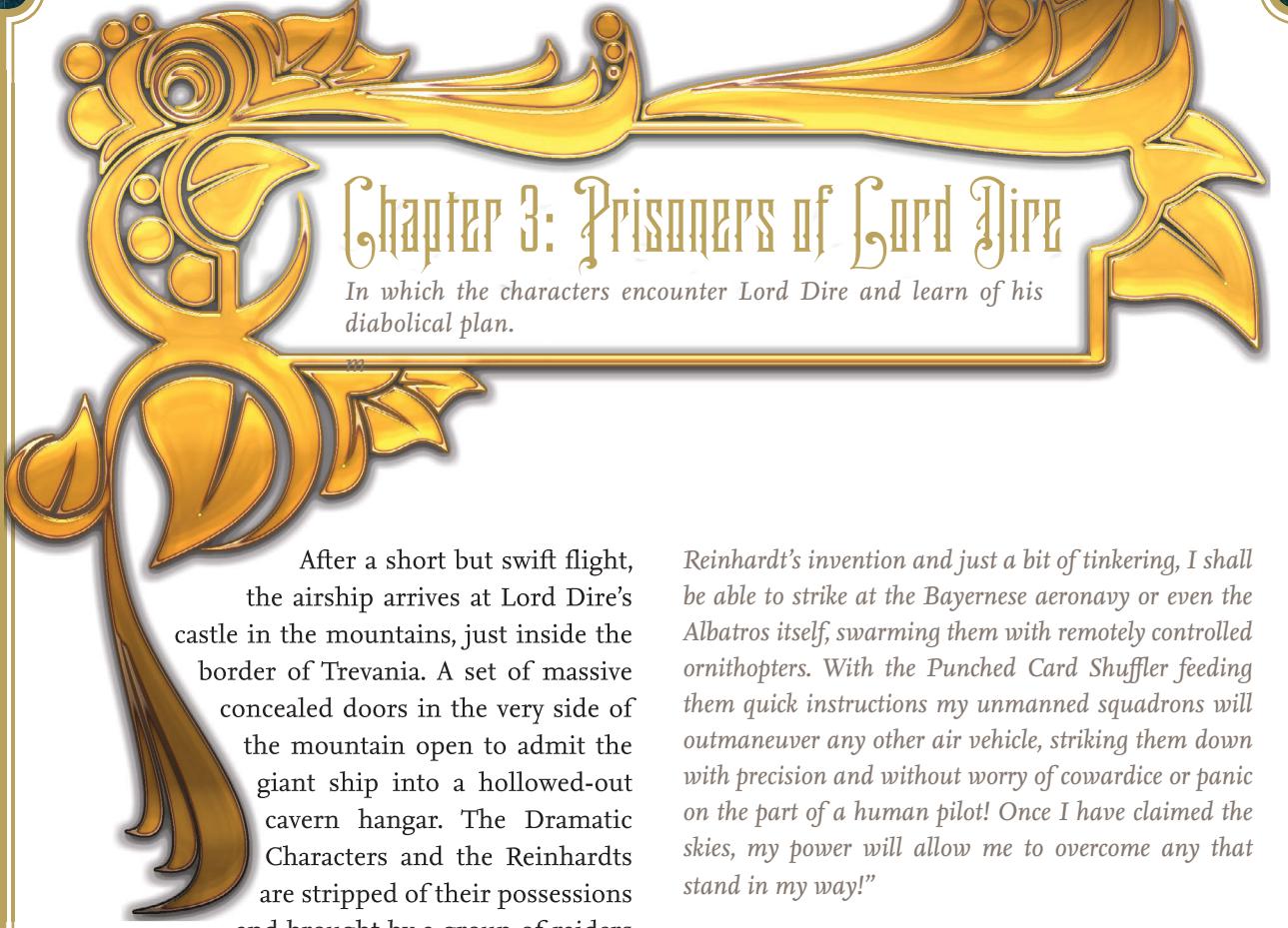
Weapons: Saber [Damage 4 (P) • 5 (F) • 6 (H) • Harm Rank D] • .31 Pepperbox Pistol [Range 25 • 60 / Load 5 / Damage 2 (P) • 3 (F) • 4 (H) • Harm Rank B]

Just as the Dramatic Characters or their opponents seem to be gaining the upper hand, the compartment is rocked by a sudden force. Should they look outside, the Characters find their entire car separated from the train and lifted entirely off the tracks by a powerful winch and cables attached to the corners of the car by men on the roof! They are lifted to hang just below the belly of a massive airship hovering above the tracks, where they become the prisoners of Lord Dire.

Anyone looking down will see the majority of the train cars, now separated from the engine, slowing down to a halt while the engine and coal car continue to speed on.

The Dramatic Characters may struggle further against their abductors, perhaps even climbing outside of the train car to assault or climb the cables. Should they do so, see the sidebar on page 10 for further ideas.

If need be, Lord Dire's men have no qualms about taking the Reinhardts hostage to force the Dramatic Characters to comply with their demands. They will do anything to accomplish their mission.



Chapter 3: Prisoners of Lord Dire

In which the characters encounter Lord Dire and learn of his diabolical plan.

