

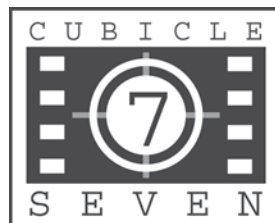
Faulkner's Millinery *and* Miscellanea

Adrian Bott, James 'Grim' Desborough, Dave Elrick,
Caz Granberg, Chris Hartford & Andrew Peregrine



VICTORIANA

Faulkner's Millinery *and* Miscellanea





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Dedications:

Andrew: To all those I've loved and lost, but most especially to the one I got to keep.
Gareth: To S. Holmes, without whom, etc.
Caz: To my favourite haberdasher - thanks for taking me along to the Big Show
Katrine: To My Husband whom is both incredibly understanding and always keeps the coffee coming, and Ann Beate my best friend and inspiration.

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If you have any comments or suggestions about the game, send them to info@cubicle7.co.uk

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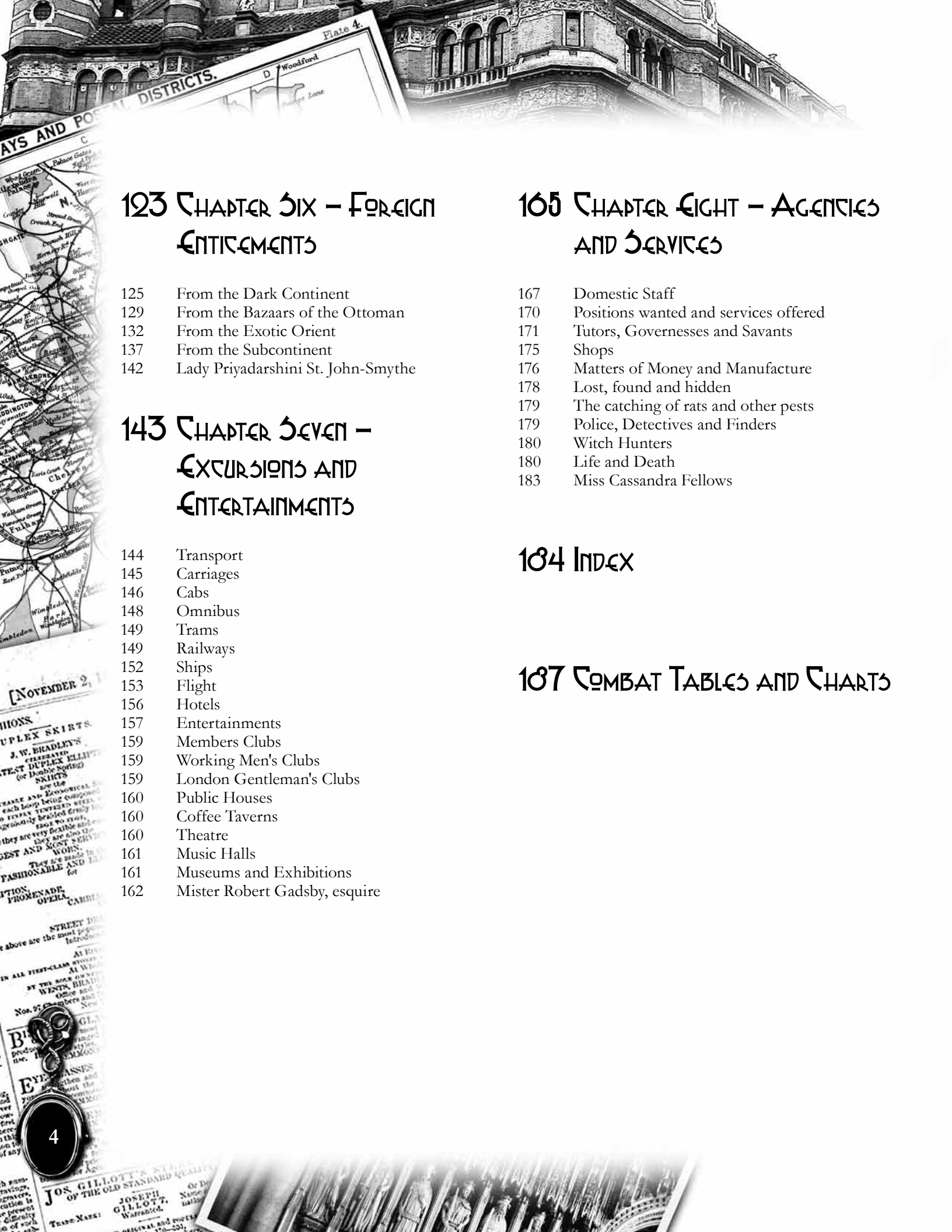
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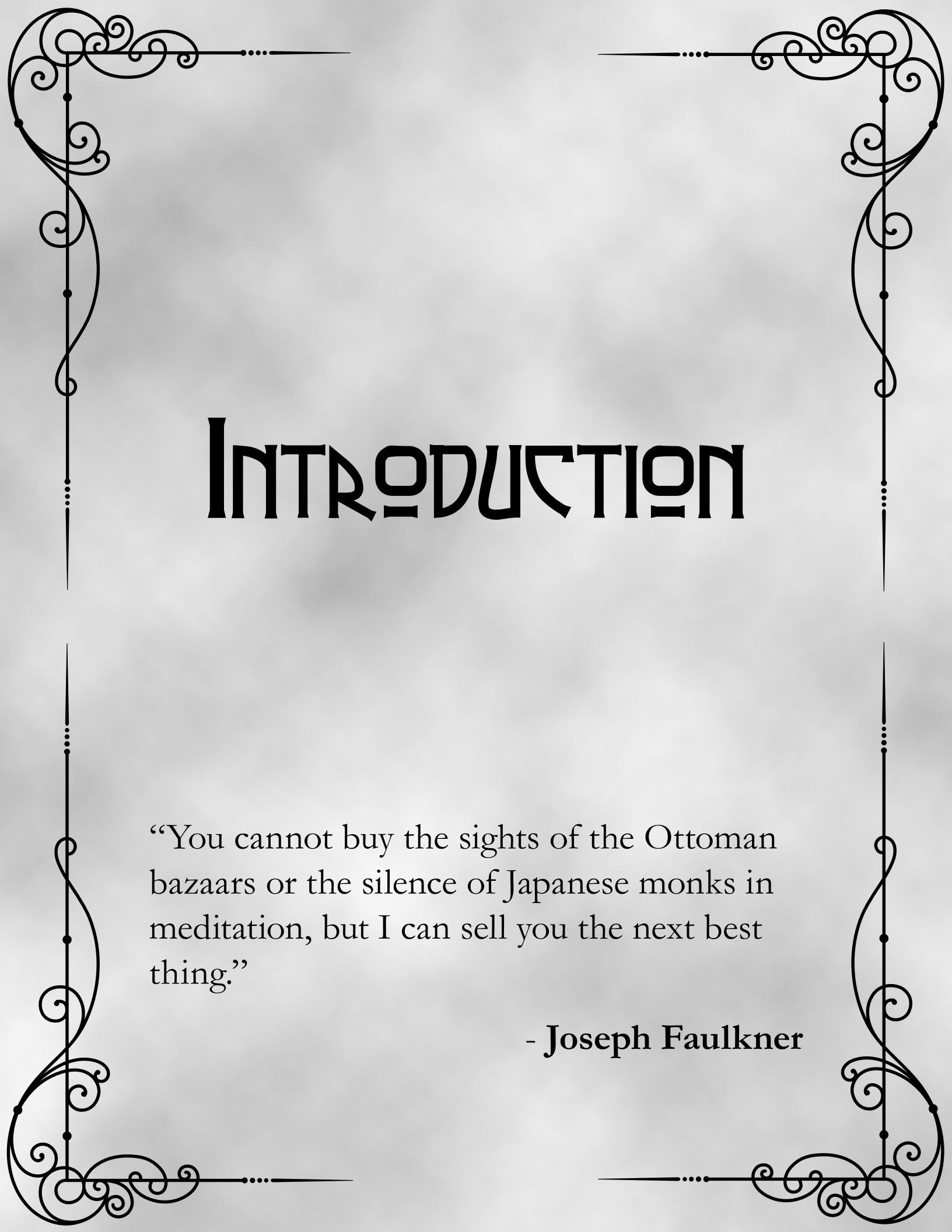
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INTRODUCTION

“You cannot buy the sights of the Ottoman bazaars or the silence of Japanese monks in meditation, but I can sell you the next best thing.”

- Joseph Faulkner



COMPREHENSIVE AND CONVENIENT

In 1837, the Dwarven shopkeeper Joseph Faulkner produced a guide to the stock in his small Fulham hat shop. It would have been an item of little note, but for two things. The first was that to celebrate the coronation of Queen Victoria he ordered a selection of red, white and blue feathers to decorate his hats. They were an instant success and that year became quite the fashion. Had Faulkner known how well his hats would do, he might not have offered the second reason for the guidebook's success, a listing of cultural ephemera from his travels abroad.

As a youth, before taking over the shop from his father, Joseph had travelled to several corners of the globe. He loved to travel and adventure, which, while not uncommon in a Halfling, is very rare in a Dwarf. He collected anything that struck his fancy that he could afford. As he was a very personable gentleman, he made many friends on his travels in all classes of foreign society, many of whom gave him gifts both exotic and arcane.

Sadly, the business of keeping a shop was not to Joseph's taste. As soon as he had enough money he would set off on a brief sojourn, leaving the business in limbo. After a few years of this the shop was in dire straits and by the time of the coronation, it looked very likely that the shop would have to close. Burdened with the fear that he would be the descendant that lost the family trade, Faulkner decided to see how much extra money he could make selling the various trinkets he had acquired through his years of travel. He sunk all his remaining money into producing the guidebook and catalogue to his collection as an advertisement; hoping his sale and the coronation hats would do well enough to keep the business his family had run for several generations afloat.

Not only did his hats and trinkets become popular, but so did his guidebook. Society had never seen such a collection described before, or with such knowledgeable detail and anecdotal description. The guidebooks vanished from the shop the instant they were printed, and continued to sell long after the shop was empty of stock. Even though the guides were

sold for a minimal amount of money, Joseph Faulkner still made a very comfortable fortune. It was enough to save the business, which he sold a year later to concentrate on the production of another guide.

Since that day, Faulkner's Millinery and Miscellanea has been produced each year and has become a household guide to the services and merchandise available in the centre of the Empire. The guide has also expanded beyond its original content of hats and foreign *objet d'art*. Faulkner engaged other experts to detail the best buys and newest advances in everything from magical apparatus, to travel and clothing. The guidebook itself is now run by Joseph's two children Alexander and Emily, and has continued to grow. Alexander and Emily's mother remains a mystery, although the children's dusky appearance has led to speculation that she may be some Asian princess or Indian priestess. While the truth is probably far more prosaic, society (and the Faulkner's) seem to prefer the mystery and scandal of rumour.

Joseph Faulkner, himself, has gradually left more and more of the authoring of his guide to his contemporaries and assistants, so that he might spend his time travelling the world. These days he is almost an apocryphal figure, occasionally found in the deepest corners of distant cultures. The Times offers 2 shillings to anyone who spots him in their travels, and reports these sightings in its classified section.

THE WORLD — BROUGHT TO YOU FOR LESS THAN 4 SHILLINGS!

Welcome to the world of Faulkner's Millinery and Miscellanea, the definitive guide to the finest goods and services in the Empire since 1837. Our agents travel the world on your behalf, searching for the best deals and most wondrous artefacts. Faulkner's Directory can be purchased for only 3/15 and is available in many fine bookstores. Within you can find clothing made by arrangement with some of the best tailors and designers in London, along with household

items from the finest craftsmen in the world.

While Faulkner's are not merchants we do act as agents for many reputable tradesmen who can fulfil your needs. Shoppers may order any of the products listed here for delivery in practically any part of the Empire. Our telegraph offices stationed in Capetown, Bombay, Calcutta, Liverpool and London can receive orders from anywhere in the world and pass them to the appropriate tradesman. For an additional fee, we can act as agent for the delivery of such goods. Our main offices and warehouses are in London, with a public warehouse where goods can be picked up directly at 23 Canal Road, St. Katherine Docks, Fulham. Please allow 5-7 working days for orders to arrive at the public houses. When picking up goods, see Mr. John Martin, our most-estimable inventory manager.

For added convenience, this year's volume includes personal advertisements and situations vacant in London, and throughout the empire. Should this feature prove useful to our customers, it will continue in future mailings.

Each of the goods and services described in our essential guide are divided between several chapters for easy reference. To ensure quality and fairness, a noted authority in the area in question has penned each chapter. Our guide's reputation is shadowed only by the stature of those who are personally chosen to lend their expertise. So the customer can be sure they are receiving only the best advice on the essential services and greatest luxuries available in the world today.

In some cases our experts name specific purveyors that are recommended for their quality and service in a particular area. These are opinions wholly embraced by Faulkner's guide, although many of the experts' personal opinions on other matters may not share quite the same endorsement.

Customers are warned that the prices quoted with the items described should only be taken as a guide. We take every care to ensure accuracy at time of print; however, it is impossible to predict the startling variations in price that can be found. Should you find yourself charged significantly more than the listed price for an item you would do well to carefully consider your purchase. The same applies for any 'bargain' that falls far below such a price, and the customer would do well to inspect the quality and authenticity of the item with greater attention.

**Alexander Faulkner, Esq.,
Proprietor**

THE ARRANGEMENT OF THIS PERIODICAL

Chapter 1 – Clothing and Costume *by Lady Delphine Signoret*

This epistle from one of the most renowned socialites of the age forms an indispensable guide to fashion for both ladies and gentlemen. Born in Paris, Lady Signoret's knowledge in matters of style is second to none.

Chapter 2 – Household and Adventuring Supplies *by August Hosterman*

Faulkner's are indebted to Sotheby's, the Auctioneers, for allowing us to borrow one of their most knowledgeable salesmen and valuers. Mr Hosterman provides detail on a variety of everyday objects. Mr Hosterman's insight is renowned as both he and the objects he describes can be found in homes across the country (although he has been cleared of all charges).

Chapter 3 – Weapons and Firearms *by Major Richard Harrold (Ret)*

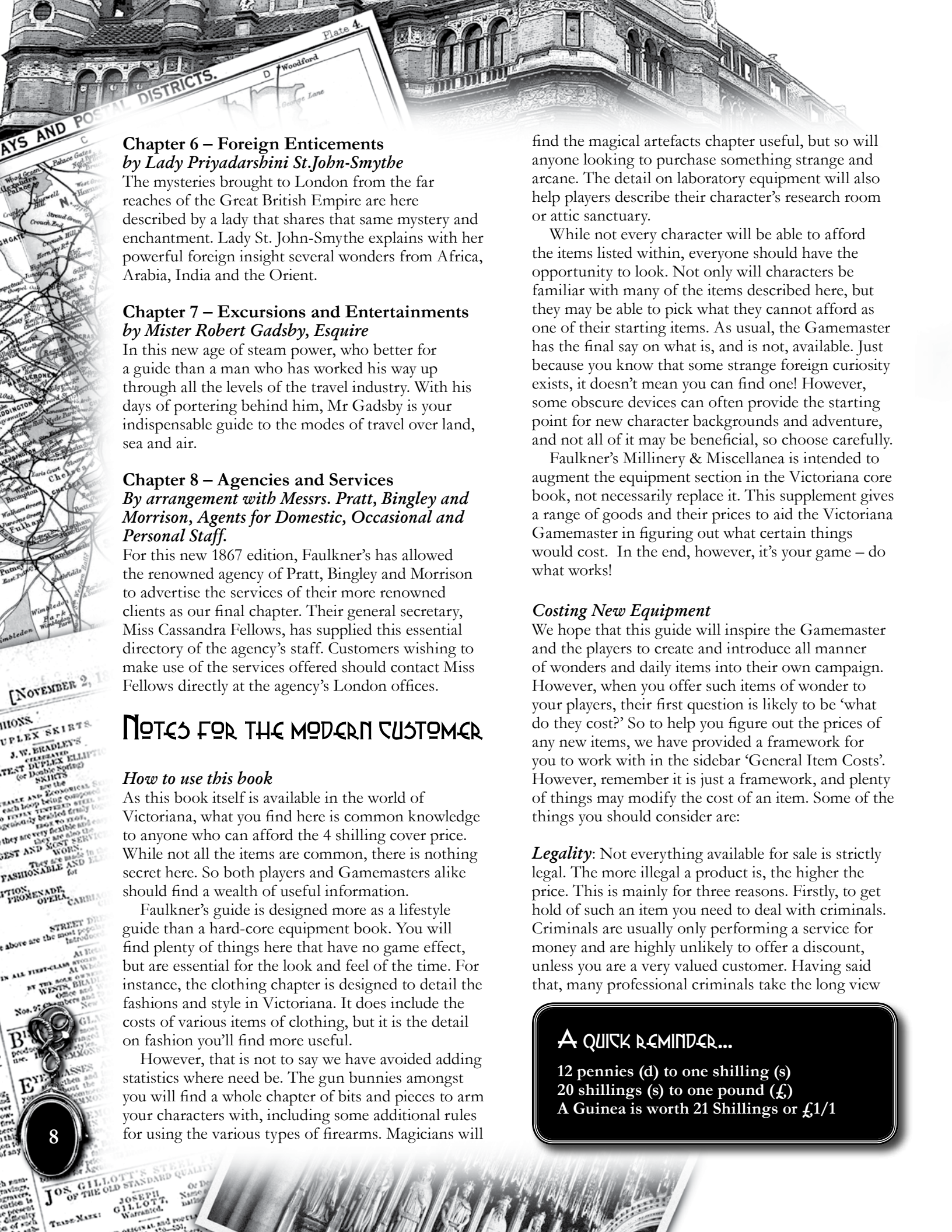
As we live in troubled times, Major Harrold and his extensive military experience is on hand to advise you on the plethora of weapons available in today's society. We hope you will never need to use of any purchases you make from his essential advice. However, if you do, you will no doubt find yourself fashioned with the right protection to face danger like a true Englishman.

Chapter 4 – Clockwork and Steam Power *by Mr Samuel Clouston*

While his manner is a little rough, few can deny the mechanical talent and aptitude of this engineer. Mr Clouston gives us his detailed view of all manner of modern contraptions from the world of mechanical science. Faulkner's staff have also done their very best to ensure this master craftsman's rather colloquial wisdom is comprehensible to the more eloquent reader.

Chapter 5 – Arcane Supplies *by Miss Jessamine Golightly*

We are pleased to have obtained the advice of the esteemed eldest daughter of the renowned Eldren family of Saxifrage Fellghast-Golightly. Lady Jessamine offers her expertise on a variety of trinkets and sorcerous luxuries that are to be found in the capital's magical suppliers.



Chapter 6 – Foreign Enticements

by Lady Priyadarshini St. John-Smythe

The mysteries brought to London from the far reaches of the Great British Empire are here described by a lady that shares that same mystery and enchantment. Lady St. John-Smythe explains with her powerful foreign insight several wonders from Africa, Arabia, India and the Orient.

Chapter 7 – Excursions and Entertainments

by Mister Robert Gadsby, Esquire

In this new age of steam power, who better for a guide than a man who has worked his way up through all the levels of the travel industry. With his days of portering behind him, Mr Gadsby is your indispensable guide to the modes of travel over land, sea and air.

Chapter 8 – Agencies and Services

By arrangement with Messrs. Pratt, Bingley and Morrison, Agents for Domestic, Occasional and Personal Staff.

For this new 1867 edition, Faulkner's has allowed the renowned agency of Pratt, Bingley and Morrison to advertise the services of their more renowned clients as our final chapter. Their general secretary, Miss Cassandra Fellows, has supplied this essential directory of the agency's staff. Customers wishing to make use of the services offered should contact Miss Fellows directly at the agency's London offices.

NOTES FOR THE MODERN CUSTOMER

How to use this book

As this book itself is available in the world of Victoriana, what you find here is common knowledge to anyone who can afford the 4 shilling cover price. While not all the items are common, there is nothing secret here. So both players and Gamemasters alike should find a wealth of useful information.

Faulkner's guide is designed more as a lifestyle guide than a hard-core equipment book. You will find plenty of things here that have no game effect, but are essential for the look and feel of the time. For instance, the clothing chapter is designed to detail the fashions and style in Victoriana. It does include the costs of various items of clothing, but it is the detail on fashion you'll find more useful.

However, that is not to say we have avoided adding statistics where need be. The gun bunnies amongst you will find a whole chapter of bits and pieces to arm your characters with, including some additional rules for using the various types of firearms. Magicians will

find the magical artefacts chapter useful, but so will anyone looking to purchase something strange and arcane. The detail on laboratory equipment will also help players describe their character's research room or attic sanctuary.

While not every character will be able to afford the items listed within, everyone should have the opportunity to look. Not only will characters be familiar with many of the items described here, but they may be able to pick what they cannot afford as one of their starting items. As usual, the Gamemaster has the final say on what is, and is not, available. Just because you know that some strange foreign curiosity exists, it doesn't mean you can find one! However, some obscure devices can often provide the starting point for new character backgrounds and adventure, and not all of it may be beneficial, so choose carefully.

Faulkner's Millinery & Miscellanea is intended to augment the equipment section in the Victoriana core book, not necessarily replace it. This supplement gives a range of goods and their prices to aid the Victoriana Gamemaster in figuring out what certain things would cost. In the end, however, it's your game – do what works!

Costing New Equipment

We hope that this guide will inspire the Gamemaster and the players to create and introduce all manner of wonders and daily items into their own campaign. However, when you offer such items of wonder to your players, their first question is likely to be 'what do they cost?' So to help you figure out the prices of any new items, we have provided a framework for you to work with in the sidebar 'General Item Costs'. However, remember it is just a framework, and plenty of things may modify the cost of an item. Some of the things you should consider are:

Legality: Not everything available for sale is strictly legal. The more illegal a product is, the higher the price. This is mainly for three reasons. Firstly, to get hold of such an item you need to deal with criminals. Criminals are usually only performing a service for money and are highly unlikely to offer a discount, unless you are a very valued customer. Having said that, many professional criminals take the long view

A QUICK REMINDER...