After a short but swift flight, the airship arrives at Lord Dire's castle in the mountains, just inside the border of Trevania. A set of massive concealed doors in the very side of the mountain open to admit the giant ship into a hollowed-out cavern hangar. The Dramatic Characters and the Reinhards are stripped of their possessions and brought by a group of raiders to Lord Dire's large library in the castle above the mountain complex. There his Lordship greets the party like long lost friends he has been expecting and invites them to sit with him as though they were his guests and not his prisoners. He even has medics on hand to tend to their injuries. Heal up to two Wounds suffered by any Dramatic Character or the Reinhards. Guards line the walls, each armed with a pistol and saber. There are two guards for each Dramatic Character present. As their injuries are tended to, Dire explains why it is that he has brought them to his stronghold.

"You have already seen," he says like a lecturing professor, "the incredible power of my airship. It far outstrips those of Bayern in terms of size and capacity, but it is still vulnerable to attacks from those aeroships, much as a tiger can be stung by a wasp. But, with Professor

Reinhardt's invention and just a bit of tinkering, I shall be able to strike at the Bayernese aeronavy or even the Albatros itself, swarming them with remotely controlled ornithopters. With the Punched Card Shuffler feeding them quick instructions my unmanned squadrons will outmaneuver any other air vehicle, striking them down with precision and without worry of cowardice or panic on the part of a human pilot! Once I have claimed the skies, my power will allow me to overcome any that stand in my way!"

Unfortunately, Lord Dire explains, he was planning only on abducting the Reinhards. The Dramatic Characters are of no concern to his plans and will have to be disposed of. He orders the Dramatic Characters clapped in irons, particularly to limit the powers of any Faerie among them, and sealed into one of the chambers of the Radium mines deep beneath the castle.

"You see," Lore Dire says as the guards close in with manacles at the ready, "The secret to my amazing flying platform's power is a rare and mysterious element known as Radium. Little is truly known about it but my experiments have shown long term exposure to the substance to be quite deadly. Thus, your last act on this Earth will be in the name of science as we monitor your condition and see how long it takes before the Radium's toxicity saps your strength and renders you lifeless."



While most of the guards secure the Dramatic Characters, Lord Dire and one of his raiders escort the Reinhardts away, specifically mentioning that the two prisoners will be his “guest” aboard the flying platform.

Hosts should give the party every chance to escape and entertain any plans they might have for doing so. For example, a socially adroit Dramatic Character might convince Lord Dire of their worth as potential hostages. Doing so requires a success on an Extraordinary Charisma,

Connections, or Social Graces Feat. Should the attempt be successful, Lord Dire will still order the Dramatic Characters shackled but will bring them with him aboard his flying platform.

Dramatic Characters can also attempt to escape during the trip down to the Radium mines. They are escorted by three guards, all with pistols drawn and ready to fire. Picking the lock on the shackles without a guard noticing requires success on an Exceptional Stealth or Tinkering Feat. Should the Dramatic Characters attack the guards while

GOING OFF THE RAILS

Adventure Entertainments rarely run as one might expect and forcing Dramatic Characters to follow one specific path often diminishes the enjoyment of the Great Game. Hosts should always be prepared to improvise. To that end, here are a few possible deviations and suggestions for how to handle them:

- During the train battle, the Dramatic Characters may attempt to take the fight to the airship. Climbing one of the cables up into the flying platform requires an Extraordinary Athletics Feat. Faeries attempting to fly there must succeed at an Extraordinary Etherealness Feat due to the speed of travel and wind conditions. Dragons have it easier, with only a Exceptional Athletics Feat when flying. Should the party succeed, skip to Chapter 4, leaving out any potential hostages.
- Taking control of the train to speed its journey demands an Exceptional Helmsmanship or Tinkering Feat. The train cannot outrun the airship for long but it may buy the Dramatic Characters time to find another solution, such as a Sorcerer raising a storm or an engineer inventing a weapon with which to strike back at the flying menace.
- Most Dramatic Characters will find hiding from the invaders inside the Babbage Engine’s car a near impossible act but a Faerie, such as a Pixie or a Padfoot, might well be able to. This frees them to effect a rescue while the others are kept prisoner by Lord Dire.
- While in Lord Dire’s library, the Dramatic Characters might attempt various means of escape. Dire cannot be reasoned with but if there is a scuffle and things seem to be going poorly for his side, he will attempt to grab either the Professor or Sascha and make an escape through a secret passage which leads straight to the airship hangar. He will abscond into the passage without a hostage if need be.
- If challenged to a duel, Lord Dire will accept and choose first blood and rapiers as his terms. Unfortunately, despite his outward veneer of nobility, he is, in the end, a cad and will not honor any agreements made as part of the duel. His ambitions, he reasons, are more important than a single point of honor.

shackled, reduce all physical Abilities by one step (from Great to Good, for example) to represent the difficulty of taking any action while bound. The guards are immune to bribery but might be convinced to undo the bonds of a Dramatic Character with a successful Great Charisma or Performance Feat. Of course, Faerie characters can attempt to pass through the bonds using their abilities but doing so requires an Exceptional Ethereality Feat. Sorcerers attempting a Magickal solution must succeed at an Exceptional Sorcery Feat in order to hide their intentions from the prying gaze of the guards. For all purposes the guards have the same Abilities and equipment as the raiders in Chapter 2.