12 pennies (d) to one shilling (s)

20 shillings (s) to one pound (£)

A Guinea is worth 21 Shillings or £1/1



and might offer a fair price if they believe they'll make money out of your custom in the long run. However, if you could afford to do a discount, you may well not have turned to crime.

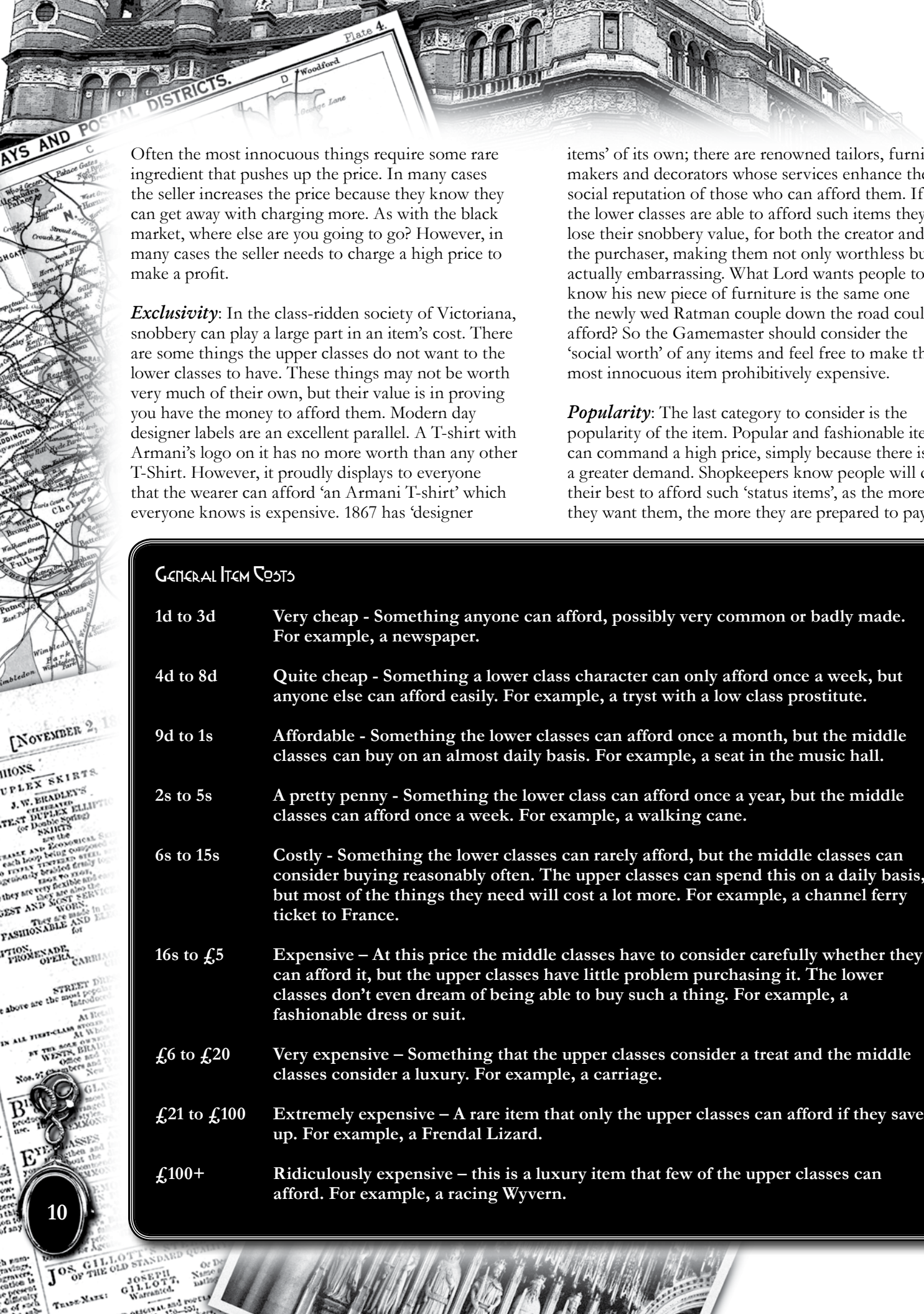
The second reason for expense is simply that you can't go anywhere else. Illegal goods are difficult to get hold of and if you find someone who can provide what you need, where else are you going to go to get hold of it? Most criminals take care to keep the price reasonable, as finding a new buyer can be problematic. The last thing they want is to be left with a warehouse full of illegal goods they can't sell. That's just asking for trouble. This means that in dealing with criminals there is always room for barter on both sides. If the buyer discovers the goods are very dangerous or the police are looking for them he may be able to force a discount. Should the seller discover the buyer has an urgent need for the product or they have exhausted every other way of getting the product, the price may go up. It is not rare for one party to change the deal at the eleventh hour, simply because they have additional leverage.

The third reason black market goods are expensive is that they really are more expensive! To get illegal

goods from one place to another often requires additional expenses. Smugglers need to be found who can get the goods past the authorities. Bribes need to be handed out to those same authorities. The items may even be passed through a chain of smugglers, fixers and middlemen to get to the customer, each one adding to the price so they make a profit. In general, the Gamemaster is quite within her authority to double or even triple the true cost of an item when it has to be acquired illegally. She and the players should also be reminded that locating the black market isn't that easy. You need to locate the right people, and not everyone in the black market can supply everything. Even when you find someone who can get what you want, there is little guarantee you can trust the seller to provide the item and not turn the characters over to the police.

Rarity: Plenty of items are more expensive due to how difficult they are to find, rather than their intrinsic worth. For example, Diamond may be the hardest natural substance to be found, but the gems are also rather hard to locate. Magical items and components almost always come into this category.





Often the most innocuous things require some rare ingredient that pushes up the price. In many cases the seller increases the price because they know they can get away with charging more. As with the black market, where else are you going to go? However, in many cases the seller needs to charge a high price to make a profit.

Exclusivity: In the class-ridden society of Victoriana, snobbery can play a large part in an item's cost. There are some things the upper classes do not want to the lower classes to have. These things may not be worth very much of their own, but their value is in proving you have the money to afford them. Modern day designer labels are an excellent parallel. A T-shirt with Armani's logo on it has no more worth than any other T-Shirt. However, it proudly displays to everyone that the wearer can afford 'an Armani T-shirt' which everyone knows is expensive. 1867 has 'designer

items' of its own; there are renowned tailors, furniture makers and decorators whose services enhance the social reputation of those who can afford them. If the lower classes are able to afford such items they lose their snobbery value, for both the creator and the purchaser, making them not only worthless but actually embarrassing. What Lord wants people to know his new piece of furniture is the same one the newly wed Ratman couple down the road could afford? So the Gamemaster should consider the 'social worth' of any items and feel free to make the most innocuous item prohibitively expensive.

Popularity: The last category to consider is the popularity of the item. Popular and fashionable items can command a high price, simply because there is a greater demand. Shopkeepers know people will do their best to afford such 'status items', as the more they want them, the more they are prepared to pay.

GENERAL ITEM COSTS

1d to 3d	Very cheap - Something anyone can afford, possibly very common or badly made. For example, a newspaper.
4d to 8d	Quite cheap - Something a lower class character can only afford once a week, but anyone else can afford easily. For example, a tryst with a low class prostitute.
9d to 1s	Affordable - Something the lower classes can afford once a month, but the middle classes can buy on an almost daily basis. For example, a seat in the music hall.
2s to 5s	A pretty penny - Something the lower class can afford once a year, but the middle classes can afford once a week. For example, a walking cane.
6s to 15s	Costly - Something the lower classes can rarely afford, but the middle classes can consider buying reasonably often. The upper classes can spend this on a daily basis, but most of the things they need will cost a lot more. For example, a channel ferry ticket to France.
16s to £5	Expensive - At this price the middle classes have to consider carefully whether they can afford it, but the upper classes have little problem purchasing it. The lower classes don't even dream of being able to buy such a thing. For example, a fashionable dress or suit.
£6 to £20	Very expensive - Something that the upper classes consider a treat and the middle classes consider a luxury. For example, a carriage.
£21 to £100	Extremely expensive - A rare item that only the upper classes can afford if they save up. For example, a Frenal Lizard.
£100+	Ridiculously expensive - this is a luxury item that few of the upper classes can afford. For example, a racing Wyvern.



In some cases where the supply cannot cope with the demand, such items may effectively be considered 'rare' as well. When Pashminas were the must have fashion items they could be found, but only for a high price. Each year there is a 'must have' children's toy (Cabbage Patch Kids, Buzz Lightyear and Power Rangers, to name but a few) that flies off the shelves and commands vast prices on e-bay. Just like the criminals, the reputable merchants hike the price to what they can get away with.

However, it is not always the case. When an item can be sold in bulk it becomes worthwhile to be the one selling the most at a cheaper price, rather than a few at an expensive price. The various Harry Potter books have proved this model with shops fighting to offer the lowest price. In Victoriana, such mass manufacturing isn't so common and so this doesn't happen often, although it is not unknown in rare cases.

MONEY AND CLASS

While it may seem the upper classes have the best deal, this is not always the case. Upper class life is designed to weed out those who cannot afford it. For example, a round of drinks at the pub costs significantly less than a round of drinks in an upper class club. The basics of life cost a lot more the higher up the scale you go. So the upper classes can fall on hard times just as the lower classes can. However, when the lower classes drop out they are sleeping in the gutter, whereas the gentleman is likely to still have a pokey flat and a servant. Where the lower classes are luckier is that their peers understand how hard it is. There is no shame in being broke as long as you are working hard to support your family. Plenty of the local community will try to help you out, if not with money then in other ways if you need it. They know you'll repay the favour when you can. Only when grinding poverty hits an area and no one has anything to spare do people look only to their own.

The upper classes and aspiring middle classes are quite the opposite. They are looking to see their peers fall so that they can take their place. The middle classes need to be seen to make money, but the upper classes need enough for it not to be an issue. Plenty of gentlemen bankrupt themselves and their families so they can keep up appearances. Many noble families run up debts that would dizzy the mind of their servants, not on food and lodging but on dinner parties and fashionable clothes. Appearance is everything to the rich, and it costs an extortionate amount to maintain. So when considering costs, the

Gamemaster is perfectly welcome to charge higher class characters far more than lower class ones for the same goods. The item will be a better quality and look nicer, but not by as much as the price tag suggests.

INCOME ASSETS

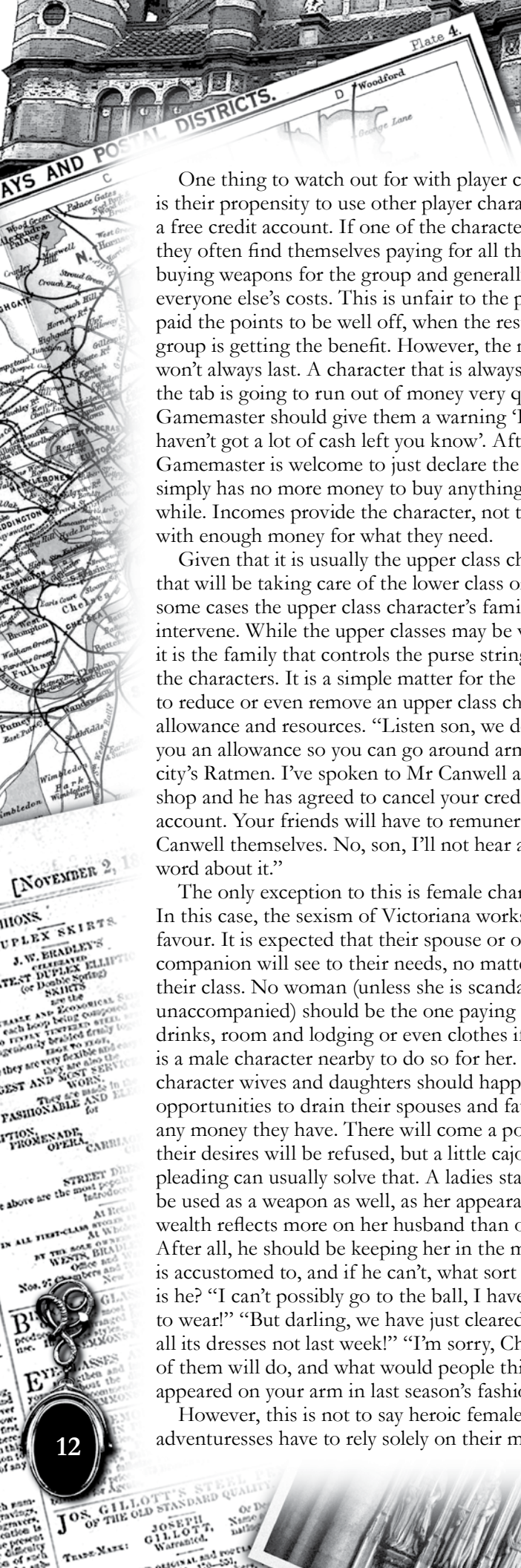
Most sensible characters will buy the 'Income' Asset in some form during character creation. Income Assets are a vital part of a character's resources, so it makes sense for us to go into a little more detail about them here.

Without an Income Asset, a character cannot afford anything but the basic necessities of life. While for an upper class character this may still mean servants and a London flat (rather than their own part of the gutter to sleep in) it still means they cannot afford to buy anything else. All the money they earn (or are provided with) goes into the upkeep of their basic lifestyle. Characters with an income, however small, can be assumed to be able to afford to buy most of what they need when going about their daily lives. You need not charge them for a round of drinks, for instance. However, if they buy a lot of drinks and have only a low income, the Gamemaster is free to tell them they have run out of money. It is up to the Gamemaster to decide when a character's spending has gone beyond his means, rather than insist they account for every drink in the pub and morning paper.

Generally, you should link pennies, shillings and pounds to each class. Lower class characters can only afford to spend pennies, middle class characters usually deal in shillings and upper class characters can afford pounds. That is not to say they cannot save up, and certainly middle class characters will do much of their business dealings in pounds or guineas. However, as a general rule, you can allow each class to buy everyday items easily if it is in the appropriate coinage. A lower class character can afford a paper for a couple of pennies, but not the new suit that costs a few shillings. Anything out of their usual price range or that cannot count as an everyday item (such as weapons!) is something the character will have to save up for.

Characters can save up their income quite easily. They get a certain amount of extra cash at the start of every adventure, what they don't spend they can save. The Gamemaster can allow them to save a little more, if they do without a few of life's necessities. So if they forgo their usual round of drinks in the pub, or don't replace their clothing with the latest styles, the Gamemaster might add a little to their savings. However, this is only going to happen if the character is obviously 'going without' in some way. It isn't enough to just say you are skipping breakfast once in a while.





One thing to watch out for with player characters is their propensity to use other player characters as a free credit account. If one of the characters is rich they often find themselves paying for all the drinks, buying weapons for the group and generally covering everyone else's costs. This is unfair to the player who paid the points to be well off, when the rest of the group is getting the benefit. However, the money won't always last. A character that is always paying the tab is going to run out of money very quickly. The Gamemaster should give them a warning 'Bob, you haven't got a lot of cash left you know'. After that, the Gamemaster is welcome to just declare the character simply has no more money to buy anything else for a while. Incomes provide the character, not the group with enough money for what they need.

Given that it is usually the upper class characters that will be taking care of the lower class ones, in some cases the upper class character's family might intervene. While the upper classes may be wealthy, it is the family that controls the purse strings, not the characters. It is a simple matter for the family to reduce or even remove an upper class character's allowance and resources. "Listen son, we don't give you an allowance so you can go around arming the city's Ratmen. I've spoken to Mr Canwell at the gun shop and he has agreed to cancel your credit and account. Your friends will have to remunerate Mr Canwell themselves. No, son, I'll not hear another word about it."

The only exception to this is female characters. In this case, the sexism of Victoriana works in their favour. It is expected that their spouse or other male companion will see to their needs, no matter what their class. No woman (unless she is scandalously unaccompanied) should be the one paying for her drinks, room and lodging or even clothes if there is a male character nearby to do so for her. Player character wives and daughters should happily take all opportunities to drain their spouses and fathers of any money they have. There will come a point when their desires will be refused, but a little cajoling and pleading can usually solve that. A ladies status can be used as a weapon as well, as her appearance and wealth reflects more on her husband than on her. After all, he should be keeping her in the manner she is accustomed to, and if he can't, what sort of a failure is he? "I can't possibly go to the ball, I haven't a thing to wear!" "But darling, we have just cleared Paris of all its dresses not last week!" "I'm sorry, Charles, none of them will do, and what would people think if I appeared on your arm in last season's fashions?"

However, this is not to say heroic female adventuresses have to rely solely on their menfolk.

Plenty of women have to make their way alone in the world, and a good few more choose to do so. Victoriana heroines are as independent and adventurous as you want them to be. However, they have the option to lean on their partner's resources any time they wish.

ASSET COSTS FOR THE NEW EQUIPMENT

Plenty of players will be interested in some of the items available in this book. However, instead of buying them in game, they may wish to begin the game with such items by buying them as Assets. There is nothing wrong with doing so at all, but the Gamemaster will need to know how expensive in terms of Character Points an item should be. The easiest way to do this is to equate the purchase price to Character Points. A basic equation of Character Point cost to purchase price for any item is summarised in the table below. The Gamemaster should also modify this cost to include the factors noted previously, Legality and Rarity. Exclusivity plays

ASSET/CHARACTER POINT COST TABLE

Item's monetary Value	Asset/Character Point cost
Up to £1	1
£2 to £5	2
£6 to £9	3
£10 to £49	4
£50 to £99	5
£100 to £150	8
£150+	12
Dangerous, Illegal or Powerful Item*	+2 to +6 points
Common, Unimpressive or 'Flavour' item*	-1 to -5 points

*Dangerous and powerful items include weapons, magic items and Wyverns. Flavour items are little use except they suit the character or make the more interesting, such as a Frensal Lizard.

a part too, but that should be left to the Gamemaster (rather than interpreted into a cost). If she considers the character has the right class and background, she may allow the item to be bought as an Asset. Otherwise it is simply not available to the character and they will have to find it 'in-game'. Popularity shouldn't really affect the Asset cost, although the Gamemaster may again invoke the character's class to deny them the item if it is especially fashionable.

The final word for the cost of any Asset is, as usual, up to the Gamemaster. For instance, she may decide certain things are simply unavailable to members of certain classes. She may have plenty of other good reasons to want to restrict any particular items or limit their availability to players, usually depending on the damage they can potentially do with it!

BEGINNING EQUIPMENT

As mentioned in the Victoriana 2nd Edition Corebook, a character's beginning equipment should help describe the personality of a character, rather than just add to the tool list. If you really need a ten-foot pole, fifty feet of rope, pitons and iron spikes, you can buy those before you set off adventuring. Your character will (usually) have a home to keep what they own in, so the equipment you record are their treasured possessions, the things they keep about their person or that mean something to them. You only begin with five items of equipment, so you need to be choosy, but the Gamemaster is free to award additional equipment picks (but generally no more than an additional three) simply because what you have chosen adds something to the description of your character.

To help you out, here are a few examples divided into categories. Don't use them as a list to pick from (although you can feel free to do so) but as ideas to help you decide what is right for your character.

Clothing: The poor may only have one dress or suit, what does it look like? What sort of condition is it in? If they have another it is for 'Sunday best', if

so how well do they scrub up? If they have only one set of clothes, how do they improve it for church? Add a headscarf perhaps? Put in the proper cufflinks they keep saved? If your character has several sets of clothing, which is their favourite style and colour? Plenty of clothing items beyond the basics can also be items of equipment. A favourite hat, a brightly coloured waistcoat, perhaps even some especially seductive underwear...

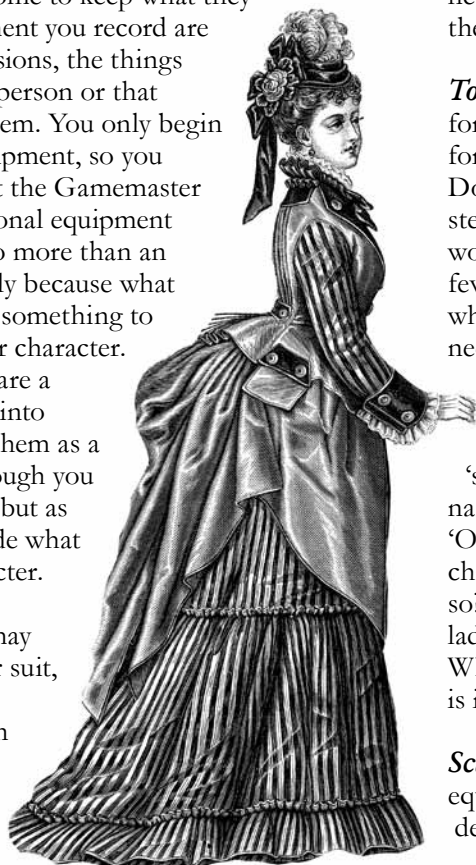
Jewellery: A female character might have all manner of adornment, diamond earrings or perhaps a pearl necklace. Consider, though, where it came from. Was it a gift from her mother or maybe stolen for her by an old lover? Poor women might have jewellery too, and it will be just as precious to them although not so valuable. An old shiny penny with a heart carved on it and set on a ribbon, or a curtain ring that serves as a wedding band might have more meaning and value than a whole string of diamonds.

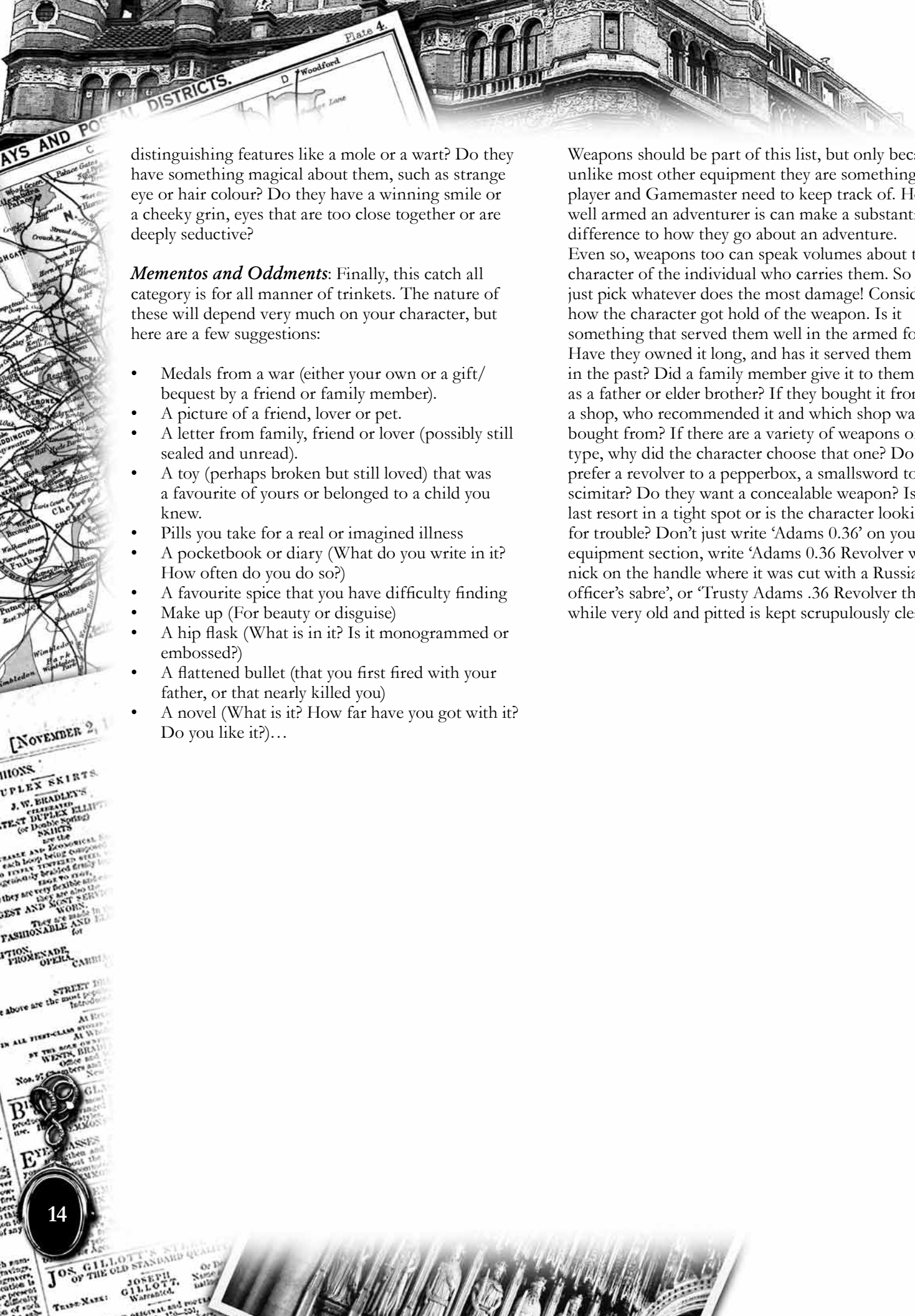
Jewellery is not only a female pursuit either. Men carry watches, rings and cufflinks that can often stand out, due to their value or even lack of value. A gentleman might carry a walking cane, but what does it look like, plain or with an animal or demon head to it? Sailors might wear earrings too, and characters from far away lands might wear feathers and tribal necklaces for good luck under their shirts or even in their hair.

Tools of the Trade: What does your character do for a living? If a doctor, they probably carry a bag for medical equipment. If so, what's actually in it? Does it contain expensive medical equipment, or a stethoscope and a half-eaten sandwich? If they are a workman do they carry all their tools or just a select few? Which ones are too heavy to carry around and which are the most useful? Even white-collar workers need tools. A journalist needs a notebook and a pen.

An academic might carry a small selection of specific reference books. If so, what are they called and what are they about? Don't just write 'some books' on your character sheet, give them names, such as 'Pickwell's travels in Africa' and/or 'Observations on the creatures of the Serengeti'. If the character is carrying a lot of stuff, how are they doing so? Do they need a large carpet bag, or an elegant lady's purse? Perhaps it is a leather case or a satchel? What does the bag look like? What sort of condition is it in?

Scars and Quirks: You can avoid counting these as equipment, but they are worth mentioning as part of describing your character. Do they have any scars or





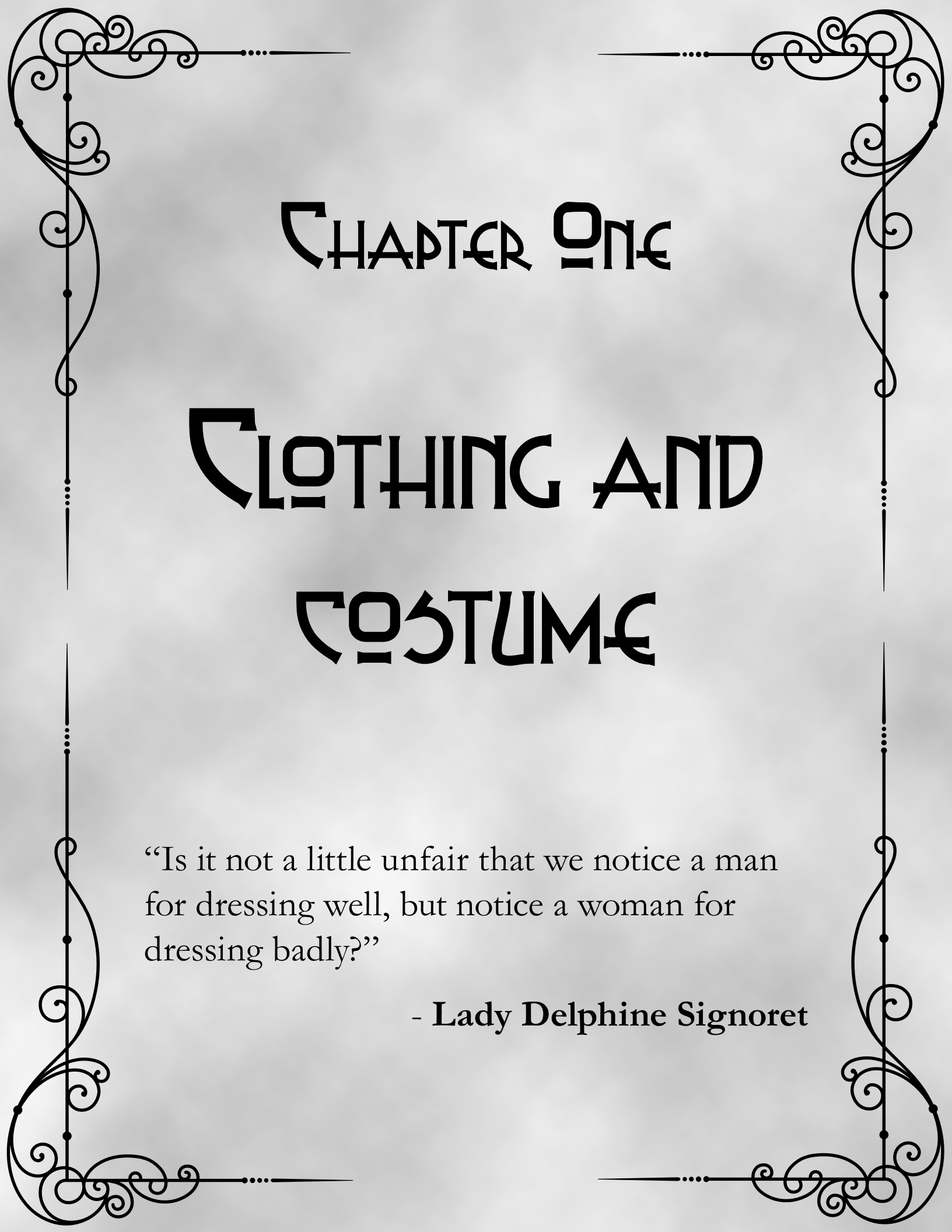
distinguishing features like a mole or a wart? Do they have something magical about them, such as strange eye or hair colour? Do they have a winning smile or a cheeky grin, eyes that are too close together or are deeply seductive?

Mementos and Oddments: Finally, this catch all category is for all manner of trinkets. The nature of these will depend very much on your character, but here are a few suggestions:

- Medals from a war (either your own or a gift/bequest by a friend or family member).
- A picture of a friend, lover or pet.
- A letter from family, friend or lover (possibly still sealed and unread).
- A toy (perhaps broken but still loved) that was a favourite of yours or belonged to a child you knew.
- Pills you take for a real or imagined illness
- A pocketbook or diary (What do you write in it? How often do you do so?)
- A favourite spice that you have difficulty finding
- Make up (For beauty or disguise)
- A hip flask (What is in it? Is it monogrammed or embossed?)
- A flattened bullet (that you first fired with your father, or that nearly killed you)
- A novel (What is it? How far have you got with it? Do you like it?)...

Weapons should be part of this list, but only because unlike most other equipment they are something the player and Gamemaster need to keep track of. How well armed an adventurer is can make a substantial difference to how they go about an adventure.

Even so, weapons too can speak volumes about the character of the individual who carries them. So don't just pick whatever does the most damage! Consider how the character got hold of the weapon. Is it something that served them well in the armed forces? Have they owned it long, and has it served them well in the past? Did a family member give it to them, such as a father or elder brother? If they bought it from a shop, who recommended it and which shop was it bought from? If there are a variety of weapons of this type, why did the character choose that one? Do they prefer a revolver to a pepperbox, a smallsword to a scimitar? Do they want a concealable weapon? Is it a last resort in a tight spot or is the character looking for trouble? Don't just write 'Adams 0.36' on your equipment section, write 'Adams 0.36 Revolver with nick on the handle where it was cut with a Russian officer's sabre', or 'Trusty Adams .36 Revolver that while very old and pitted is kept scrupulously clean'.



CHAPTER ONE

CLOTHING AND COSTUME

“Is it not a little unfair that we notice a man for dressing well, but notice a woman for dressing badly?”

- Lady Delphine Signoret

CLOTHING AND COSTUME

DRAPERY AND APPAREL FOR DISCERNING CONNOISSEURS
OF THE STYLISH AND FASHIONABLE
INTRODUCED AND DETAILED BY LADY DELPHINE SIGNORET

Bonjour mes amis! When the charming Mr Faulkner asked me to detail the current fashions for his book, how could I refuse? Especially when he had spoken of me so charmingly in his journals. I've been chronicling the vagaries of fashion for the last few volumes of his indispensable guide, ever since my husband brought me to London. I admit that it was painful to be taken from the beauty of Paris, long considered the centre of fashion. However, I have not by any means found myself bereft of style and elegance among the couturiers of the British Empire.

While I myself have been lucky enough to be able to enjoy the delights of fashion, it is not the same for everyone. It is very true that fashion is enjoyed by the upper classes, aped by the middle classes and unaffordable for the lower classes. So much of what I detail here is offered mainly for the upper classes, who can afford to change their wardrobe on the whim of every change in style. However, for the middle class lady looking to remain in vogue, I have done my best to locate more affordable, but no less stylish, couture.



I first met Delphine Signoret in Paris, where else? There is something about that city that draws beauty to it like moths to a flame. Mind you, it was Delphine who was the flame, a bright centre to the brightest city in Europe. Wherever she stood in the ballroom she was the centre; and wherever that ballroom was her presence seemed to make it the centre of Paris itself. Who could fail to be dazzled by her? She has a beauty and grace that would make any Eldren lady snarl with jealousy. Her blonde hair with just a hint of rouge to it flared around her, spilling down her back in a cascade. Her skin was flawless, even though it was apparent she wore little make up. The brightest thing about her was her eyes, a deep lustrous blue that sparkled like a jewel. She was, of course, dressed in the latest of fashions. However, she wore her gown with an effortless style, as if everyone had chosen to copy her. It is quite possible they had.

When I say I met Lady Signoret, I really

mean 'worshipped her from afar'. She was too bright for someone of my stature (figuratively and literally) to approach. So, unlike the crowd of social butterflies that surrounded her, I remained content to watch her from the other side of the ballroom, with a fine French Cabernet in one hand and a smooth Columbian cigar in the other.

"She is beautiful, mais non?" said a gentleman behind me. While his French was good, I detected more than a little English accent to his speech. I was about to agree with him, but when I turned to face the man I was still wearing an embarrassingly rapt expression of awe for the lady. I turned away from him, but his proud grin and brief gentlemanly laugh told me two things. I was not the first to gaze at the lady in such a way, and that he was most assuredly her husband.

- from the journal of Joseph Faulkner

After all, money is not always a substitute for style. While I couldn't possibly name names, I've seen plenty of women spend a fortune on looking hideous, and many a clever and creative lady become a much commented upon leader of fashion despite her station.

Those of the working classes have little space in the toil of their lives to spend either fortune or time on frippery. However, with a deft sewing hand and a tuppenny piece of ribbon many garments can be easily adjusted to remain in vogue. Those of the poorer classes who make a living furnishing the other classes with garments will, I hope, find my gazette of current fashion useful.

LADIES FASHIONS 1867

We live in an exciting age for fashion. I must report that the crinoline, that much mocked frame that widened the skirt and has remained in style so long, is finally on the way out. This may have something to do with the crinoline apparently losing favour with Queen Victoria. However, I venture to suggest the lady was misrepresented. In 1858 at the wedding of the Princess Royal and Prince William Frederick of Prussia, the good Queen requested that the visiting Prussian ladies did not attend the event wearing their crinolines. This gave birth to the rumour that the Queen abhorred the fashion. It is more likely that she showed great sense with her suggestion as otherwise there would not have been room in the Chapel

Royal for all the guests and honourable attendees!

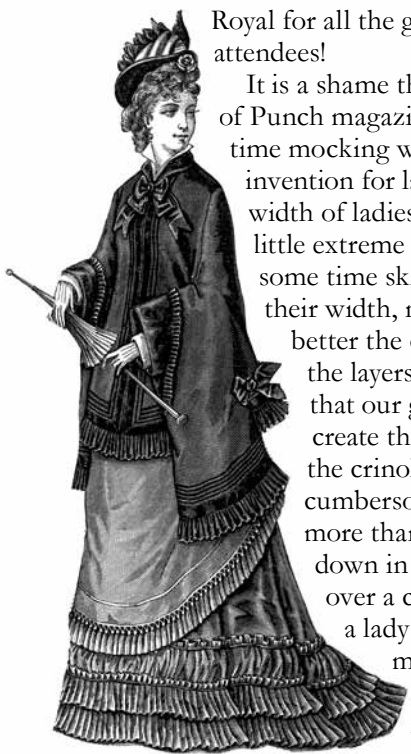
It is a shame that the gentlemen of Punch magazine spent so much time mocking what was a marvellous invention for ladies. Granted, the width of ladies skirts has become a little extreme in recent years, but for some time skirts have been reducing their width, not increasing. Far better the crinoline frame than the layers and layers of petticoats that our grandmothers used to create the same effect. While the crinoline may have been cumbersome (and required more than a little care to sit down in without knocking over a chair) they did allow a lady a certain freedom of movement, especially to dance. So, despite the new fashions, plenty

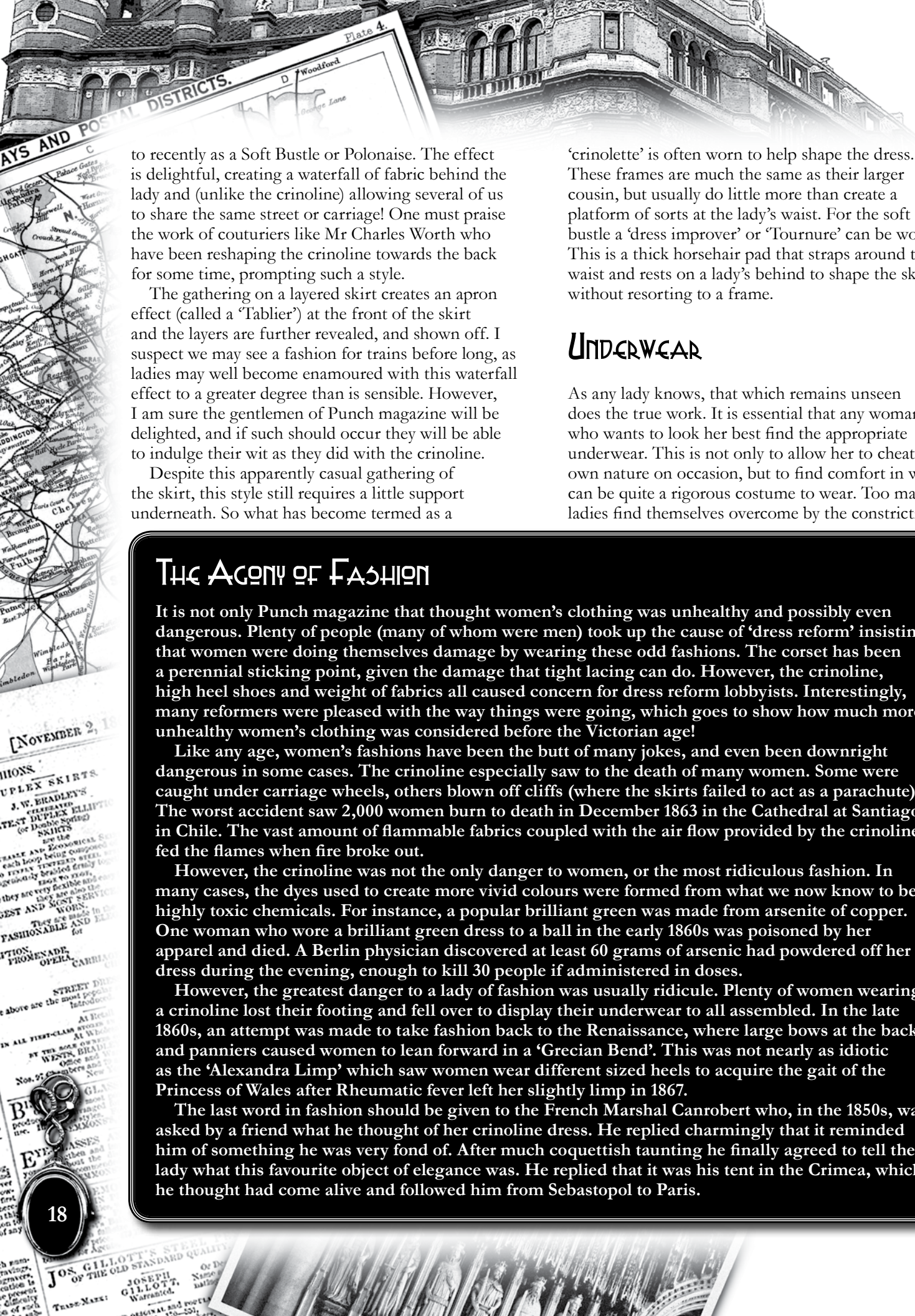


of ladies prefer to retain the crinoline they are used to. However, in support of those who rail against the crinoline, it is true to say a lady is in more danger from fire when wearing one. The width of her skirt makes it more likely she will encounter a flame, and that she will not feel the heat until too late. The frame makes it difficult to wrap her in a blanket to staunch the flames as well. So those ladies who insist on keeping their fuller skirts and frames should ensure they take greater care.

It is the layering of skirts that is truly the fashion these days, crinoline or not. A few years ago ladies would employ ties to lift their outer skirts when out and about to protect the hem from the dirt in the street. Needless to say this exposed the next layer, provoking ladies to ensure that it was suitable to be on show. This ruching, layering and gathering of skirts caught on and, whether a lady uses a crinoline or not, remains in fashion today.

Today, the prevailing style insists a lady forgo her crinoline but still wear a layered skirt. Instead of being filled out by a frame, the skirts are swept up and piled up behind the lady, creating what has been referred





to recently as a Soft Bustle or Polonaise. The effect is delightful, creating a waterfall of fabric behind the lady and (unlike the crinoline) allowing several of us to share the same street or carriage! One must praise the work of couturiers like Mr Charles Worth who have been reshaping the crinoline towards the back for some time, prompting such a style.

The gathering on a layered skirt creates an apron effect (called a 'Tablier') at the front of the skirt and the layers are further revealed, and shown off. I suspect we may see a fashion for trains before long, as ladies may well become enamoured with this waterfall effect to a greater degree than is sensible. However, I am sure the gentlemen of Punch magazine will be delighted, and if such should occur they will be able to indulge their wit as they did with the crinoline.

Despite this apparently casual gathering of the skirt, this style still requires a little support underneath. So what has become termed as a

'crinolette' is often worn to help shape the dress. These frames are much the same as their larger cousin, but usually do little more than create a platform of sorts at the lady's waist. For the soft bustle a 'dress improver' or 'Tournure' can be worn. This is a thick horsehair pad that straps around the waist and rests on a lady's behind to shape the skirt without resorting to a frame.

UNDERWEAR

As any lady knows, that which remains unseen does the true work. It is essential that any woman who wants to look her best find the appropriate underwear. This is not only to allow her to cheat her own nature on occasion, but to find comfort in what can be quite a rigorous costume to wear. Too many ladies find themselves overcome by the constrictions

THE AGONY OF FASHION

It is not only Punch magazine that thought women's clothing was unhealthy and possibly even dangerous. Plenty of people (many of whom were men) took up the cause of 'dress reform' insisting that women were doing themselves damage by wearing these odd fashions. The corset has been a perennial sticking point, given the damage that tight lacing can do. However, the crinoline, high heel shoes and weight of fabrics all caused concern for dress reform lobbyists. Interestingly, many reformers were pleased with the way things were going, which goes to show how much more unhealthy women's clothing was considered before the Victorian age!