If the Dramatic Characters do not escape before they reach the mines the guards shove them inside and slam shut a thick iron door. The sound of the lock being engaged is loud and echoes through the chamber they find themselves in. The Dramatic Characters must obviously find a way to escape. Keep in mind they are still shackled and that must be dealt with as well.

Some possibilities for action include:

- The door cannot be forced with any amount of raw physical strength but if proper leverage is applied with a Great Education or Tinkering Feat it becomes possible should the Dramatic Characters work together to achieve an Extraordinary Physique Feat.
- Likewise, there is no way to pick the lock from this side but a clever inventor might be able to make use of the raw Radium and mining tools available to create a crude explosive by succeeding at an Exceptional Tinkering Feat.
- Faeries who try to pass through the door or even the rock walls will find it next to impossible and must achieve a High Success on an Extraordinary Ethereality Feat.
- Sorcerers will find the Radium interferes with their Magick. Each time a Sorcerer Draws

Power from Sorcery Deck they must draw two cards. If one of the cards is of the wrong suit for the Spell being prepared and one is the correct suit, the Sorcerer must keep the card with the wrong suit and set aside the other card. If both cards are of the correct suit the Sorcerer must keep the card with the lowest value. If neither card is of the proper suit one must be discarded and the other kept.

- Keen observation might find a side passage which leads out of the mines. To find such a passage requires an Exceptional Perception Feat. Success at a Great Education Feat to help understand the geology of the mines lowers the difficulty of the Perception Feat by one step. At the Host's choosing, the previously hidden passage might be accessible only to those able to climb up the wall with a Great Athletics Feat or to those who can squeeze through a tight space with a Great Athletics, Performance, or Stealth Feat.

The Host should be open to whatever plans the Players devise and work to make the escape challenging, but not impossible.

However the Dramatic Characters escape the mines, they should reach the hangar just as Lord Dire's flying platform is departing. Racks of weapons in the hangar will make it possible for them to rearm themselves as desired. A Great Athletics feat is required to leap onto the airship before it leaves the hangar. Hosts can spice this action up with precarious near-misses that leave one or more Dramatic Characters dangling from cables or struts as the ship flies high over the craggy mountain peaks!





Chapter 4: Battle in the Sky

In which the Dramatic Characters take the the heavens and confront the Mastermind.

The characters have to sneak or fight their way past Lord Dire's crew to reach the bridge of the airship, requiring either Great Stealth or the appropriate dramatic combat.

Should the Host desire, a fight on board the airship could very well damage some of its mechanisms or puncture some of the gas cells providing lift. A slowly sinking or precariously tilted flying platform would certainly add a sense of tension to the affair!

Lord Dire and the Reinhardts are located in the flying platform's bridge at the fore of the ship on the uppermost deck. The number of encounters with the ship's crew the party has on the way should be defined by the Host depending upon factors such as how much time is left in the session and desired degree of difficulty. All crew members have the same Abilities as the raiders in Chapter 2 but only one in any group is armed with a pistol. The rest are armed with sabers. Crew members are usually encounters either individually or in groups of two or three.

If any confrontation lasts more than three rounds one of the engaged crew members will attempt to reach the alert bell. There are

pull cords for the alert bell hanging at each corridor intersection. If the alert bell is rung the Requirement for all future Stealth Feats is raised by one step to Exceptional. The alert bell will also be rung if the aircraft is significantly damaged.