Like any age, women's fashions have been the butt of many jokes, and even been downright dangerous in some cases. The crinoline especially saw to the death of many women. Some were caught under carriage wheels, others blown off cliffs (where the skirts failed to act as a parachute). The worst accident saw 2,000 women burn to death in December 1863 in the Cathedral at Santiago in Chile. The vast amount of flammable fabrics coupled with the air flow provided by the crinolines fed the flames when fire broke out.

However, the crinoline was not the only danger to women, or the most ridiculous fashion. In many cases, the dyes used to create more vivid colours were formed from what we now know to be highly toxic chemicals. For instance, a popular brilliant green was made from arsenite of copper. One woman who wore a brilliant green dress to a ball in the early 1860s was poisoned by her apparel and died. A Berlin physician discovered at least 60 grams of arsenic had powdered off her dress during the evening, enough to kill 30 people if administered in doses.

However, the greatest danger to a lady of fashion was usually ridicule. Plenty of women wearing a crinoline lost their footing and fell over to display their underwear to all assembled. In the late 1860s, an attempt was made to take fashion back to the Renaissance, where large bows at the back and panniers caused women to lean forward in a 'Grecian Bend'. This was not nearly as idiotic as the 'Alexandra Limp' which saw women wear different sized heels to acquire the gait of the Princess of Wales after Rheumatic fever left her slightly limp in 1867.

The last word in fashion should be given to the French Marshal Canrobert who, in the 1850s, was asked by a friend what he thought of her crinoline dress. He replied charmingly that it reminded him of something he was very fond of. After much coquettish taunting he finally agreed to tell the lady what this favourite object of elegance was. He replied that it was his tent in the Crimea, which he thought had come alive and followed him from Sebastopol to Paris.

of uncomfortable corsetry and heavy drapery. So we begin with a few essential options for a ladies wardrobe, some of which can be ordered directly from Faulkner's.

Cotton Chemise: 6d

These comfortable garments are made in London by special arrangement with Faulkner's. They are constructed of the finest Indian and American cottons and are guaranteed for their quality. One size fits all: ties are arranged to allow the lady to shape the garment to her figure. Available in white.

European Linen Chemise: 10s

This chemise is made of finest Spanish linen and is a must for those ladies travelling to warmer climes, or battling the heat of summer. Light-weight and cool, it is a dream to wear. Again, one size fits all and colours are usually white or light grey.

Satin Chemise: 2s

Made in the French-style, these faux-silk, sumptuous, and decadent chemises are the ultimate finishing touch to an evening gown. The sleek, sensuous feel of satin will increase the wearer's feeling of femininity. In most cases one size fits all; colours are white, cream, saffron, lavender, and dove grey.

Stockings: 2-4d

These woollen stockings are perfect for daily wear and very cheap at tuppence a pair. They are durable and keep the foot dry. For balmy days, cotton stockings are cooler and more comfortable, but a little more expensive at fourpence.

Bloomers: Woollen 4d, Cotton 6d

Made of American cotton, with tie stings at the waist and legs, these undergarments are comfortable and durable. Not especially erotic but many ladies find the extra warmth a great relief on a cold windy day. One wonders if a time may come when ladies might venture out in Bloomers rather than a skirt, much like a gentleman in trousers.

Mrs. Montrone's Elegance Corset: 4s

Designed by my personal friend Mrs. Montrone, late of Paris, this corset is especially for those ladies of lesser means, who need a corset that can fit any situation. Constructed of steel boning and American cotton, these corsets are made to be long-lasting.

UNDERWEAR

Cotton Chemise: 6d

European Linen Chemise: 10s

Satin Chemise: 2s

Stockings: 2-4d

Mrs. Montrone's Elegance

Corset: 4s

Dunamore Corset: 12s

Mr. Pec's Heaven Corset: £2.5

Cotton Petticoats: 1s

Linen Petticoats: 5s

Satin Petticoats: 14s

Mr. Pec's Silk Petticoats: £1

Woollen Petticoats: 2s

The lacing can be adjusted and the boning shifted or removed to fit any figure or any look be it daytime, afternoon, or evening. Please provide measurements; colours are cream, light grey, lavender, azure, and light green.

This corset will work for almost any woman, but I am sad to say it is not particularly comfortable. The pockets provided for the boning to be 'adjusted' quickly wear out if the boning is moved from one line to another too often.

Dunamore Corset: 12s

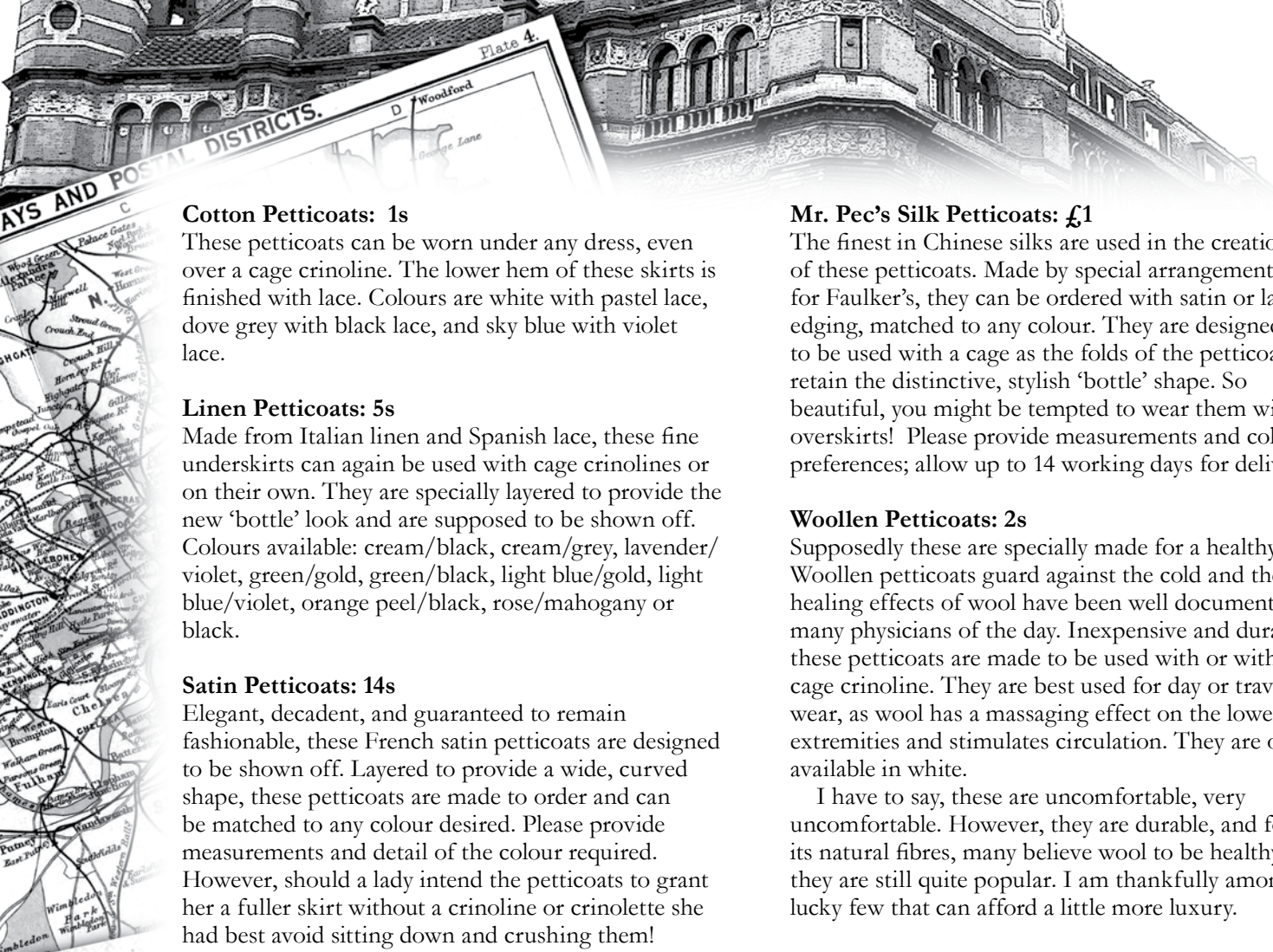
The Dunamore is renowned for its comfort, ability to shape the body in a fashionable way, and its sturdiness. Made of the finest Indian cotton, with real whalebone boning, the Dunamore is wrapped in a linen cover that provides the maximum comfort for the wearer. The lacing can be tightened and retied to achieve whatever shape is necessary for the clothing and the busk eye hooks in the front allow for quick removal and ease of dressing.

Mr. Pec's Heaven Corset: £2.5

The ultimate in corset fashion without expensive tailoring, the Heaven provides the wearer with real whalebone for flexibility and comfort, layered Indian cotton and two silk coverings to increase the longevity of the corset and allow for differing looks. The lacing is augmented by a busk of eye-hooks in the front that allow the corset to be more easily removed, without having to re-lace the garment. This item is the work of Mr. Pec, a purveyor of fine clothing to the court of the Tsarina of Russia. This item can be ordered directly from Faulkner's. Please provide measurements and colour requirements; allow one month for delivery. A series of silk covers with different designs can be purchased for 5s each.

To use the different covers, the lacing must be removed as it is what keeps the covers in place. The item is remarkably high quality and surprisingly comfortable to wear. The covers do have a habit of shrinking when washed, requiring others to be purchased regularly.





Cotton Petticoats: 1s

These petticoats can be worn under any dress, even over a cage crinoline. The lower hem of these skirts is finished with lace. Colours are white with pastel lace, dove grey with black lace, and sky blue with violet lace.

Linen Petticoats: 5s

Made from Italian linen and Spanish lace, these fine underskirts can again be used with cage crinolines or on their own. They are specially layered to provide the new 'bottle' look and are supposed to be shown off. Colours available: cream/black, cream/grey, lavender/violet, green/gold, green/black, light blue/gold, light blue/violet, orange peel/black, rose/mahogany or black.

Satin Petticoats: 14s

Elegant, decadent, and guaranteed to remain fashionable, these French satin petticoats are designed to be shown off. Layered to provide a wide, curved shape, these petticoats are made to order and can be matched to any colour desired. Please provide measurements and detail of the colour required. However, should a lady intend the petticoats to grant her a fuller skirt without a crinoline or crinolette she had best avoid sitting down and crushing them!

Mr. Pec's Silk Petticoats: £1

The finest in Chinese silks are used in the creation of these petticoats. Made by special arrangement for Faulker's, they can be ordered with satin or lace edging, matched to any colour. They are designed *not* to be used with a cage as the folds of the petticoats retain the distinctive, stylish 'bottle' shape. So beautiful, you might be tempted to wear them without overskirts! Please provide measurements and colour preferences; allow up to 14 working days for delivery.

Woollen Petticoats: 2s

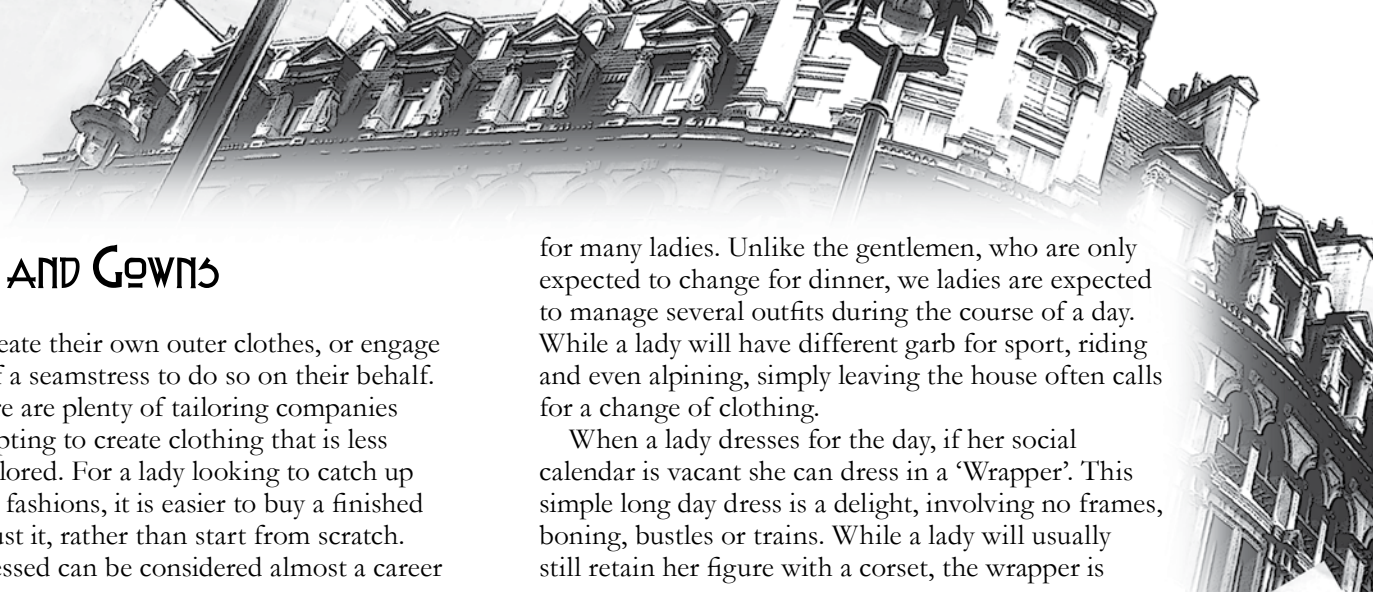
Supposedly these are specially made for a healthy life. Woollen petticoats guard against the cold and the healing effects of wool have been well documented by many physicians of the day. Inexpensive and durable, these petticoats are made to be used with or without a cage crinoline. They are best used for day or travelling wear, as wool has a massaging effect on the lower extremities and stimulates circulation. They are only available in white.

I have to say, these are uncomfortable, very uncomfortable. However, they are durable, and for its natural fibres, many believe wool to be healthy, so they are still quite popular. I am thankfully among the lucky few that can afford a little more luxury.

WOMEN IN TROUSERS

When England went out to conquer other countries they found something terribly worrying. Women of other cultures (such as India) could be found wearing baggy trousers rather than skirts. This sensible style caught on as underwear, creating 'pantalets' (baggy cotton trousers) which became popular for young girls. However, women wouldn't be wearing trousers for quite some time. Plenty of women adopted something similar if they had to go to work. However, copying the style of working women was not something the upper classes were likely to find appealing. In 1851, Amelia Bloomer was introduced to what would become known as the Bloomer (a more hard wearing form of pantalets) which she wore under a short skirt. She adopted the costume to much public concern and comment. However, even she gave up this scandalous style to wear a crinoline, insisting the frame freed her from the weight of the petticoats she wore.

The resistance against women in trousers was essentially twofold. It was impossible to do a day's work in the burdening lady's clothes of the upper and middle classes. So wearing such apparel proved you didn't work for a living like the 'lower orders'. However the second reason was that many men actually feared the idea of women wearing trousers, 'usurping the right of man'. Much of this stems from the way children were dressed at the time. Girls wore shorter knee length skirts that showed the bottom of the pantalets they were wearing. When they left the nursery they wore long skirts that covered any sign of such underwear. Little boys actually wore a costume almost identical to their sisters until they reached maturity and left the nursery. So adopting trousers was seen as a mark of becoming a man. Small wonder then that men feared the affect that wearing trousers might have on their ladies.



AND GOWNS

create their own outer clothes, or engage a seamstress to do so on their behalf. There are plenty of tailoring companies vying to create clothing that is less expensive and more fashionable. For a lady looking to catch up with the latest fashions, it is easier to buy a finished dress, rather than start from scratch. A dress can be considered almost a career

for many ladies. Unlike the gentlemen, who are only expected to change for dinner, we ladies are expected to manage several outfits during the course of a day. While a lady will have different garb for sport, riding and even alpinism, simply leaving the house often calls for a change of clothing.

When a lady dresses for the day, if her social calendar is vacant she can dress in a 'Wrapper'. This simple long day dress is a delight, involving no frames, boning, bustles or trains. While a lady will usually still retain her figure with a corset, the wrapper is

Getting dressed can be considered almost a career

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DRESS REFORM

Women's clothing has often sacrificed comfort and practicality for the sake of beauty, or at least the popular perception of beauty. However, in the Victorian era it became a focus of discussion by both men as well as women. Women had long complained their clothing was rather impractical on occasion. The noted writer 'Fanny Fern' (actually Sara Willis Parton 1811-1872) suggested that women should be paid by New York City for sweeping its streets every time they went for a walk in their long dresses. People began to take things seriously when medical opinion came to realise (surprisingly!) that tight corsets did ladies little good. However, it wasn't just the corsets: the heavy skirts supported on the hips put considerable strain on the waist, an area already crushed by the corset. Layers of wide skirts and petticoats in the 1840s could weigh as much as nine pounds, which became even heavier if soaked in the rain. Add high heels and tight dresses buttoned to the neck over organ crushing corsets and it is little wonder that women fainted a lot.

The attention given to dress reform was both helpful and patronising. Societies such as 'The Rational Dress Movement' did their best to find ways for women to dress attractively but as healthily as possible and to publicise the dangers of not doing so. A laudable goal, but it carried the undercurrent of a need to save women from themselves. After all, the silly things were so dominated by fashion they didn't know any better! The movement did gain momentum when it pointed out that unhealthy dress practices, such as the corset, could damage unborn children. This danger to what was considered the most important of

a woman's duties in life made people pay a bit more attention.

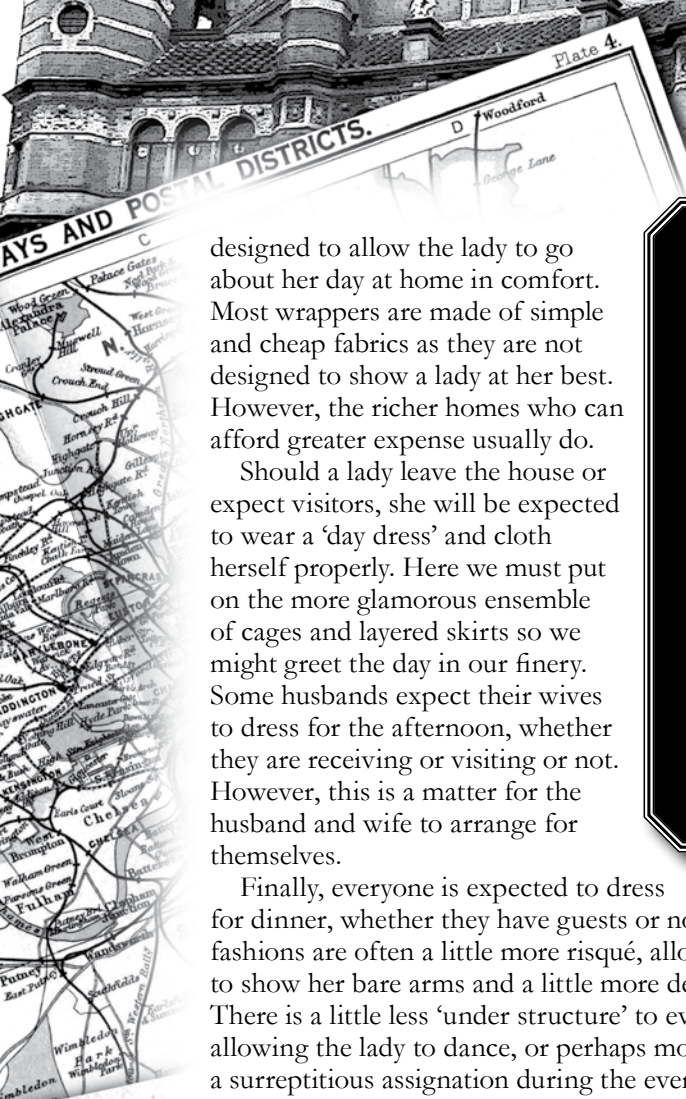
In the 1850's the movement tried to support the 'Bloomer' although the style didn't manage to last. 'Artistic/Aesthetic dress' (which followed the style of the Pre-Raphaelite painters) was popular among the literary set. Dress reformers realised that women were caught between a rock and a hard place. Follow the fashion and you were forced into uncomfortable and even dangerous clothing, don't and you risk social ridicule and the possibility your potential husband will marry some other more fashionable girl. It is very telling that it was usually the wives of the artists that adopted 'Artistic dress' styles, not their unmarried daughters.

Eventually a détente was reached with dress reformers realising there was little to be done about the outward appearance of women's clothing. Women always have, and always will, do their best to look their best despite any physical discomfort. So, instead, the reformers focussed on underwear, making women aware of the potential dangers of tight laced corsets (especially when pregnant) and designing better ways to support the fashions of the day. One of their particular successes was creating underwear that supported the skirt on the shoulders and torso as well as the waist by buttoning the petticoats to the bottom of a short-sleeved chemise.

However, for all this talk of dress reform, it was really women who freed themselves from their own heavy costume. As women became more active and athletic towards the end of the Victorian era, they needed clothing they could move in. Fashion slowly adapted to their emancipation and the reformers were able to breathe a sigh of relief.

The attention given to dress reform was both helpful and patronising. Societies such as 'The Rational Dress Movement' did their best to find ways for women to dress attractively but as healthily as possible and to publicise the dangers of not doing so. A laudable goal, but it carried the undercurrent of a need to save women from themselves. After all, the silly things were so dominated by fashion they didn't know any better! The movement did gain momentum when it pointed out that unhealthy dress practices, such as the corset, could damage unborn children. This danger to what was considered the most important of

However, for all this talk of dress reform, it was really women who freed themselves from their own heavy costume. As women became more active and athletic towards the end of the Victorian era, they needed clothing they could move in. Fashion slowly adapted to their emancipation and the reformers were able to breathe a sigh of relief.



Blouses AND Gowns

Cotton Blouse: 10d
Linen Blouse: 2s
Silk Blouse: 10s
Wrapper Dress: 10s
Broadcloth Day Dress: 14s
Corduroy Day Dress: 10s
Cotton Day Dress: 12s
Taffeta Day Dress: 16s
Velvet Day Dress: 14s
Rossini Gown: 16s
Embroidered Day Jacket: 16s
Fur-edged Day Jacket: 12s
Girl's Dinner Dress: £3
Mandarin, by Mr. Pec: £25

designed to allow the lady to go about her day at home in comfort. Most wrappers are made of simple and cheap fabrics as they are not designed to show a lady at her best. However, the richer homes who can afford greater expense usually do.

Should a lady leave the house or expect visitors, she will be expected to wear a 'day dress' and cloth herself properly. Here we must put on the more glamorous ensemble of cages and layered skirts so we might greet the day in our finery. Some husbands expect their wives to dress for the afternoon, whether they are receiving or visiting or not. However, this is a matter for the husband and wife to arrange for themselves.

Finally, everyone is expected to dress for dinner, whether they have guests or not. Evening fashions are often a little more risqué, allowing a lady to show her bare arms and a little more décolletage. There is a little less 'under structure' to evening wear, allowing the lady to dance, or perhaps move swiftly to a surreptitious assignation during the evening.

Cotton Blouse: 10d

Faulkner's is able to offer a fine deal on Carolina-made cotton blouses. These hand-made pieces are fine, light, and comfortable. They are the perfect blouse for the discriminating woman, but available in Cream colour only.

Linen Blouse: 2s

These blouses are made in Andalusia of the finest Spanish linen with Irish lace necking. So they are often quite hard to find. Usually a little measuring is required but the wait is very worthwhile.

Silk Blouse: 10s

These silk blouses are made in Ireland from Chinese silk. They are beautifully stitched and finished with Kerry lace. They can be had in cream, pearl white, red, saffron, green, blue, and violet.

Wrapper Dress: 10s

The wrapper is a simple day dress made to allow a lady to go about her home without the need for layers of frames and underwear. The dress is made in a plain style using one layer of the same fabric, usually with a small floral print or stripe design. The name comes from the way it is put on like a dressing gown

and then buttoned from the neck to the floor and belted at the waist. Plenty of artistic ladies might wear a *Rossini* gown instead. Wrappers are available in a variety of different colours, but are usually made in calico, cotton, wool, chintz or gingham. A few may be made in more expensive fabric, but this is only for the rare upper class lady with far too much money, and is at least twice as expensive.

Corduroy Day Dress: 10s

The corduroy day dress gives a rustic feel that is good for town or country. However, they are rarely the height of fashion. They are particularly good for travelling, being tough, yet comfortable.

Usually available in maroon, royal blue or brown.

Broadcloth Day Dress: 14s

Constructed of the finest Scottish wool, these broadcloth dresses come in Argyll hunter tartan, striped or plain colour patterns. They have a 'sailor' cuff and *pelerine*, as well as a complementary colour back skirt. The colours available are cream, lavender, mahogany, Kelly green, and blue. They are elegant and hard wearing, if a little 'ethnic' for the taste of most upper class women. However, their colour and hard wearing nature makes them popular with the middle classes.

Cotton Day Dress: 12s

These dresses are made from Indian cotton, by arrangement for Faulkner's. They can still be worn with cage crinolines or the new crinoline. They have buttoned cuffs, a wide shoulder cut to show off the blouse, and complementing Irish lace edging



at the bottom of the skirt. For this season they should be worn in cream, lavender, sage, pastel blue, violet, maroon or dove grey. The skirt is layered in line with current fashions and the different layers can be made of different colours and textiles.

Taffeta Day Dress: 16s

The new fabric of Taffeta is all the rage. These dresses come in checked patterns of black and one of the following colours: green, blue and brown. They are pretty and sure to attract the eye, although silk remains the fabric of choice for those who can afford it.

Velvet Day Dress: 14s

Taffeta is the rage, but velvet is a steady, fashionable material. These dresses have satin cuffs, collar, and edging. As with the current fashion they are designed to be worn in layers, to show off the underskirts. This season's colours are maroon, bottle green, royal blue, green and black checks, indigo, and black.

Rossini Gown ('Artistic Dress'): 16s

These dresses are especially popular with Eldren and the literary and artistic set, and are made to copy the style of women in paintings by the Pre-Raphaelite brotherhood (see right). These often ornate and usually velvet dresses are cut to show the natural figure, and feature long wide sleeves, a low neckline, and pleated skirts. I must say they are extremely comfortable and complementary, but feel somewhat like wearing a costume rather than clothing. They are a favourite among dress reformers for their elegant femininity without recourse to frames and tight corsets and underwear. However, for all their popularity, they are rarely worn outside the home. For an artistic garden party or themed ball they can be acceptable, but most ladies wear them as they would a Wrapper, where the rest of society won't see.

Embroidered Day Jacket: 16s

These jackets can also be used as dressing gowns for the lady. They are a floor length expanse of Indian-embroidered silk with padded *pelerine* to give a warm



and comfortable finish to the lady's ensemble. For the added touch of luxury, a fine rabbit fur trim can be added for an additional 4 Shillings.

Girl's Dinner Dress: £3

These dinner dresses are designed by Mrs. Montrone for Faulkner's (sample left). They are specially made for young women who have been brought out into society, but are unmarried. They are made from fine taffeta with satin edging. The neckline is edged with Irish lace that rides on the shoulders, but leaves the shoulders and neck delicately shown. The colours are pastels only: cream, rose, lavender, green, and grey with darker highlights on the satin.

Mandarin, by Mr. Pec: £25

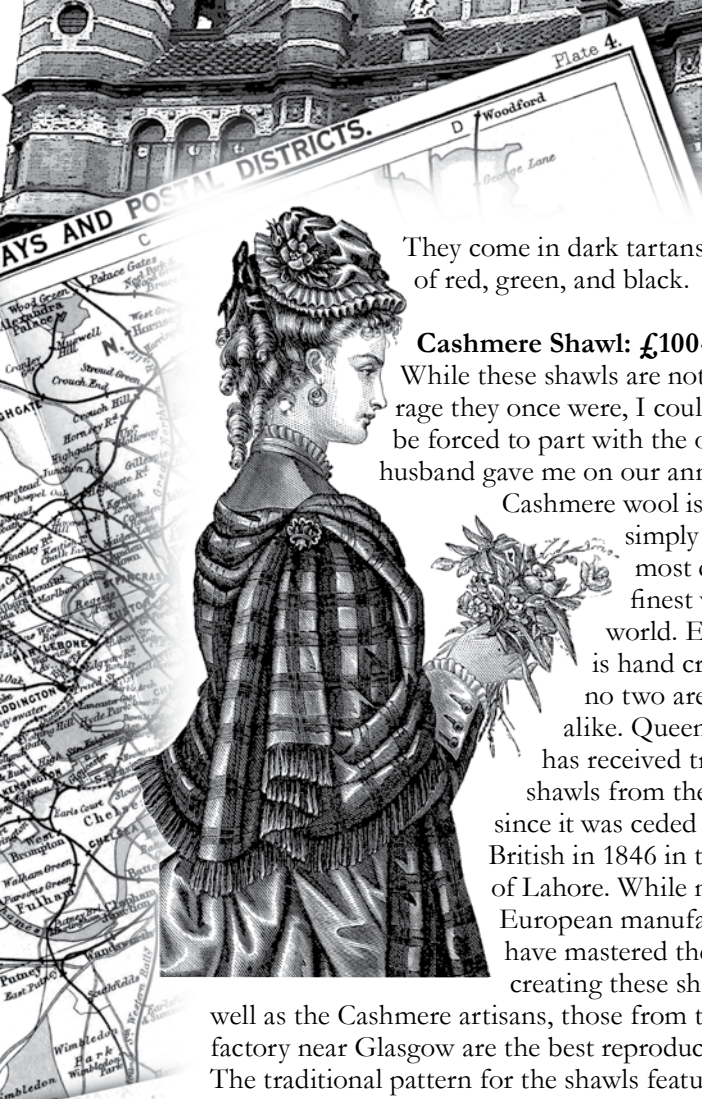
Made from satin and silks, edged in lace, this evening gown is designed to the exacting specifications of Mr. Pec of Saint Petersburg. The gown can be ordered in any colour scheme, and is made to provide the 'bustled' cascade of fabric that is so fashionable today. The neckline is cleverly edged in satins to attract the eye. The sleeveless look is fashionably daring, and the layered skirts provide a graceful set of curves. This gown is easily the match of the best Paris has to offer. Compared to most evening gowns, this is an excellent price. Similar dresses can run from £25 to over £250. However, it will almost certainly require tailoring. Final tailoring is also strongly suggested by Mr. Pec to provide the necessary snugness. This gown can be ordered from Mr Pec via Faulkner's, please provide measurements and colour scheme. Allow a month for the creation of this elegant drapery.

COATS, CLOAKS AND SHAWLS

It can get very cold in this country. Shivering is never very fashionable.

Mohair Shawl: 8s

These soft mohair wraps are hand-made in Scotland.



They come in dark tartans patterns of red, green, and black.

Cashmere Shawl: £100-£400

While these shawls are not quite the rage they once were, I could never be forced to part with the one my husband gave me on our anniversary.

Cashmere wool is quite simply the softest, most delicate and finest wool in the world. Each shawl is hand crafted and no two are exactly alike. Queen Victoria has received tribute in shawls from the region since it was ceded to the British in 1846 in the Treaty of Lahore. While none of the European manufacturers have mastered the art of creating these shawls as

well as the Cashmere artisans, those from the Paisley factory near Glasgow are the best reproductions. The traditional pattern for the shawls features a cone or pine design. I'm told it may relate to some pagan fertility rite involving the similarly shaped pollen bearing organs of the date palm. However, even if this slightly shocking fact were true, one touch of this sumptuous fabric will convince any woman not to part with hers.

Fur Stole: £50-£140

A fashionable and warm accoutrement for the lady who doesn't wish to be burdened by a coat. The cheaper fox stoles are made from prime red foxes right here in England and are popular for this almost patriotic feel. They are often seen as a mark of a lady who enjoys being part of the hunting set. The higher price bracket includes stoles made from quality mink pelts, the height of class and comfort.

Broadcloth cloak: 12s

Made from high-quality Scottish wool, these broadcloth cloaks can stand up to the elements. The best come lined with velvet. One size fits all. Usually made in grey with violet or blue interior lining.

Broadcloth Coat: 12s

Broadcloth coats are made from the finest Scottish wool and come in several styles: tasteful tweed, a brown and black check pattern, or a delightful deep

grey. These long jackets work with any day dress.

Fur Coat: £10

These sumptuous coats are made from the best pelts of rabbit

and provide a warm, always stylish cocoon against the elements. Nothing is as warm as a fur coat in winter. Colours are white, brown, and black; some variations in colour are natural. Some pelts can be dyed, but they are usually cheaper and therefore not so desirable.

Mink Coat: £150

Made from high-quality Canadian mink pelts. The sleek, soft delight of this coat will make you want to wear it always. Far superior to Rabbit in texture and warmth.

Sable Coat: £200

Made from Russian sables, these coats are the highest quality fur available. By special arrangement with our supplier, Faulkner's can provide these coats at half their normal price. Please specify length as longer coats may add additional cost. I must admit these are not necessarily the absolute 'finest' sable pelts, but they still beat most fur products for feel. Sable coats of even moderate quality can run from £250-500.

COATS, CLOAKS AND SHAWLS

Mohair Shawl: 8s

Cashmere Shawl: £100-£400

Fur Stole: £50-£140

Broadcloth cloak: 12s

Broadcloth Coat: 12s

Fur Coat: £10

Mink Coat: £150

Sable Coat: £200

ACCESSORIES

A lady is not properly dressed without a variety of accoutrement. Gloves, hats and purses are as essential as a dress when out and about. The fashionable headgear these days is a small hat; however, the bonnet remains popular in inclement weather. Hair is usually worn up requiring a series of pins and combs to keep it in place. There is a fashion for large amounts of hair, leading many women to adopt a rather over enthusiastic love of hair pieces and extensions. Many of these fashions call for such a large amount of hair, their construction is most certainly not natural; however, few women hide the fact they have added to what nature provided them with.

Crinoline: 1s/8d

The crinoline has been with us since the early 1840s. While the name is often applied to the dress style, it actually refers to the underframe that supports the skirt. Crinolines are still used by older ladies and can be used for day or evening wear. Where they were once made of wood, they are now crafted from steel hoops linked in layers by cloth straps. Where the crinolines of yesteryear were full circles, those of more recent design are off-centre so the skirt runs out behind the lady rather than all around her evenly. While plenty of women have not yet given up the crinoline frame, most of us are glad to be free of it.

Crinolette: 1s

This small crinoline-style frame is made in much the same way, but is far smaller, consisting of only

two or three steel rings. It rests on the hips and adds body and support to the top of the dress by supporting it underneath and taking the weight of the bustle. However, it only covers the hips rather than all the way to the floor, making it far lighter and more convenient than a crinoline.

Tournure: 2s

To assist in creating a soft bustle, this shaped horsehair cushion can be used. It ties around the waist and rests on the lady's derrière, supporting the skirt from underneath. As it isn't seen it is usually designed in plain fabric.

Lace-trimmed Bonnet: 5d to 1s/4d

These bonnets are perfect for outdoor wear or for the young girl. Trimmed with lace, they are light and pretty; perfect for the country. The best of these are

BUT WHAT DOES MY CHARACTER ACTUALLY WEAR?

Knowing what the official fashions in 1867 are, is not always the key to understanding exactly what people wore. Especially as the fashions in Victoriana are a little advanced, and closer to the fashions of the early 1870s. The upper classes can afford to dress in the new Polonaise style that Lady Delphine describes, as will any lady of the middle class who can afford to do so. The lower middle classes may still wear their older gowns in the crinoline style, although most will have their older gowns retailed to copy the current trend. Having said that, older ladies may well retain the crinoline style they are used to and few would comment on their choice.

The lower classes have very little option to do either. Certainly no working class woman ever thought about a full crinoline. They make do with a plain skirt and a collarless blouse, and keep warm with a thick woollen shawl draped across their shoulders and tied in a cross around the waist. It is possible that (like their menfolk) a lower class lady will have some middle class cast off for Sunday best. While it is unlikely she will own the framing to go underneath it, she may stitch the dress to hold the right shape. Failing that she may pack it out with straw or petticoats, much like the upper class ladies

did before the invention of the crinoline and crinolette.

The detail in this chapter isn't designed for you to equip your character with clothing. It is to help you understand what they might be wearing and the prevailing styles of the time. However, there are plenty of odds and ends that players may wish to buy or save up for to fully stock their wardrobe.

It is also important to remember that fashion in 1867 is not quite the industry it is in the modern age. There are still top named designers and couture, but they are not found on the high street. Many people make their own clothes so many fashions update and amend the current style rather than change it completely. So while there are fashion magazines, many of them indeed, they are not glossy swirls of models wearing expensive clothes. Instead, they are closer to pattern books with detailed drawings explaining the newest styles and sewing tips for adapting what you are wearing to fit them. The emphasis is more on the practical than the aspirational, although both play their part. As it is today high fashion and couture are for the rich, who can afford tailored clothing made for them. Everyone else has to make do with what they have, so there is less stigma to those who choose to keep wearing what they are used to. However, while few people think it odd that Grandma is still wearing a crinoline, they'd be surprised if her unmarried granddaughter did the same.

ACCESSORIES

Crinoline: 1s/8d
Crinolette: 1s
Tournure: 2s
Lace-trimmed Bonnet: 5d to 1s/4d
Ribboned Bonnet: 1s
Day Hat: 1s to £2
Authentic Hairpieces: 1s/5d
Small Clutch Purse: 9d
Day Purse: 4s
Leather Clutch Purse: 6s
Patterned Leather Purse: £1
Astrakhan Purse: £3
Day Gloves: 6d/8d/3s
Evening Gloves: 8s/18s/£1.8/£2
Compact: 1s
Tortoiseshell Brush: 11d
Jade Hairbrush: 8s
Jade Hairclip: 12s
Bent's Tooth Powder: 2d
Toothbrush: 1d
Faulkner's Beauty Kit: £3.4
Hand Fan: 11d to £3
Linen Handkerchief: 1s
Chinese Silk Parasol: 6s
Umbrella: 2s

made from Irish lace, crafted in a series of folds which provides an ethereal cloud of lace around the head. Can be purchased in white only.

Ribboned Bonnet: 1s

Made of velvet, these bonnets are perfect for any occasion. The basic hat is dark velvet, with an expanse of velvet ribbon tied into a stylish bow on the top of the affair. Colours: Dark blue, violet, brown, and black.

women wear several large extensions to create the right effect.

The colours are natural; though it is possible to match most hair colours, a lock of the lady's hair is often required to do so. Standard colours are: auburn, blonde, dark blonde, brown, black. Faulkner's offers a range of hair pieces and donates 2d from every hair purchase to the workhouse operating funds for London. One must remark that such a donation is only fair as this is also where most manufacturers get a lot of their hair. A woman down on her luck can usually sell her hair, if of good quality, for 5d. It does not take a strong mathematic talent to see who makes the real profit.

Small Clutch Purse: 9d

A small clutch purse is appropriate for day wear, when style must override function. Faulkner's offers a selection made from high quality chintz and finished with brass fittings and cloth strap.

Day Purse: 4s

If the lady requires something larger, a 'carpet bag' may be appropriate. Like the small clutch, these are made from fine chintz carpeting for strength and durability, and have a detachable shoulder strap for convenience. Large enough to handle most light shopping, these purses are made for practicality. However, their practical nature often suits a more mature lady.

Leather Clutch Purse: 6s

These leather clutch purses are made for fashionable day and evening wear. They come in white, brown, and black, with fine brass finishings. This should be considered the 'default' accoutrement for a lady of fashion.

Patterned Leather Purse: £1

These purses are large, practical, but have a fine look to them. Made from Spanish kid leather with pressed designs and polished brass fittings, these purses are perfect for day wear and travelling. Very stylish and chic.

Astrakhan Purse: £3

These purses are large, strong, and made from the finest hand embroidered Afghan *astrakhan*. The astrakhan comes from the black or grey fleece of Karakul lambs in Russia and is almost as good as Cashmere (for far less cost!). Soft, sleek, and durable, these purses provide elegance, as well as usefulness. A lady who carries one of these will be the envy of all those she passes in the street.

Day Hat: 1s to £2

While a bonnet may protect from the weather, a small hat is more fashionable and does not hide the face. Such hats come in all manner of styles, and should match the gown. They are designed to function as hair accessories more than head coverings, and are often worn at a slight angle. As with any headwear for a lady, they should be worn outside and in church, but do not suit the evening or indoors.

Authentic Hairpieces: 1s/5d

These hairpieces are made to allow the lady to create more interesting and fashionable hairstyles. They are especially popular today given that few ladies can produce enough hair for the huge styles that are currently in vogue. Made from real hair, of sometimes variable quality, these hair extensions are pre-curved and supported by a light cord cable that allows the hair to be shaped more easily and quickly than one's own hair. They come in a variety of styles, pre-made as buns, pigtales and ponytails to suit whatever creation is to be placed on the lady's head. Plenty of

Gloves - Day Gloves: 6d/8d/3s, Evening Gloves: 8s/18s/£1.8/£2

A lady is not properly dressed without her gloves. During the day, short gloves are both practical and elegant; in the evening, long gloves are considered fashionable and smart. In many cases, taking someone's hand (so as to assist them from a carriage, for instance) without wearing a glove is considered both immodest and rude.

Day gloves can be purchased in wool for sixpence, which are available in white, grey, black or brown. However, the standard for a lady should be cotton gloves, which can be found for 8d and are only to be found in white. A lady of wealth might wear gloves in soft English leather or suede. Such luxury is usually found in either brown or black and costs as much as 3 shillings.

Gloves that accompany a sleeveless evening gown are usually of finer material and come in linen and satin. The fashion requires that such gloves reach far past the elbow and have buttons at the wrist. Plain linen evening gloves are not for a lady of fashion and can provoke sneers from even the middle classes. They can be purchased in white for as little as 8 shillings. The least a lady should wear are patterned linen gloves which, while less expensive at 18 shillings, are still elegant and fashionable. A lady of quality will find £1.8 to purchase satin evening gloves. These gloves look smart in any sleeveless gown and come in white, black, red, green, blue, and saffron. However, the best ladies are wearing linen gloves with exquisite embroidery on the patterned fabric. The fashion this season is for the design to be either birds or flowers, and such elegance usually costs at least £2.

Compact: 1s

A lacquered case contains a mirror, facial powder, and pad for application. No lady should leave her home without this essential part of daily make up maintenance.

Tortoiseshell Brush: 11d

These hairbrushes were made in India and feature soft horse hair bristles and lovely tortoiseshell handle. These have been produced for many years, and what woman does not have fond memories of her mother using one to brush her hair before bed.

Jade Hairbrush: 8s

These jade handled, horsehair-bristled hairbrushes were made in India. As with anything foreign, these can be a talking point for ladies of style.



Jade Hairclip: 12s

These hair clips were made in India from Assamese jade. They are a charming adornment for a lady who craves the exotic without going native. The more usual tortoiseshell variety is just as charming though and can be purchased for only 1s/2d

Bent's Tooth Powder: 2d

This 12 oz. bottle of Mr. Bent's tooth powder leaves your mouth clean and fresh. While Mr Bent's product uses the finest ingredients, I should point out that most tooth power is only made up of baking soda and a bit of powdered mint. Your housekeeper can probably craft a perfectly good facsimile for you with little trouble.

Toothbrush: 1d

Good teeth are a mark of health and good grooming. This item is made from burnished wood with cured horsehair bristles in England. The best are made from Tortoiseshell and can be as expensive as 11d

Faulkner's Beauty Kit: £3.4

Under my instruction, Faulkner's now offers a kit of essentials for ladies. These kits include a lacquered wooden case with leather handle. Inside, you will find almond hand cream, nail polish, Egyptian mascara, soft sponges for bathing, nail files and burnishing pads, blush and applicator, a small mirror, and many other useful samples. While any lady could assemble such a case for herself, this makes a wonderful gift for a young girl entering her womanhood.