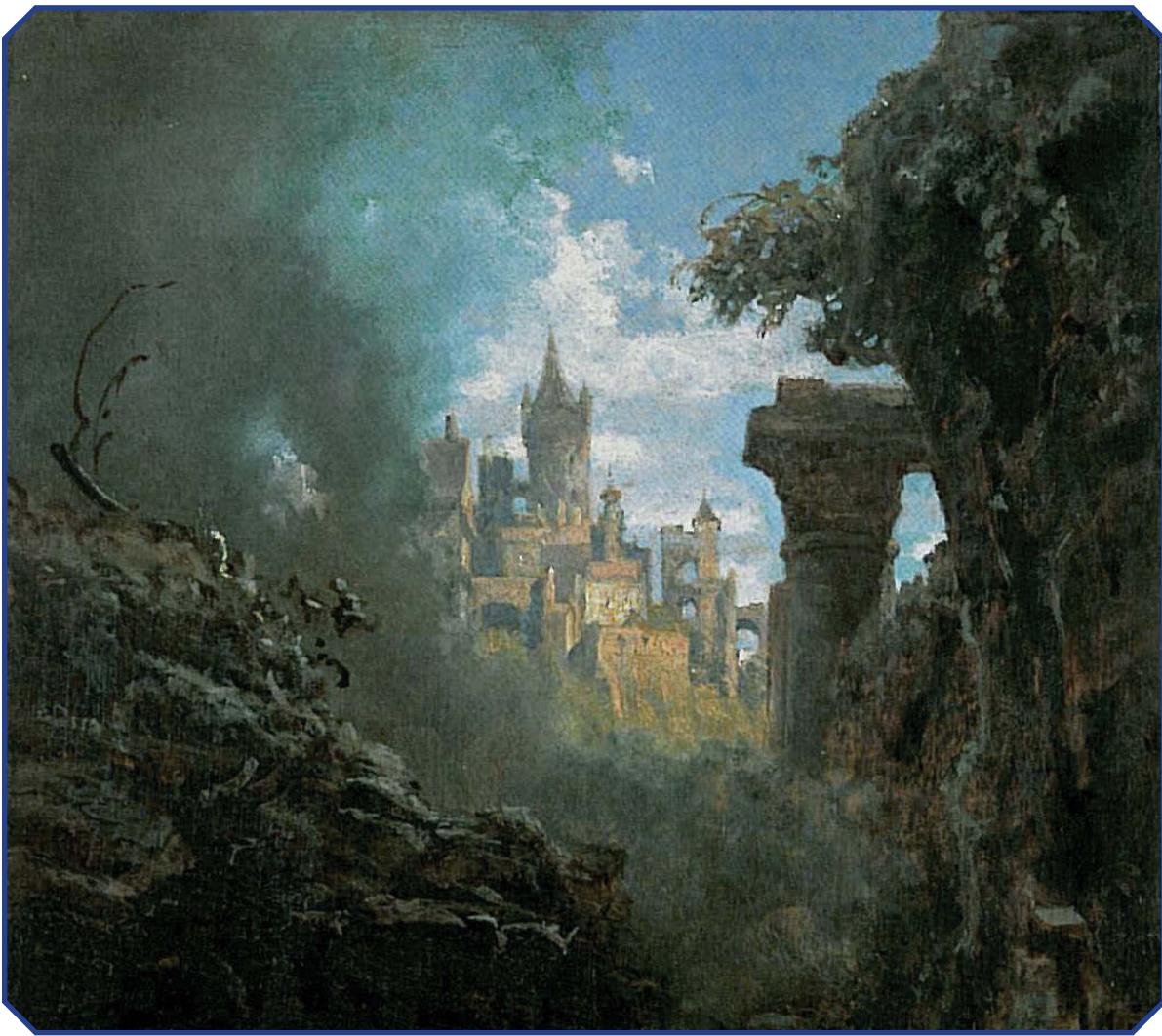
When the Dramatic Characters confront Lord Dire on the bridge, he defiantly order his men to kill the interlopers. He seizes either Sascha or the Professor and flees through a secret panel in the wall and down a ladder to the ornithopter bay which will allow him to escape with his hostage. Dramatic Characters following him will find themselves in a chase, attempting to stop the mastermind as they pursue him down the ladder and along a narrow set of catwalks with nothing but their own sense of balance protecting them from a plummeting doom. Every physical action a Dramatic Character takes on the catwalks should be accompanied by an Athletics Feat with a Requirement of Good. Failure means the Dramatic Character stumbles and is unable to perform an action that round. A fumble means the Dramatic Character plummets from the catwalk. Hosts should allow a falling Dramatic Character to catch hold of a dangling line but climbing back up takes them out of the action for at least a full round. To increase the tension of the encounter, at some point Lord Dire should toss his hostage

aside in order to free his hands for the battle. The Dramatic Characters now have two problems. In addition to attempting to stop Lord Dire they must also save Sascha or the Professor, who clings to the catwalk in a desperate attempt not to fall.

If Lord Dire is mortally wounded he plunges from the airship and disappears into the clouds below. Otherwise, if things look grim, he escapes aboard an ornithopter, vowing revenge upon the party.

Once Lord Dire is either defeated or has escaped, the flying platform itself begins to plunge out of control, perhaps damaged by the struggle but

certainly without the guidance of its master and some of his demoralized crew. This requires the Dramatic Characters to arrest its fall if they are to survive. They must make their way to the bridge or the engine room and must succeed at a Great Helmsmanship or Tinkering Feat to make the necessary adjustments. Dramatic Characters can also attempt to succeed at a Great Courage or Charisma Feat to order members of the panicking crew to do the job for them. Hosts should allow alternate methods, such as attempting to escape using one of the airship's attached ornithopters or the use of Magick to bring the encounter to a dramatic but survivable end.



LORD DIRE'S FLYING PLATFORM

Similar to Robur's *Albatross*, Dire's airship is a large platform kept aloft by a combination of gas cells and large propellers. It has several interior decks, with catwalks running between the vast gears and shafts of the mechanical propellers. The ship is controlled from the bridge.

Cost: 100 days at 10,000c

Size: Large [100 Wounds]

Powered by: A Radium Engine

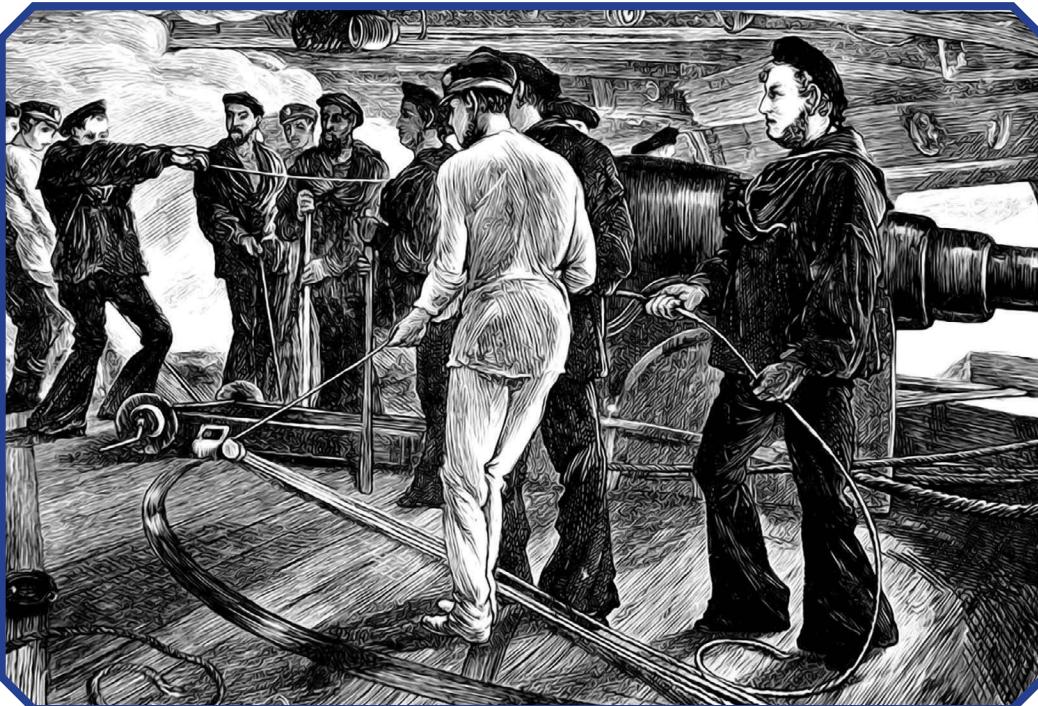
Operation Time: Unlimited

Operates with: A complex arrangement of levers, cables, and a captain's wheel

Moves with: A series of forward and aft rotors

Armed with: Two bomb racks, a forward facing gatling gun, and a squadron of attached ornithopters.

Note: The ornithopters are as described on page 211 of *Castle Falkenstein*.



Epilogue

In which the Dramatic Characters move forward into the future.

Whether he escaped or plunged to his supposed death, Lord Dire could return to menace the Dramatic Characters again some day with some new and terrible plot.

He retains his loyal followers and his position in society as head of a principality affords him opportunities to evade the justice that is otherwise his rightful due.

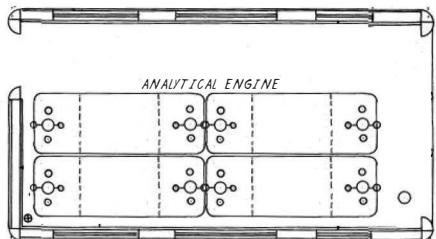
The *Duchess Elisabeth* survived and no harm came to the passengers or staff. Without the Babbage Engine to control it, the engine puttered along for another mile before coming to a halt entirely while the rest of the train's cars simply slowed to a stop after being decoupled. Professor Reinhardt will either return the Automated Telegraphic Punched Card Shuffler to the *Duchess Elisabeth* or build a new one for the task. Either way, the various governments involved with the project will have learned their lesson. In the future, all Babbage Engine controlled trains will be armed with rooftop canons to fend off airborne raiders. And, of course, the part the Dramatic Characters played in the foiling of Lord Dire's scheme will bring them to the attention of three different governments, all of whom might have tasks in mind for such skilled adventurers in the future!

Sascha Reinhardt might well have fallen for a dashing Dramatic Character and could try and pursue a relationship with them. They might also be inspired by the events of the story to become an adventurer themselves, whom the Dramatic Characters could cross paths—or even swords—with again some day.