Hand Fan: 11d to £3

Made for everyday use and essential at a ball or dance, these hand-embroidered fans provide cool comfort and modesty for the lady about town. Most fans are made of ivory or tortoiseshell and layered with fabric and lace. The more expensive the fabrics or delicate the design, the more expensive the fan. The most fashionable fans are made in Chinese silk with Oriental flower pattern designs. While the days of the fan code are long since past, plenty of ladies still learn the secret language. This allows her to communicate gossip and assignation with simple movements of her fan to those who understand the code. It is impossible to carry on a real conversation, but details such as the availability of the lady or where and when a couple could meet are easy to communicate.



THE LANGUAGE OF FANS

As Lady Signoret points out, the fan code really belongs to the late 18th century rather than the middle of the 19th. However, there are plenty of people who still know the movements. If you want a character who understands the fan code it should be taken as a language skill. You could be fluent in it by taking the Polyglot Talent just as with any other language.

There isn't really space to go into the code in detail here but we can offer a couple of general principles. When the fan is positioned on the right it indicates an affirmative answer, whereas the left means a negative one. 'Positioned' need not mean just the hand it is held in, it may be the side of the face it is touched to or the side it taps, for instance. An open fan suggests the bearer is inviting conversation or assignation, but a closed fan asks to be left alone. Finally, the faster the movement of fanning is made, the greater the passion or ardour on the bearer. So a slow and languid movement signifies boredom and disinterest. There are a huge amount of other signs, the details of which should be easy to find on the web.

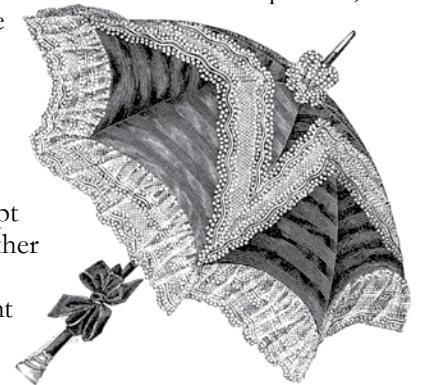
Linen Handkerchief: 1s

An essential finishing touch to any lady's attire, these handkerchiefs are beautifully stitched and have lace edging. They are available in white and can be monogrammed with the lady's initials for the cost of an extra shilling. The most stylish handkerchiefs are made of silk and come in a variety of colours: black, blue, violet, pink, white, saffron, green, and black. However, they are far more expensive at 13 shillings or more.



Chinese Silk Parasol: 6s

With hand-painted designs on them, these Chinese silk parasols provide protection against the sun and cut a sharp look in company. Cheaper parasols in cotton or lace are easily affordable for little more than a shilling. A lady who braves the heat without one of these may find herself with a tanned complexion, highly unfashionable when only those who work outside fail to maintain a healthy pale skin tone. Many ladies who get a tan are kept indoors in shame rather than venture out to display their apparent similarity to the working classes.



Umbrella: 2s

Made from waterproofed canvas, a tough umbrella can beat off the elements. They are available in black only. Plenty of women (and men) refuse to carry one though, despite the inclement British weather. For if one is seen with an umbrella, it is quite clear that one does not have a carriage. Plenty of ladies and gentlemen would rather get wet than suggest any social inferiority.

SHOES AND FOOTWEAR

Even though our long skirts rarely allow the world to see them, what women can fail to love shoes? Comfortable footwear can be a great joy, and many shoes can aid posture and deportment. However, most ladies love shoes for the simple reason that no matter what you eat, it is hard to gain a shoe size. Were it only the case for the rest of our apparel.

Satin Day Slippers: 1s

These slip-on satin slippers are perfect for a day indoors. Comfortable and lightweight, they are a perfect addition to the daytime wardrobe. To spend the day in a Wrapper and satin slippers with a good book is a rare heaven.

Highland Slippers: 8s

Made to auld Highland patterns, these slippers have thin, lightweight soles. The foot is ensconced in soft leather comfort with laces that extend up the calf for a secure fit. They are the perfect accoutrement to the *Rossini* gowns, and are popular with the artistic set.

Heeled Satin Slippers: 17s

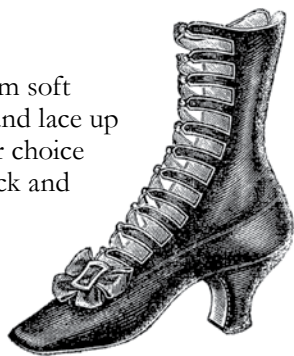
For the evening. These slippers feature a 2" heel that creates an athletic, but elegant, curve to the calf. These shoes slip over the foot and are a perfect addition to the evening attire, especially with our patterned silk stockings. They are usually made in white or black but those of Chinese silk can be made in other colours or with added embroidery (which will double the price).

Heeled Leather Slippers: £1.2

For an evening of dancing rather than dining, something more hard wearing may be appropriate. The best are made in Milan, and often feature a 2" or 2.5" heel. These slip on shoes are an excellent finish to an evening dress. I would suggest wearing them with either silk or linen stockings. They can also be found in either white or black.

Day Boots: 10s

These boots are made from soft leather with a slight heel and lace up just past the ankle. Colour choice is usually restricted to black and brown.



Satin Day Boots: £2

Made from soft, sleek satin with leather support, these boots are the ultimate in comfort for day wear. They have a flat heel and a crushed look to the top that is elegant and relaxed. Colours are cream, grey, violet, red, black, and maroon.

Heeled Button Boots: 15s/£1

These boots are made out of fine leather, and come in 1-2" heel and with button closures on the inside seam. A button hook should be included. They also have a greater variety of colours, such as cream, grey, brown, and black. The best of these boots are made from Spanish kid leather, which is both softer and more hard wearing. However, such luxury must be bought for £1 rather than 15 shillings!

SHOES AND FOOTWEAR

Satin Day Slippers: 1s
Highland Slippers: 8s
Heeled Satin Slippers: 17s
Heeled Leather Slippers: £1.2
Day Boots: 10s
Satin Day Boots: £2
Heeled Button Boots: 15s/£1
Ladies' Wellington-style Riding Boots: £5

ADVENTURERS WEAR SENSIBLE SHOES

It isn't easy to run around in high heel shoes. Mind you, plenty of women are quite adept at walking in strange footwear by the time they think about going on adventures. Even so, prolonged walking or standing in uncomfortable shoes can be painful and difficult. So if the Gamemaster wants to penalise ladies for their fashion choices she can impose a Black Dice penalty to any Athletics actions (such as running and jumping) a lady takes in high heels. The penalty should be 1 Black Dice for each inch of heel on the shoes, with an extra Black Dice added for every hour she has been standing in them.

However, you shouldn't penalise lady adventurers too much, if only of the sake of realism. After all, if there is a penalty for wearing heels, what about the voluminous skirts, support frames and restrictive corsetry? In truth, it is perfectly acceptable to assume that any lady is quite used to wearing such clothes and can actually be quite agile in them, with even a certain amount of grace. After all, all those deportment lessons teach them to do just that. There are plenty of old photographs of ladies going mountain climbing in crinoline dresses. However, for the serving girl masquerading as a lady that needs to run, a certain penalty is most probably appropriate.

Ladies' Wellington-style Riding Boots: £6

These riding boots stop just below the knee and feature a flat or 2" heel. The finest boots are made from Spanish leather and come in brown and black. These boots are hard wearing and look wonderful. However, a lady should bear in mind they are designed more for sitting on a horse than walking in!

UNMENTIONABLES

Not all of a lady's underwear is designed to support her dress and retain her posture. There are plenty of delights to allure and tease her husband that should obviously remain between married couples. It is not for me to comment on the activities of couples in the privacy of their boudoir. However, there are a few

UNMENTIONABLES

Linen Patterned Stockings: 10d
Silk Stockings: 5s
Garters: 10d
'Cleopatra' Basque: £2.2
Busk: 1s
Satin Pleasures: 1s

items of apparel that I would quietly whisper a recommendation of, to any lady.

Linen Patterned Stockings: 10d

These linen stockings have lace-like patterns to them that create a beautiful, feminine finish to the leg. They are rather a costly affectation, as a lady rarely shows such a sight to the world. So they are popular with well-moneyed showgirls. However, every now and then, a lady may have occasion to show such apparel to her husband or gentleman friend...

Silk Stockings: 5s

Pure heaven! Warm in winter and cool in summer. Made from Chinese silk with patterned embroidery and lace tops, these decadent leggings provide a perfect addition to evening slippers. Colours: black, red, green, and white.

Garters: 10d

These lace garters have eyehooks that allow them to be adjusted to fit the leg of the wearer. They can be found in white, red and black. While they are comparatively cheap, they do break easily. A garter belt or garter attachments on the corset work better.

'Cleopatra' Basque: £2.2

This corset is designed for night wear, where it's sleek silk and velvet trim provides pleasure for both parties. The garment comes with garter hooks for use with stockings (I suggest the linen patterned or silk stockings.) Eyehook closures in the front allow for quick and easy removal and dressing. The most popular colours are: red, black, green, blue, yellow, and white. It offers little support and has less boning in it than lace and satin (*so no armour value whatsoever*), as it is designed as erotic lingerie for the bedchamber, rather than everyday wear.

Busk: 1s

A recent innovation in corset design has become a love token from a gentleman to his sweetheart. Corsets used to require complete unlacing to remove. Recently, the invention of the Busk allows the corset to be unclasped in the front after a mere loosening of the stays. The Busk itself consists of two pieces of

boning, one with button hooks, the other with eyelets, which slip into the corset and provide a fastening. Gentlemen

have taken up a tradition of giving them to their sweethearts, and often have them inscribed or engraved with patterns or love notes. For the cost of a shilling a gentlemen can purchase such a gift, although carved ivory, inlaid precious stones or precious metals will cost substantially more.

Satin Pleasures: 1s

These undergarments are made in cream satin with pastel pink lace to complement. This selection of underwear is guaranteed to please both the husband and the wife for both their comfort and erotic feel.

PERFUMES

Mrs. Talbot's *Eau de Toilet*: 6d
Rosewater Perfume: 4s
Lavender Perfume: 4s
Violet Perfume: 8s
Avignon Perfume: £2
Honeysuckle Rose: £1.5

PERFUMES

There are a remarkable selection of scents that a lady may choose from, all of which mask the odours of daily life quite adequately. Some scents are more

fashionable than others, but whatever a lady wears she should ensure it does not overpower her audience.



Mrs. Talbot's *Eau de Toilet*: 6d
 A light floral perfume, Mrs. Talbot's rather unimposing scent is perfect for daytime. This perfume is rather

a cheap fragrance, but it serves its task of covering bodily odour well, even if it isn't quite as sweet as others.

Rosewater Perfume: 4s

Made from fresh rose petals and spring water, this perfume gives the wearer a pleasing aura. Ladies should beware that this is a subtle fragrance and only conquers odour if used in large amounts. Like any perfume, using it in large amounts will invite comment on her class and speculation on her personal odours.

Lavender Perfume: 4s

Made with French glycerine and fresh lavender. French maids often know how to fashion this perfume, but it is better to purchase it from a perfumer in Britain.

Violet Perfume: 8s

Provides a more heady scent than most perfumes, violet will leave you fresh and the centre of attention. Hopefully not because of your overpowering scent.

Avignon Perfume: £2

Made with prime French glycerine, and a subtle blend of jasmine and other scents. Made by M. Auban in Avignon, France, who is the only person you should even consider going to.

Honeysuckle Rose: £1.5

Made with real Kentucky honeysuckle and light glycerine, this sumptuous perfume is light, attractive, and delicious! Imported from America it offers a feeling of the frontier, so while colonial and charming it may not suit every occasion.

MENSWEAR 1867

Ah gentlemen, you change so little that I feel almost sorry for you poor dears, bereft as you are of fashion! However, the gaudily dressed lady should remember that fashion for a gentleman is one of grooming and style rather than changing fashions and variety. After all, what lady has failed to swoon at her gentleman dressed for dinner, even though he is dressed like every other man there?

For the gentleman, fashion is in the details. He must wear the right kind of collar with the right kind of cufflinks.



His hair must suit the style, as must his beard and moustache. Gentlemen will be glad to know the large sideburn beard is gradually going out of style, but nothing has risen to take its place. These days men should be allowed the freedom to choose their own style of facial hair, under (of course) the direction of their wives! A fashionable gentleman keeps his hair short and neat. However, I must admit that several of the artistic set can appear rather dashing if they wear their hair long and keep it in good condition. It certainly adds a Byronic air to a gentleman, but is seldom seen outside the indolent classes.

For the upper class man, the frock coat is de-rigueur. This elegant coat is square at the hem and comes to below the knees. No suit is complete without a waistcoat either, and only the painfully eccentric choose to wear one of an uncomplimentary colour. In fact, it is often by subtle colours than men define their fashion each season. Where the ladies make bold statements, making fashionable colours blue or red, for instance, gentlemen turn to subtler hues. Woe to the man of style who arrives at a function wearing navy blue when power blue is the season's colour.

One recent fashion is for trousers to be in a check or tweed style pattern coupled with a plain jacket. However, many of the upper class see this as adopting the more lurid fashions of the middle classes (if anything a gentleman wears can be considered lurid!). A top hat often completes the ensemble, and the gentleman is ready to enter the world for the day.

The middle classes have adopted the warmer and harder wearing tweed or woollen suit, usually with a short jacket unless they have money. The suit is often patterned with tartan style designs rather than a plain colour. A waistcoat is often adopted but only among the better off, and even then, usually of a plain design. Rather than a top hat, the curved bowler hat has become fashionable to the middle class gentleman.

Those of the working class make do what they can to look their best, but it is hard to do so with limited means. However, even they can usually manage to wear a proper shirt and collar and a good, if plain, suit. At work, the man might remove his jacket and collar; one can be assured that he will replace them before leaving the factory or office. While the lower classes might not be able to afford elegant clothing, they still dress properly when out and about. After all, they are poor, not uncivilised!

SUITS AND JACKETS

Ah, the suit, a mark of a man. Worn well it can cut a dashing silhouette. The ensembles listed below are for suits with a short jacket. Should the gentleman require a Frock coat instead he can expect to pay a third of the price again at least. Do remember when speaking to your tailor that certain styles may be inappropriate. His shocked expression should adequately inform you where this is the case.

It goes without saying that a shirt is worn underneath. The collar and cuffs for the shirt are attached separately and made of more solid starched material to keep their shape. Each attaches to the shirt by means of studs and often come in two pieces. Plenty of working men wear their shirts without collars and cuffs. However, it is even worse for a gentleman if he is found to wear disposable and cheaper paper collar than nothing at all. Collars and cuffs can be purchased in a set for 4d.

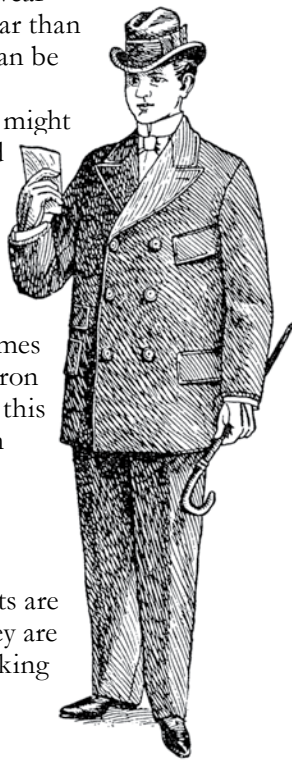
For evening wear, a gentleman might wear a dickey instead of a collared shirt. The dickey is a stiff fabric front with an attached collar that fastens onto the plain shirt. It creates a far neater appearance, as long as exertion doesn't force it to come undone! Ladies sometimes wear a similar cover called a Plastron across their décolletage, although this is usually made of lace rather than stiffened cellophane or fabric.

Broadcloth Suit: 10s

Matching jacket and trousers in tasteful grey, these broadcloth suits are inexpensive and made to last. They are often the Sunday best for the working classes.

Patterned Broadcloth Suit: 14s

For the more stylish middle and upper classes a black or grey suit with complementary, subtle light grey stripes or checks are rather fashionable, usually in black and grey, black and blue, or black and tan. Why specify the patterned suits from the plain? Checks or stripes? Among the fashionable classes this is the question of the day; one that can become quite heated between men of style. Checks are usually preferred by the younger set, sometimes (I'm sad to say) with garish waistcoats for the anti-Crimean War crowd. Checks are often considered in bad taste by the older



men, who saw thin-stripes as a sign of distinction and class. Wide stripes are also popular, but, like checks, are considered a little 'fast'.

Worsted Wool Suit: £1.4

These suits are made from quality Scottish wool, made in Edinburgh by Findlay's of Prince Street. They are a finer material and cut than the broadcloth suits and provide a fine figure for the professional man or as a first suit for the university student. The price includes a waistcoat and the suit is fashionable in black, grey, royal blue and tan.

Italian Linen Suit: £3.6

Crafted from fine Italian linen (and again available through Faulkner's from Findlay's of Prince Street) these suits are perfect for summer wear or for the tropics. Lightweight, with fabric that breathes, these suits are comfortable, durable, and beautiful. They are crafted in white, cream, tan, gray, and black. Proper tailoring is recommended, or such a fine suit can look awful.

Trimmed Day Suit: £1.8

The wool suit coats for this ensemble should be finished with a fine satin edging along the collar and lapels in a complementary colour. Colours are usually found to be the same as with the worsted wool suit.

Silk Day Suit: £5.10

When elegance and status is necessary, this suit will guarantee you put your best face forward. These suits come in tan, blue, or black and have a complementary coloured satin edge to the lapels and collar.

Evening Suit: £15

This suit is the only acceptable drapery for formal dinners or balls and includes trousers, jacket, and waistcoat. The jacket is cut with long tails and a single button at the waist for closure. The waistcoat is cut

SUITS AND JACKETS

Broadcloth Suit: 10s

Patterned Broadcloth Suit: 14s

Worsted Wool Suit: £1.4

Italian Linen Suit: £3.6

Trimmed Day Suit: £1.8

Silk Day Suit: £5.10

Evening Suit: £15

Evening Cloak: £1

Broadcloth Frock Coat: 14s

Chesterfield Overcoat: 18s

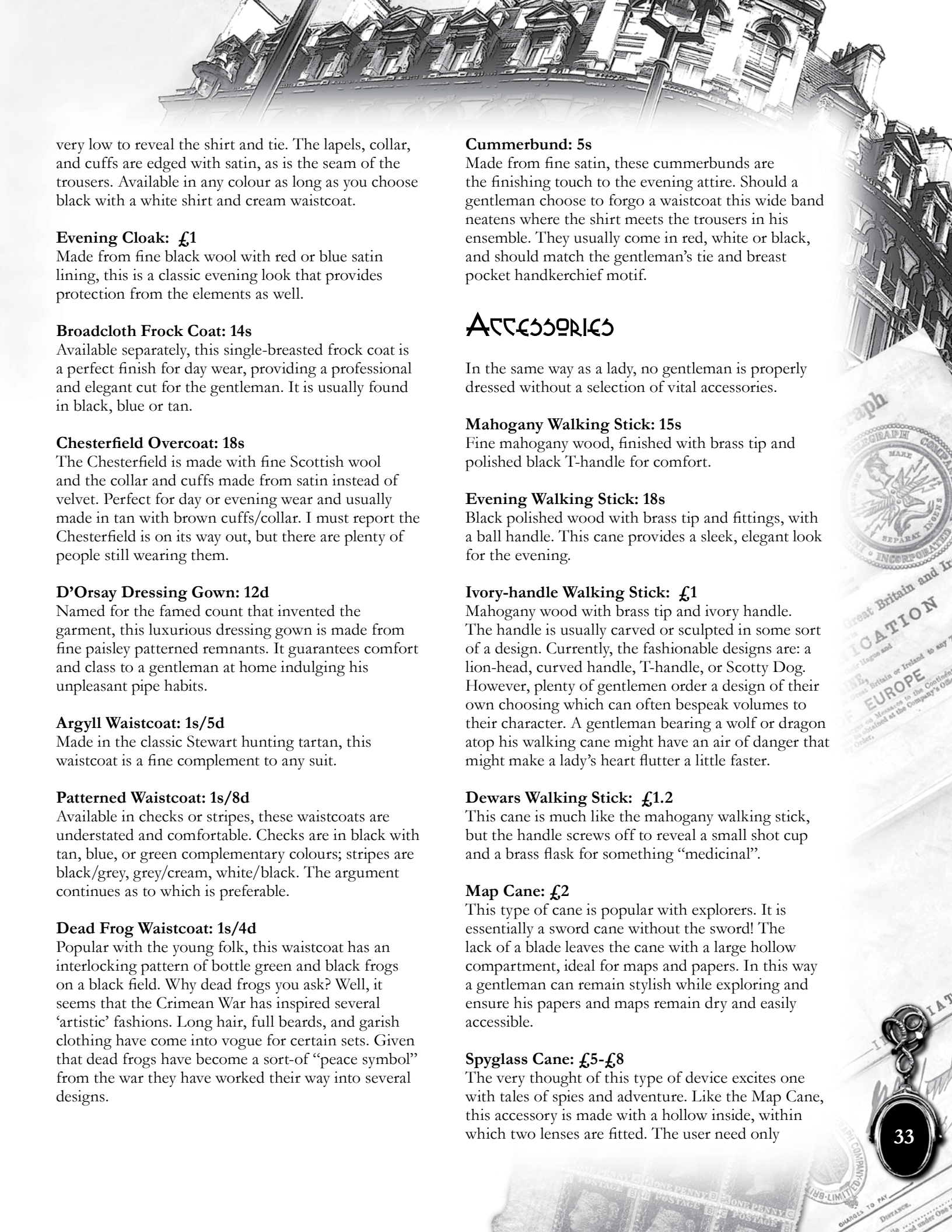
D'Orsay Dressing Gown: 12d

Argyll Waistcoat: 1s/5d

Patterned Waistcoat: 1s/8d

Dead Frog Waistcoat: 1s/4d

Cummerbund: 5s



very low to reveal the shirt and tie. The lapels, collar, and cuffs are edged with satin, as is the seam of the trousers. Available in any colour as long as you choose black with a white shirt and cream waistcoat.

Evening Cloak: £1

Made from fine black wool with red or blue satin lining, this is a classic evening look that provides protection from the elements as well.

Broadcloth Frock Coat: 14s

Available separately, this single-breasted frock coat is a perfect finish for day wear, providing a professional and elegant cut for the gentleman. It is usually found in black, blue or tan.

Chesterfield Overcoat: 18s

The Chesterfield is made with fine Scottish wool and the collar and cuffs made from satin instead of velvet. Perfect for day or evening wear and usually made in tan with brown cuffs/collar. I must report the Chesterfield is on its way out, but there are plenty of people still wearing them.

D'Orsay Dressing Gown: 12d

Named for the famed count that invented the garment, this luxurious dressing gown is made from fine paisley patterned remnants. It guarantees comfort and class to a gentleman at home indulging his unpleasant pipe habits.

Argyll Waistcoat: 1s/5d

Made in the classic Stewart hunting tartan, this waistcoat is a fine complement to any suit.

Patterned Waistcoat: 1s/8d

Available in checks or stripes, these waistcoats are understated and comfortable. Checks are in black with tan, blue, or green complementary colours; stripes are black/grey, grey/cream, white/black. The argument continues as to which is preferable.

Dead Frog Waistcoat: 1s/4d

Popular with the young folk, this waistcoat has an interlocking pattern of bottle green and black frogs on a black field. Why dead frogs you ask? Well, it seems that the Crimean War has inspired several 'artistic' fashions. Long hair, full beards, and garish clothing have come into vogue for certain sets. Given that dead frogs have become a sort-of "peace symbol" from the war they have worked their way into several designs.

Cummerbund: 5s

Made from fine satin, these cummerbunds are the finishing touch to the evening attire. Should a gentleman choose to forgo a waistcoat this wide band neatens where the shirt meets the trousers in his ensemble. They usually come in red, white or black, and should match the gentleman's tie and breast pocket handkerchief motif.

ACCESSORIES

In the same way as a lady, no gentleman is properly dressed without a selection of vital accessories.

Mahogany Walking Stick: 15s

Fine mahogany wood, finished with brass tip and polished black T-handle for comfort.

Evening Walking Stick: 18s

Black polished wood with brass tip and fittings, with a ball handle. This cane provides a sleek, elegant look for the evening.

Ivory-handle Walking Stick: £1

Mahogany wood with brass tip and ivory handle. The handle is usually carved or sculpted in some sort of a design. Currently, the fashionable designs are: a lion-head, curved handle, T-handle, or Scotty Dog. However, plenty of gentlemen order a design of their own choosing which can often bespeak volumes to their character. A gentleman bearing a wolf or dragon atop his walking cane might have an air of danger that might make a lady's heart flutter a little faster.

Dewars Walking Stick: £1.2

This cane is much like the mahogany walking stick, but the handle screws off to reveal a small shot cup and a brass flask for something "medicinal".

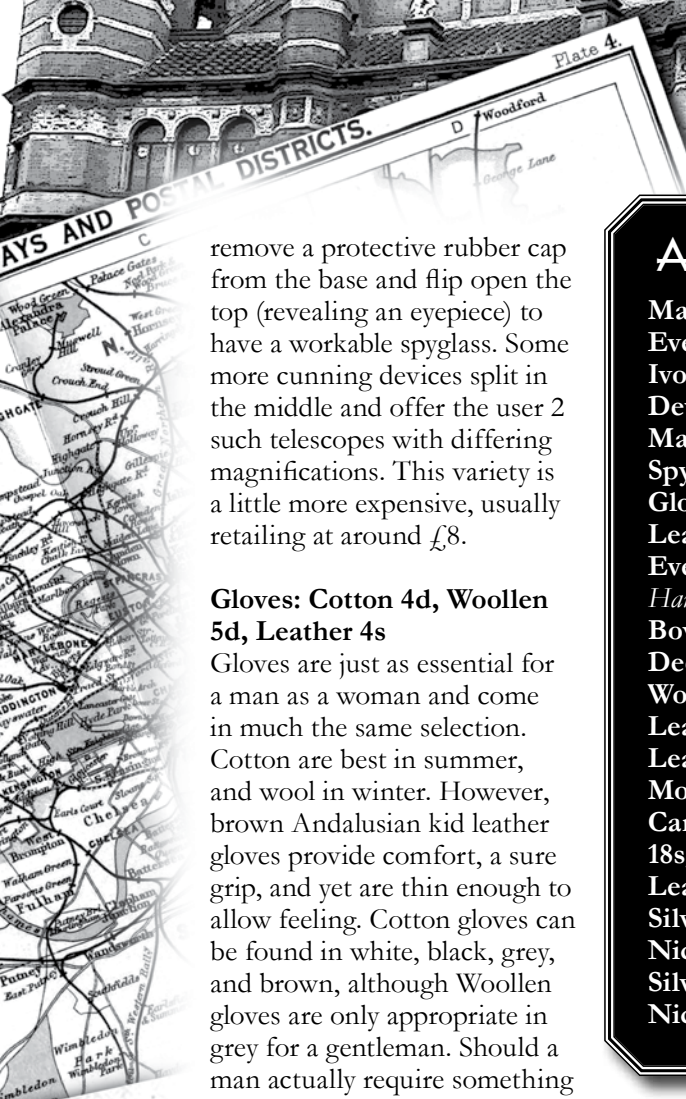
Map Cane: £2

This type of cane is popular with explorers. It is essentially a sword cane without the sword! The lack of a blade leaves the cane with a large hollow compartment, ideal for maps and papers. In this way a gentleman can remain stylish while exploring and ensure his papers and maps remain dry and easily accessible.

Spyglass Cane: £5-£8

The very thought of this type of device excites one with tales of spies and adventure. Like the Map Cane, this accessory is made with a hollow inside, within which two lenses are fitted. The user need only





remove a protective rubber cap from the base and flip open the top (revealing an eyepiece) to have a workable spyglass. Some more cunning devices split in the middle and offer the user 2 such telescopes with differing magnifications. This variety is a little more expensive, usually retailing at around £8.

Gloves: Cotton 4d, Woollen 5d, Leather 4s

Gloves are just as essential for a man as a woman and come in much the same selection. Cotton are best in summer, and wool in winter. However, brown Andalusian kid leather gloves provide comfort, a sure grip, and yet are thin enough to allow feeling. Cotton gloves can be found in white, black, grey, and brown, although Woollen gloves are only appropriate in grey for a gentleman. Should a man actually require something to protect his hands while working, durable and thick canvas gloves can be found for 5d.

Evening Gloves: Cotton 1s, Silk 5s

For the evening, white gloves are essential, and must meet a far higher quality standard. The cotton version is of a finer weave than the day gloves and are comfortable and lightweight. Perfect for those summer evenings. The silk version is made from raw Chinese silk, and is the height of comfort and style.

Hardwick Top Hat: £1.10

Named for Lord Hardwick, who has perfected a venerable design favoured by the upper classes. These silk top hats are perfect for the evening, or even for out on the town. They are made in black for evening wear and grey for day wear.



Bowler Hat: 10d

These felt bowlers are an economical solution for the man on a budget. While found mostly in the middle classes they are often affordable for the lower classes too. They can be found in brown, black, and tan.

ACCESSORIES

Mahogany Walking Stick: 15s

Evening Walking Stick: 18s

Ivory-handle Walking Stick: £1

Dewars Walking Stick: £1.2

Map Cane: £2

Spyglass Cane: £5-£8

Gloves: Cotton 4d, Woollen 5d,

Leather 4s

Evening Gloves: Cotton 1s, Silk 5s

Hardwick Top Hat: £1.10

Bowler Hat: 10d

Deerstalker Hat: 10d

Woollen Cap: 6d

Leather Wallet: 2s

Leather Pocketbook: 3s/6d

Money Clip: Brass 10d, Silver 3s/2d

Card Carrier: Brass 5s/2d, Silver 18s/8d

Leather cigar case: 3d

Silver cigarette case: 18s/10d

Nickel-plated Lucifer Case: 4s

Silver Pocketwatch: £3.1

Nickel-plated Pocketwatch: £1.1

Deerstalker Hat: 10d

Made from good-quality felt, these hats are perfect for the country. Tie-down ear flaps protect the user in inclement weather.

Woollen Cap: 6d

These woollen caps have button-down front that connects to the brim. Given that it is unseemly to appear without headgear, these cheap hats are popular with factory workers. Usually found in blue or grey.

Leather Wallet: 2s

These billfolds easily fit in a pocket and have a brass clip to keep money in the fold. There is also a small pocket for *carte de visite*.

Leather Pocketbook: 3s/6d

These pocketbooks have a pocket for money, a folder for bank cheques, and a pocket for a passport.

Money Clip: Brass 10d, Silver 3s/2d

If a gentleman is carrying a large amount of notes, this simple clip is an elegant way to keep them together.

Card Carrier:

Brass 5s/2d, Silver 18s/8d

An essential piece for the aspiring gentleman. Both varieties can carry 50 calling cards. You may wish to add embossed initials on the face, for an additional 3d. This silver-plated card case provides a more elegant image to the gentleman.



Leather cigar case: 3d

Made from Andalusian leather, this padded pocket provides a safe place for a gentleman's cigars. The leather helps retain the moisture of the tobacco and prevents breakage. Most hold three cigars, surely enough for an evening, especially an evening the gentleman in question might spend in the company of ladies!

Silver cigarette case: 18s/10d

If one must smoke cigarettes, they are best carried in a silver case. Most silver-plated cigarette cases can hold 20 cigarettes and matches. The case can be embossed with the owner's initials for an added 3d.

Nickel-plated Lucifer Case: 4s

These nickel-plated cartridges hold 20 matches. A rubber gasket seal keeps them dry and ready for use. A lighting strip runs along the one side of the case. As with a cigarette case, they can be embossed with the gentleman's initials for an added 3d.

Nickel-plated Pocketwatch: £1.1

A gentleman must carry a watch, if only to spare the embarrassment of a flirtatious lady who might begin a conversation by asking him the time. As I am so shockingly forward, I am glad my husband carried such a fine timepiece when we first met. My favourite watches are made by Hamilton, the purveyor of timepieces to the American railways. They are famed for their accuracy and durability and feature a strong brass case with nickel-plating and a second hand. A smaller version is available for ladies.

Silver Pocketwatch: £3.1

If one can afford them, these fine chronometers are made by Krauss & Koch of Bern, Switzerland. These pocketwatches have a silver case, and a dark face with a rotating section of the face that shows a sun during the daytime, and a moon and stars at night.

SOCKS AND SHOES

The gentlemen aren't quite as enthusiastic about their footwear as we ladies. However, they would feel the lack of it in the cold English weather without any doubt!

Socks: Woollen 2d, Cotton 4d

Soft and comfortable, these basic socks keep the foot dry and come in a variety of colours. However, a gentleman should endeavour to ensure the colours match both his suit and both socks! For those

who find woollen socks uncomfortable, cotton socks protect the foot without the itch. While wool socks can be uncomfortable, they dry off more effectively, so cotton socks tend to be very uncomfortable when wet.

Argyll Wool Socks: 5d

Patterned after the outrageous fashion of a certain Chancellor of the Exchequer, these tartan patterned socks are flamboyant and fun.

Silk Socks: 11d

Made from raw Chinese silk, these socks provide the maximum comfort for the gentleman. Perfect for the evening in black, grey or tan.

Garters: 1d

To ensure his socks stay up these calf garters are occasionally essential. They are best worn in black and adjust to suit the wearer.

Hobnail Boots: 10d

These leather boots have hobnails in the soles to provide good traction and have a lace enclosure. They are a working man's boot, available only in brown, and not for a gentleman of style. However, their hard wearing nature has made them popular with the Metropolitan police.

Men's Town Boots: 1s

Leather uppers cover the ankle and have a solid construction with wooden heel. Perfect for work or day wear. They have lace enclosures and come in brown or black.

Men's Dress Boots: 5s

Made of good-quality, soft leather, these boots suit special business meetings, or a gentleman that wishes to cut a good figure. They have button enclosures and again are found in brown or black.

SOCKS AND SHOES

Socks: Woollen 2d, Cotton 4d

Argyll Wool Socks: 5d

Silk Socks: 11d

Garters: 1d

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Men's Town Boots: 1s

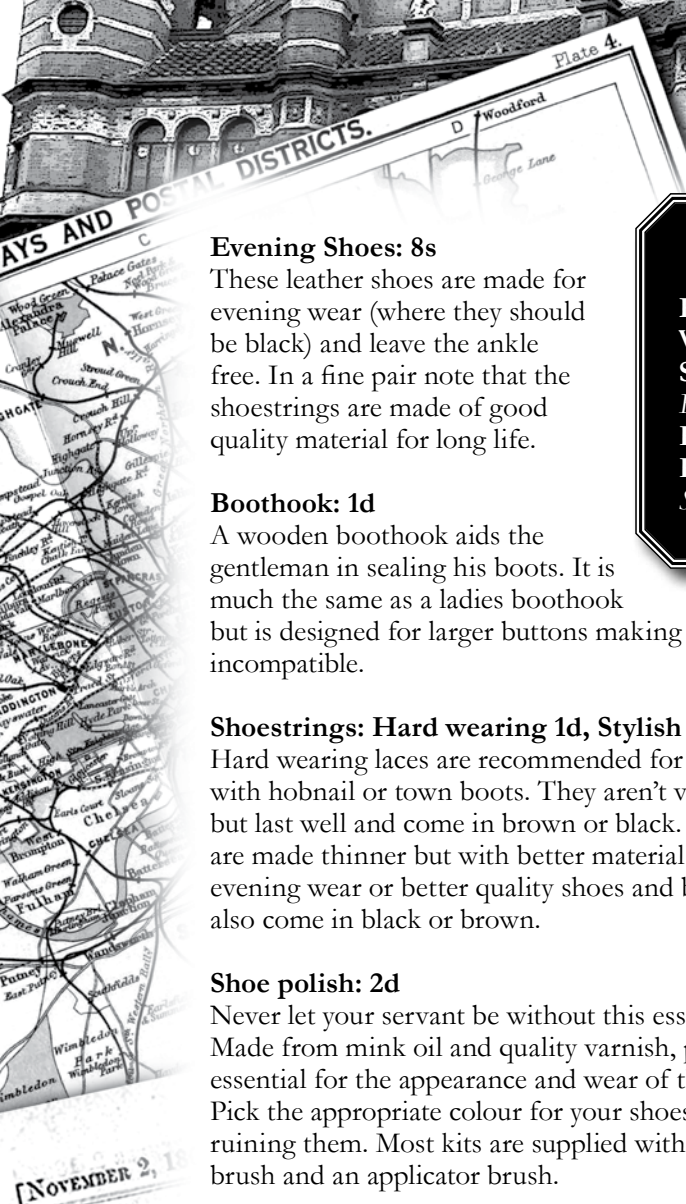
Men's Dress Boots: 5s

Evening Shoes: 8s

Boothook: 1d

Shoestrings: Hard wearing 1d,
Stylish 2d

Shoe polish: 2d



Evening Shoes: 8s

These leather shoes are made for evening wear (where they should be black) and leave the ankle free. In a fine pair note that the shoestrings are made of good quality material for long life.

Boothook: 1d

A wooden boothook aids the gentleman in sealing his boots. It is much the same as a ladies boothook but is designed for larger buttons making the two incompatible.

Shoestrings: Hard wearing 1d, Stylish 2d

Hard wearing laces are recommended for heavy wear with hobnail or town boots. They aren't very stylish but last well and come in brown or black. Stylish laces are made thinner but with better material and suit evening wear or better quality shoes and boots. They also come in black or brown.

Shoe polish: 2d

Never let your servant be without this essential item! Made from mink oil and quality varnish, polishes are essential for the appearance and wear of the shoe. Pick the appropriate colour for your shoes or risk ruining them. Most kits are supplied with a buffing brush and an applicator brush.

OUTDOOR LIFE

To close my missive, I have found a few items of use for the more adventurous. Those valiant ladies and gentlemen who find themselves travelling the wilds of the empire would do well to equip themselves with the apparel below. I am told by the younger Mr Faulkner that they are also offering a bargain price for a new and exciting item 'The Adventurer's Pocketcoat'. If I am lucky enough to take a look at the garment before this volume goes to press, I shall endeavour to comment.

FOOTWEAR FOR LADIES OR GENTLEMEN

Hiking Boots: 10s

Hiking boots are made from tough leather and feature lacing closures and hobnailed soles for traction. They are not especially stylish, but very tough and

OUTDOOR LIFE

Hiking Boots: 10s

Wellington Riding Boots: £3

Soft-leather Riding Boots: £5

Frontierswoman Outdoors Suit: £1

Riding Habit: £1.5

Rain Slicker: 8d

Safari Outdoors Suit: £1

comfortable on long walks. Available in brown only.

Wellington Riding Boots: £3

Hardened leather riding boots provide protection and support. They are stylish and practical and come in brown or black.

Soft-leather Riding Boots: £5

These riding boots are knee-length soft leather, providing a relaxed look. They are just as hard wearing as the Wellington boots, but much more comfortable. They are also available in brown and black.

LADIES WEAR

'Frontierswoman' Outdoors Suit: £1

By arrangement with Abercrombie & Fitch, Faulkner's is able to offer this suit made from tough corduroy. It features an ankle-length skirt and matching jacket, perfect for hikes or climbing. Available in tan, dark green and brown.

Riding Habit: £1.5

A riding habit should be both sturdy and attractive. A red or black woollen jacket with black lapels is matched with a long black twill skirt. Perfect for a leisurely ride or for the thrill of the hunt. While you don't see it in England, I hear that tight tan or black riding breeches for women are available in Russia and Spain. However, for an English woman to wear such apparel would still be shocking and provoke letters in the papers.

MENSWEAR

Safari Outdoors Suit: £1

Again, by appointment with Abercrombie & Fitch, Faulkner's can provide this rough-living suit made from tough cotton twill. It includes matching trousers, waistcoat, and jacket in khaki-colour.

Rain Slicker: 8d

In the wilds, you often don't have a hand spare for an umbrella. This oil-cloth rain slicker protects against the elements and is vented under the arms for comfort. One size usually fits all.

[NOVEMBER 2, 18...]
DUPLIX SKIRTS
J. W. ERADLEY'S
CELEBRATED
TEST DUPLIX ELLIPTIC
(or Double Spring)
SKIRTS
TRADE AND ECONOMICAL
each loop being composed
of finely twisted steel, and
securely fastened firmly together
they are very flexible and easy
they are also the
BEST AND MOST SERVICE
WORK.
They are made in the
FASHIONABLE AND ELEGANT
for
STREET DRIVING
above are the most popular
introduced
AT REAR
IN ALL FIRST-CLASS RIVIERA
AT WINDSOR
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BUTTERFIELD & SWIRE
GLASS
EYE GLASSES
TRADE MARK: JON. GILLOTT'S STEEL
OF THE OLD STANDARD QUALITY
JOSEPH GILLOTT, Warrington.
ORIGINAL AND PATENTED
No. 5501



THE ALL PURPOSE ADVENTURERS POCKETCOAT NOW ONLY £2!

For the man who has everything, and needs to take it with him wherever he goes, our tailors have designed the ultimate in useful and fashionable trenchcoats. This multi-purpose outerwear has been tested in every conceivable climate that could be encountered by the active British gentleman. Whether rain, wind or snow this coat will keep its wearer warm and secure and, most importantly, close to his most valued possessions.

The All Purpose Adventurers Pocketcoat contains literally dozens of pockets of every width and depth, the great majority of which can be sealed as easily as they can be opened. These pockets are located both on the inside and the outside of the coat, allowing one to store ones most precious belongings safely inside the jacket out of reach from pick-pockets and humid weather.

And as if a multitude of pockets weren't enough, the lining of this fine coat is littered with small pegs from which you can suspend objects for easy reach, not only on the sturdy leather belt, but also inside the coat. You thought it would rain, but for once it didn't; no problem! Just hook your umbrella on your belt or inside. Does your leg come and go? Do you need the security of a cane just in case that old wound is acting up? Again, just hang your cane inside your coat. It is as simple and ingenious, as it is fashionable!

The All Purpose Adventurous Pocketcoat has been designed with style in mind as well as function. The bold cut of the coat gives it a very dramatic appearance, allowing you as the wearer to appear adventurous and daring. Wearing this coat is a sure way of making an impressive entrance at any social event, guaranteeing that you'll be one of the most talked about gentleman for a fortnight. The sturdy and warm fabric of the coat provides not only good protection from the elements, but also from physical impact should you happen to be in an accident. As an added bonus the pockets are placed surrounding your natural muscles in a way that when used they do not look clumsy, rather they make you look more muscular.

The All Purpose Adventurous Pocketcoat comes in all manners of sizes direct from our assembly lines, except for the ogre model which has to be especially ordered and tailored. Feel free to enquire about this or any other special modifications.