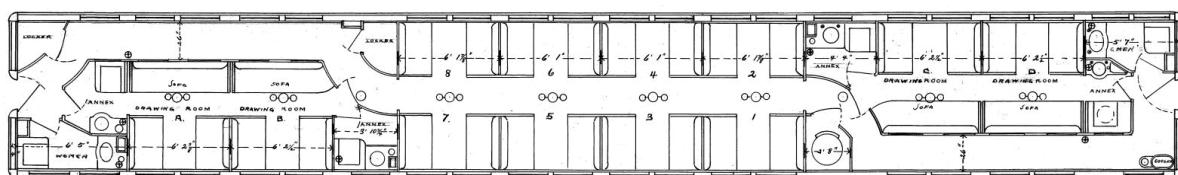


HER MAJESTY, THE DUCHESS ELISABETH IN
BAVARIA, EMPRESS OF
AUSTRIA-HUNGARY

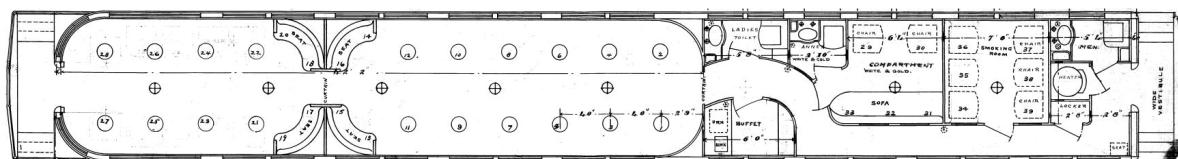
FLOOR PLANS FOR THE DUCHESS ELISABETH



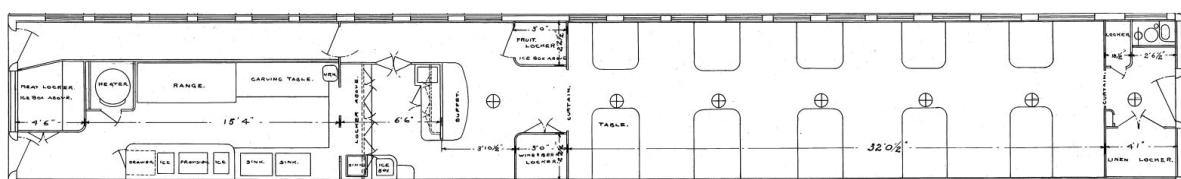
The Babbage Engine Car. Ahead are the coal car and locomotive engine.



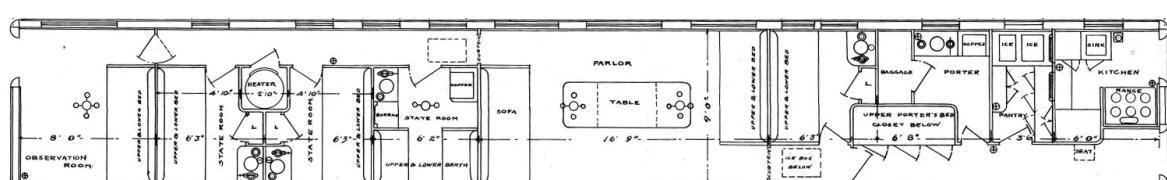
A Sleeping Car, of which there are three.



The Parlor Car

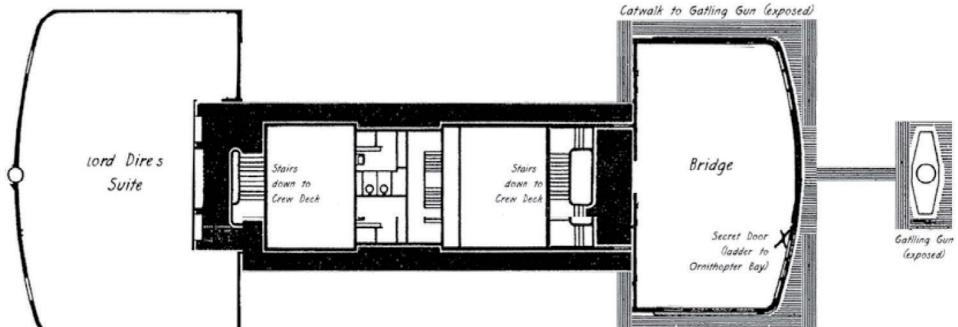


The Dining Car



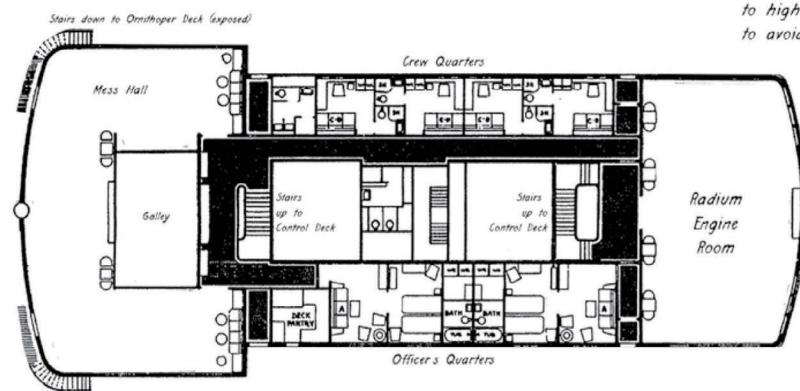
The Private Car of the Empress

DECK PLANS FOR LORD DIRE'S FLYING PLATFORM

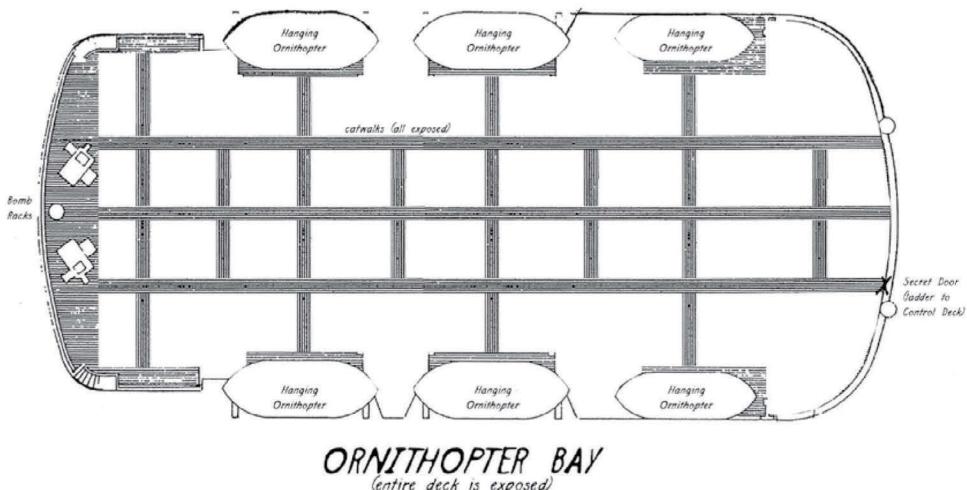


CONTROL DECK

NOTE Any area marked as exposed is not fully enclosed by the platform and open to the outside. Such areas are subject to high winds and care must be taken to avoid plummeting to the ground below.



CREW DECK





DRAMATIC CHARACTERS

While Players are always encouraged to create their own Dramatic Characters, there are always situations in which doing so can be difficult or even impossible due to time constraints, desire, or lack of knowledge about the system or world.

To aid in such situations, the next several pages provide Dramatic Characters, ready made to take part in this Adventure Entertainment. Each has reason to be traveling aboard the *Duchess Elisabeth* and would not hesitate to leap into action should the cry for adventure be heard.

HIROMIKO HASHIYAMA

The men all laughed when Hiromiko Hashiyama showed up in California with her pickaxe and her panning gear but damned if she didn't show them a thing or three. She struck her claim, worked it, and came up with enough gold to make her rich for life. Tired of working for a living, the newly wealthy Hiromiko set off from San Francisco aboard an aeroship, intending to see the world! She landed in Paris and has been traveling around New Europa ever since!

A few tips on playing Hiromiko Hashiyama: Early in life, you made a vow. You'd always speak your mind and never bow to anyone. Luckily, people in New Europa seem to expect that kind of behavior from Americans so your attitude, plus your money, have won you a few friends on this side of the Atlantean. Just remember, there's not much honesty and a good think can't solve and if a problem gets too ornery, you've always got your Colt to back you up.

Working with the Others: Maybe you've taken a fancy to one of the others or maybe you're just bored. You left home looking for adventure and romance and a trip aboard an automated train sounds like just the ticket!

Abilities: Charisma [GR] • Courage [GD] • Exchequer [EXC] • Fencing [PR] • Marksmanship [GD] • Physique [GD] • Social Graces [PR] • Sorcery [PR]

Health: 7

Notable Possessions: .44 Colt (Range 50 • 300 / Load 6 / Damage 4 (P) • 5 (F) • 6 (H) • Harm Rank D), bank book, passport.



M. BLANQUE

As a secret agent for the Imperial Crown of France, M. Blanque travels the world, performing daring acts both of espionage and romance. Just back from a mission in the Americas, she has been asked to board the *Duchess Elisabeth* and ensure nothing untoward happened to it. With her charisma, mastery of stealth, and gadget-filled cane, M. Blanque is the perfect choice to protect the train and her passengers.

A Few Tips of Playing M. Blanque: You are a French super spy. You have a gadget for every situation, ranging from lockpicks cleverly concealed in your cane to a small cache of explosive liquid tucked away in a hidden compartment in your watch. When it comes to social situations be suave. Be droll. Be ironic. Flirt with those you find attractive, no matter the gender, but always remember your first duty is to Emperor Napoleon the Third and to France.

Working with the Others: As a representative of the French government, you are aware of your duty to stop any criminal or foreign agent who would sabotage the *Duchess Elisabeth*. After all, while the train might be of Bayernese construction and the name might be Austrian, the Babbage Engine which drives her was built in France and it is your duty to ensure no embarrassment comes to either France or her Emperor.

Abilities: Comeliness [GD] • Courage [GD] • Fencing [GD] • Social Graces [GD] • Sorcery [PR] • Stealth [GR]

Health: 7

Notable Possessions: Sword cane with assorted gadgets (**Damage** 3 (P) • 4 (F) • 5 (H) • Harm Rank C), pocket watch with assorted gadgets.



EDELWEISS

Born in the Dwarfhold of Lava Rock, Edelweiss paid close attention to the wise words of his father, who said "Other Dwarfs may play about with electricity or clockwork or other such nonsense but there will always be need for someone who understands pipes. Pipes, Edelweiss, are what drive our world." Proudly declaring himself a plumber and not an inventor, Edelweiss has left Lava Rock and now searches for inspiration on how he will earn his Master's name by improving upon the pipes which carry power to most machines in this Age of Steam.

A few tips on playing Edelweiss: Everything comes down to plumbing! Steam engines depend upon pipes to work. Messages are delivered via pneumatic tubes. Even social interaction is nothing but a complex series of piping carrying words and emotions to and fro. Metaphorically speaking, of course. Still, if you can understand the arrangement of piping, you can understand any situation!