This coat might be extremely clumsy and silly, but it does serve its purpose very well. What criminal (or 'Adventurer' if you prefer) can say they never needed an extra pocket while scavenging a crime scene or looting a villains estate? Unfortunately, while the sealable pockets are 'as easy to seal as they are to open', this says nothing about how easy they are to open; and some of them are quite complex especially those in the harder to reach parts of the coat. It does make even the frailest Gnome look quite physically competent, and it would probably make an Ogre resemble something along the lines of a locomotive. What the advertisement fails to mention is the handy addition of several sleeves for throwing knives along the neckline, as well as in the arm sleeves. For the adventurer, this coat is definitely worth consideration, especially if you don't mind looking a bit silly trying to reach your favourite stake in that hard to reach spot deep inside your coat in the middle of a moonlit cemetery. Those of better class will equip their servant with one and solve many of its problems in one fell swoop. - Lady D S

ADVENTURER'S POCKETCOAT - GAME DETAIL

With this coat a character can carry a vast selection of items, and have them all within easy reach without fumbling in a rucksack or bag. However, it is not quite as easy as the advert suggests, and opening and sealing a pocket in an awkward place creates a -3 Initiative penalty to the character's dice pool. A fully loaded coat will enhance your muscular look, and grant an extra point of armour (though some items might be damaged at the GM's discretion). The potential bonus to bulk can grant +1 to Presence when attempting to intimidate, but a cluttered and swamped look reduces Presence by 1.



LADY DELPHINE SIGNORÉT

As the youngest daughter of the renowned Signoret family, little was expected of Delphine except to marry appropriately.

However, her mixture of wit, charm and beauty was coupled with a

keen understanding of fashion that made her the confidante of several powerful women in matters of style. Within a matter of weeks after coming out, she was being invited to influential houses to talk matters of dress. As a lady of class she couldn't possibly form a business and trade for her insight. However, the favours she gathered for her advice brought her riches and position.

Plenty of girls who advise the older dames of society find the credit for such insight stolen by their beneficiaries. However, as the youngest of five sisters, Lady Delphine had already acquired a certain shrewdness in her social dealings. She praised the ladies she had advised for adopting her wisdom and saying how charming their ensemble was. Her passionate spirit, tamed with an instinctual understanding of etiquette allowed her to win hearts and minds across the social set rather than become a valuable wallflower, dwarfed and oppressed by those who needed her ability.

Unsurprisingly, many gentlemen sought her heart, but she turned down proposals from almost every noble family in Paris before falling for an Englishman, Sir William Malcarlton. This was a shock, not only for his nationality but also for his lack of grooming and dress sense. He never attended a ball in a matching ensemble, or with a straight collar. In fact, it seemed that only Lady Delphine even noticed him, such was his quiet demeanour. While the lady remains silent, most people suspect (rather scandalously) that it was she who first asked him to dance, and from that meeting their friendship grew to love. She took his grooming in hand and after a month of courting he cut a very dashing figure. Lady Delphine's real talent is to see what lies underneath a person's grooming and style, which is why she is so adept at understanding what makes someone look good.

Lady Delphine married Sir William in 1852 aged 18, taking his title, but keeping her family name. When she left for England, Parisian society wept, and

it became fashionable for those who considered themselves stylish (i.e. everybody) to carry a black handkerchief to mourn her leaving. Lady Delphine has since returned to Paris on numerous occasions and has advised Faulkner's Millinery and Miscellanea for its last ten volumes.

Rank: 12 **Race:** Human **Social Class:** Upper
Nationality: French/British **Age/Gender:** 33/Female
Build: Slender **Hair/Eyes:** Blonde/Blue

Childhood Experience: Private Tutor
Vocation: Stylist and Bon Vivant
Social Ethics: Upper class (without too much prejudice)
Personality: The centre of any room, charming and elegant.

Attributes

Strength: 1, **Dexterity:** 3, **Fortitude:** 2,
Presence: 4, **Wits:** 4, **Resolve:** 3,
Initiative: 12, **Movement:** 8,
Health: 4 (8), **Mana:** 3 (18), **Fate Pool:** 14
Special Abilities: Adaptability, Destiny

Common Skills

Charm 7, Concentration 2, Dance 5, Dodge 2, Empathy 6,
Etiquette 7, General Knowledge 2, Hide & Sneak 1, Horse
Riding 4, Perception 5, Streetwise 2

Specialties

Accounting 1, Business 3, Fashion 10, High Society 7,
Instrument (Piano) 4, Politics 2,

Magical skills:

None

Talents

Beautiful (x3), Expert (Fashion), Natural Charisma (x2),
Polyglot (English, Italian)

Privileges

Private Club Membership (Several), Society Friends (many),
Enough favours in London and Paris to ensure a seat at the
theatre or an invitation to any party she wishes to attend.

Assets

Fashionable houses and estates in both England and France,
Coaches and cabs whenever she needs one

Complications:

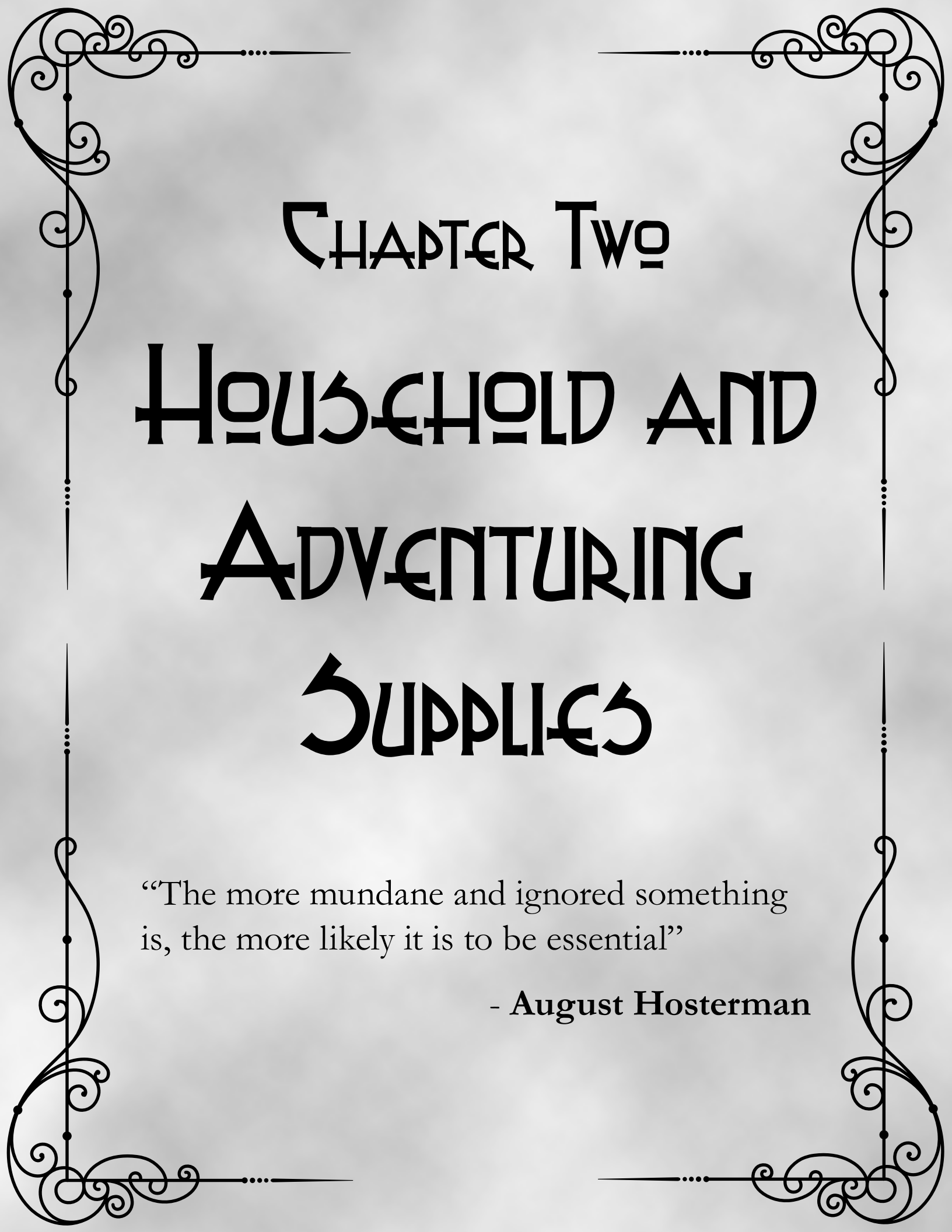
Distinctive Features, Public Figure.

Magical Abilities:

None

Personal Effects

Elegant and fashionable gown, smile that makes you think
you are the only person in the room, subtle but exquisite
silver jewellery.



CHAPTER TWO

HOUSEHOLD AND ADVENTURING SUPPLIES

“The more mundane and ignored something is, the more likely it is to be essential”

- August Hosterman

HOUSEHOLD AND ADVENTURING SUPPLIES

FURNISHINGS AND SUPPLIES FOR THE HOME AND TRAVELLER
INTRODUCED AND DETAILED BY MR. AUGUST HOSTERMAN

I would have never expected to find a man of August Hosterman's stature here at Sotheby's, and certainly not as an auctioneer. It is almost odd to see him displaying in public the finest works of Faberge, Dunstan and Llanewyn. You see, I met this man a number of years ago, and his profession was profound in its distance from today's.

On that previous time, I was hotly pursued by a large number of irate ruffians. The details of the chase are no longer important, except to say that we were careening across the lower rooftops of the city. A figure appeared as if by magic beside me, dropping with catlike grace from a higher window of one of the well appointed buildings. The unrelieved black of his dress and narrow rucksack on his back spoke to his profession as a burglar.

The brays and calls of the oncoming horde made introductions moot. He merely tipped his cap and said, "Trouble won't follow you, if you follow me," and gracefully descended a thin plait of black rope at astonishing velocity. He stood upon the ground holding the rope taught as I steeled myself. The bravos had closed to a couple of rooftops and showed no intention of slowing. So, I trusted to luck and slid down the line, doing my best to ape my would-be saviour's motion. Three floors whipped past at such speed that I felt sure to break bones or perhaps fall to my death. Neither was the case as burglar met me at the ground. With a twist and a circular motion, the line came away from the cornice as if

alive. "Dead tresses, sir," he said, "best rope in the world. Step lively now. Those up there may think to heave slates down upon our heads."

I learned his name when we finally stopped in a common house more than two miles from Sotheby's. The shout of "Augie" went up around the room and my companion met them with a wide smile and an astonishing treasure of burgled goods. House silver and golden jewellery roused huge hurrahs from those assembled. The pieces travelled about the room, eventually disappearing in one pocket or another. I quickly came to understand that he was stealing not to increase his own personal fortune, but to better the lot of dozens of people.

That particular motivation for theft was not enough to save him from forced deportation to Sydney almost a year later. And yet now, he stands surrounded by palpable examples of wealth. I caught his attention away from his well-appointed clients. There was a momentary look of recognition and a wry wink before he began a sales pitch, "I see that you're a man who needs something useful. Let me show you the latest innovations."

- from the journal of Joseph Faulkner

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THE BATH – THE PROPER START OF ONE'S DAY.

Appearance and grooming are central to modern life. It has become something of a trope, that one may tell the class of another party simply by the strength of their scent. More, some medical professionals have come to laud regular bathing and the washing of one's hands as a means of warding off several of the diseases and maladies that serve as constant companions to many of the lower social strata. Others see regular bathing as a threat to morality, considering how much of one's person might be exposed to view. We offer the finest fittings for the bath, to make the process as enjoyable as possible. I can personally attest that a regular morning bath is quite invigorating, and something I recommend to those who can afford the time.

Bathrobe: from 4s

Modesty being what it is, this thick cotton Turkish-styled robe allows one to remain covered as soon as possible after leaving the bath. What is more, these robes help a person remain warm after a winter bath, which I know few of us look forward to taking. A number of styles and colours are available to best fit your décor.

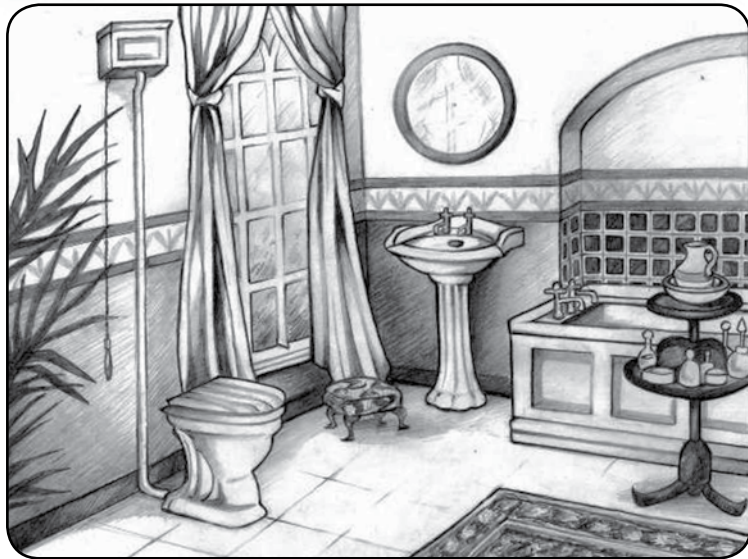
Brushes: 2/6

Luxury brushes are made of imported mahogany or ebony. The stiff bristles are often boar or horse hair, and hand glued for durability. Less expensive brushes are available for a small fraction of the listed price.

Gas Atomizer: 3s

This handy device will convert most liquids into a fine mist through the action of a rubberised pneumatic bulb and fine brass nozzle. Perfect for spraying your houseplants, applying perfume or cologne, or even distracting a footpad on the city streets, the gas atomizer is a must have! In times previous, I can state with authority that a tincture of horehound and peppermint proved to be highly efficacious in throwing off the pursuit of bloodhounds.

A character can use an atomizer to spray a single target who is no more than a foot or two away. The effects of the spray depend upon the liquid inside. The pump and spray mechanism cannot withstand contact with caustic liquids.



Shaving Kit: 3/8

This includes all of the necessities to keep one's face looking proper: cup, horsehair brush, soap, strop, cotton towel, oil and three straight razors. These Sheffield blades are honed to the finest edge. Treated properly, they will hold their edge for a lifetime of easy and comfortable shaves. All of this comes in a fine felt-lined leather roll. One thing that I will say about these razors is that they are, without a doubt, the sharpest edges in my home, and can cut through almost any cloth, rope or leather they are put against. What's more, a good straight razor can be more effective than a cosh or even a firearm if one feels one's home has been invaded.

THE BATHROOM

Standard Items

Bathrobe: from 4s

Brushes: 2/6

Gas Atomizer: 3s

Massakar Oil: 1/6

Shaving Kit: 3/8

Soaps: from 1/6

Towels: from 12d

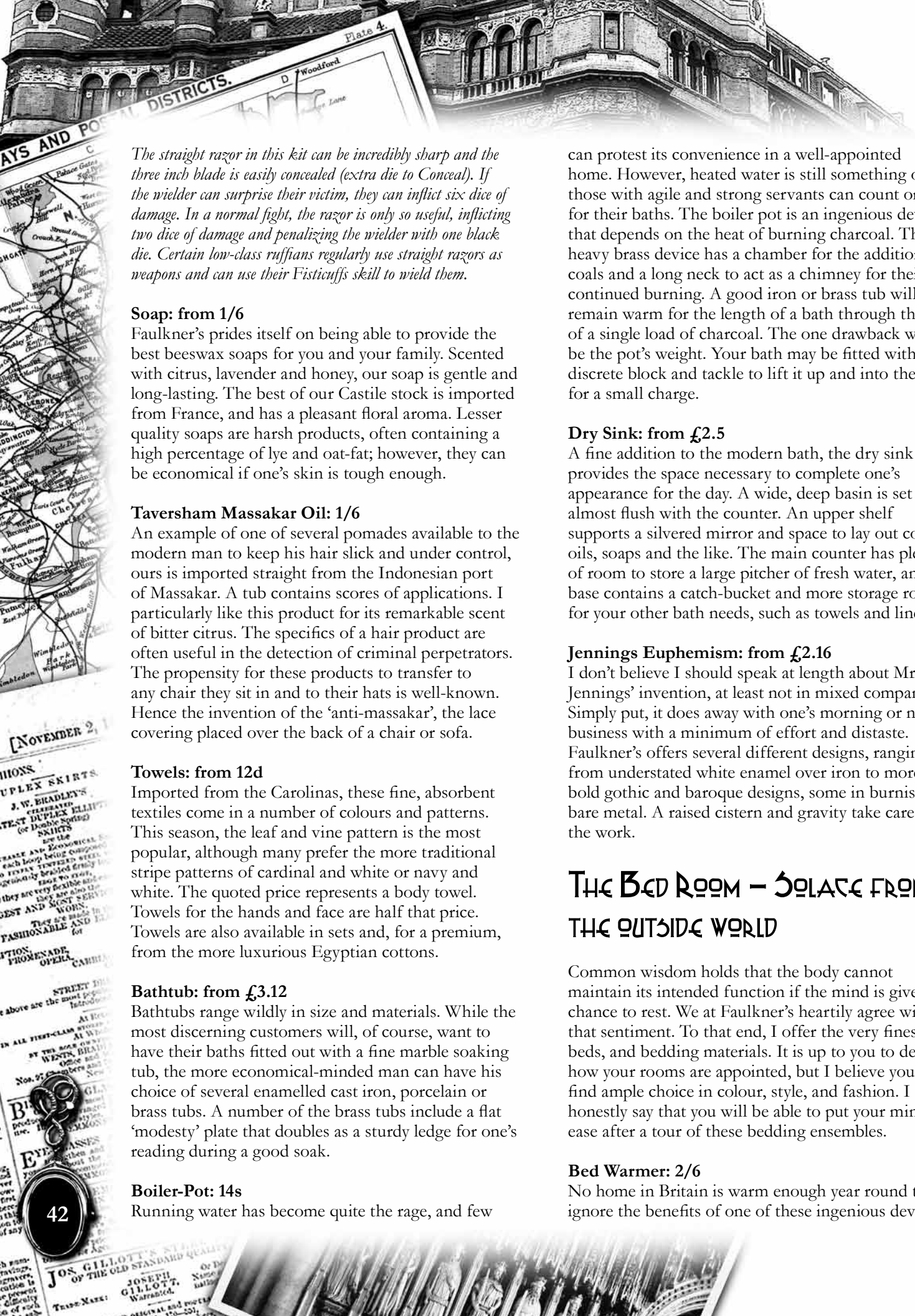
Specialist Items

Bathtub: The finest soak in iron or brass – from £3.12 delivered and installed

Boiler Pot: Heats your tub in mere moments – 14s

Dry Sink: Handsome furnishings for your bath – from £2.5

Jennings Euphemism: Functional and subtle designs – from £2.16 delivered and installed



The straight razor in this kit can be incredibly sharp and the three inch blade is easily concealed (extra die to Conceal). If the wielder can surprise their victim, they can inflict six dice of damage. In a normal fight, the razor is only so useful, inflicting two dice of damage and penalizing the wielder with one black die. Certain low-class ruffians regularly use straight razors as weapons and can use their Fisticuffs skill to wield them.

Soap: from 1/6

Faulkner's prides itself on being able to provide the best beeswax soaps for you and your family. Scented with citrus, lavender and honey, our soap is gentle and long-lasting. The best of our Castile stock is imported from France, and has a pleasant floral aroma. Lesser quality soaps are harsh products, often containing a high percentage of lye and oat-fat; however, they can be economical if one's skin is tough enough.

Taversham Massakar Oil: 1/6

An example of one of several pomades available to the modern man to keep his hair slick and under control, ours is imported straight from the Indonesian port of Massakar. A tub contains scores of applications. I particularly like this product for its remarkable scent of bitter citrus. The specifics of a hair product are often useful in the detection of criminal perpetrators. The propensity for these products to transfer to any chair they sit in and to their hats is well-known. Hence the invention of the 'anti-massakar', the lace covering placed over the back of a chair or sofa.

Towels: from 12d

Imported from the Carolinas, these fine, absorbent textiles come in a number of colours and patterns. This season, the leaf and vine pattern is the most popular, although many prefer the more traditional stripe patterns of cardinal and white or navy and white. The quoted price represents a body towel. Towels for the hands and face are half that price. Towels are also available in sets and, for a premium, from the more luxurious Egyptian cottons.

Bathtub: from £3.12

Bathtubs range wildly in size and materials. While the most discerning customers will, of course, want to have their baths fitted out with a fine marble soaking tub, the more economical-minded man can have his choice of several enamelled cast iron, porcelain or brass tubs. A number of the brass tubs include a flat 'modesty' plate that doubles as a sturdy ledge for one's reading during a good soak.

Boiler-Pot: 14s

Running water has become quite the rage, and few

can protest its convenience in a well-appointed home. However, heated water is still something only those with agile and strong servants can count on for their baths. The boiler pot is an ingenious device that depends on the heat of burning charcoal. The heavy brass device has a chamber for the addition of coals and a long neck to act as a chimney for their continued burning. A good iron or brass tub will remain warm for the length of a bath through the use of a single load of charcoal. The one drawback would be the pot's weight. Your bath may be fitted with a discrete block and tackle to lift it up and into the tub for a small charge.

Dry Sink: from £2.5

A fine addition to the modern bath, the dry sink provides the space necessary to complete one's appearance for the day. A wide, deep basin is set almost flush with the counter. An upper shelf supports a silvered mirror and space to lay out combs, oils, soaps and the like. The main counter has plenty of room to store a large pitcher of fresh water, and the base contains a catch-bucket and more storage room for your other bath needs, such as towels and linens.

Jennings Euphemism: from £2.16

I don't believe I should speak at length about Mr. Jennings' invention, at least not in mixed company. Simply put, it does away with one's morning or nightly business with a minimum of effort and distaste. Faulkner's offers several different designs, ranging from understated white enamel over iron to more bold gothic and baroque designs, some in burnished bare metal. A raised cistern and gravity take care of all the work.

THE BED ROOM – SOLACE FROM THE OUTSIDE WORLD

Common wisdom holds that the body cannot maintain its intended function if the mind is given no chance to rest. We at Faulkner's heartily agree with that sentiment. To that end, I offer the very finest in beds, and bedding materials. It is up to you to decide how your rooms are appointed, but I believe you will find ample choice in colour, style, and fashion. I can honestly say that you will be able to put your mind at ease after a tour of these bedding ensembles.

Bed Warmer: 2/6

No home in Britain is warm enough year round to ignore the benefits of one of these ingenious devices.

THE BED ROOM

Standard Items

Bed