Working with the Others: Why of course you'll wish to learn more about this train! The Babbage Engine controlling it won't be of much interest but you've yet to examine a steam engine of this size and power up close outside of a Dwarfhold! And, of course, helping others is a good thing to do as well. Your mother would appreciate you being a good citizen of the world.

Abilities: Athletics [GR] • Connections [PR] • Courage [GD] • Education [GD] • Fencing [PR] • Fisticuffs [GD] • Physique [GD] • Tinkering [GR]

Health: 7

Notable Possessions: Heavy Wrench (**Damage** 1 (P) • 2 (F) • 3 (H) • Harm Rank A), a selection of useful tools.

Dwarfish Nature: Dwarfs cannot be harmed by fire or heat. In addition, they are masters of metal.

Treat Edelweiss's Tinkering as two Ranks higher when he is working with metal.



MARIA BANZA

Maria's life changed when her father was hired as a chef to work at the Kongolese Embassy in Paris. There, young Hikaru's budding Magickal talents were recognized by a member of the Ancient Brotherhood of the Druidic Temple. With her father's blessing, Hikaru began traveling with the Druid, learning how nature and Magick intersected with one another. She has only recently been declared a member of the Ancient Brotherhood and plans to return to Paris to spend time with her father, who has recently become the life companion of a handsome French nobleman after many years of courtship.

A few tips on playing Maria Banza: A scholar at heart, you are fascinated by the opportunity to learn new facts about the world. As a member of the Ancient Brotherhood of the Druidic Temple, you understand the natural forces being harnessed by modern technology can be dangerous. You hope to protect others from those who would abuse such forces for selfish gain.

Working with the Others: Every person you meet is an opportunity to learn something new. This is especially true of remarkable individuals, such as those people you will find aboard this locomotive.

Abilities: Athletics [GD] • Courage [GD] • Education [GR] • Fisticuffs [PR] • Perception [GR] • Physique [GD] • Sorcery [GD] • Stealth [PR]

Health: 7

Notable Possessions: Signet ring (denoting your status as a Druid to those who know), a copy of your father's latest cookbook, a journal for recording observations

Spells: As a Druid, Maria can cast from the Manuscript of Elemental Shaping and On the Raised Forces of Nature. For more information on lorebooks and Sorcery in general, see the page 197 of the Castle Falkenstein rulebook.



DUCK

Let Brownies have their boring work and Faerie Lords their courtly intrigues. Life for Duck is nothing but adventure! After all, adventure is so very easy to discover! All it takes is finding an interesting group of humans and befriending them. Before Duck knows it they've been taken to a new place and are having quite a bit of fun!

A few tips on playing Duck: You look like a dog, though anyone with a lick of sense who pays close attention knows you're a Padfoot, a type of Faerie and as intelligent of any human (and fully capable of speech to boot!). You are kind hearted and enjoy helping others but the trickster in you is always looking for an opportunity to work a bit of mischief.

Working with the Others: These humans are fascinating! You simply have to know more. Fortunately, your canine charm and Faerie powers mean tagging along won't be difficult at all. They'll be glad you're there, too, once they realize just what you can truly do!

Abilities: Athletics [GD] • Etherealness [AV] • Glamour [AV] • Leadership [GR] • Rule the Animals [AV] • Stealth [GD] • Shapeshift [GD] • Stealthy Tread [EXC] • Sorcery [PR] • Tinkering [PR]

Health: 5

Notable Possessions: Collar with tag which reads "Duck".

Repulsions: As a Padfoot, Duck is repulsed by clothing turned inside out, large quantities of iron, and holy symbols.



SIR PETER WINDHELM

Sir Peter Windhelm, an English gentleman through and through, has finished with business and wishes to return home, to where his loving wife, Corrine, waits for him. Despite his advancing age, he takes advantage of his relative wealth and the leisure time it produces to act as did the knights of old, righting wrongs and aiding those in need. A relic in an ever changing world, Sir Peter stands by his belief that it is the duty of the fortunate to give aid to the less fortunate whenever possible.

A Few Tips of Playing Sir Peter: You are an English knight of the noblest sort, through and through. You live by a strict code, acting with honor and good manners, helping those in need, and bringing justice to the world however you can. Still, at the end of an adventure, when you have done all you can to help, you return home to your wife, whom you love with all your heart.

Working with the Others: In truth, all you desired was to board the train and return home to your beautiful wife. However, events have once again swept you along on the path of adventure. It is your duty as a Knight and an Englishman to stop this criminal Mastermind from turning his evil loose upon the world and to help your fellow adventurers reach safety.

Abilities: Athletics [GD] • Courage [GR] • Connections [GD] • Exchequer [GD] • Fencing [GD] • Physician [PR] • Social Graces [GR] • Stealth [PR]

Health: 6

Notable Possessions: Court sword (**Damage** 4 (P) • 5 (F) • 6 (H) • Harm Rank C), wallet with bank notes, photograph of Corrine.



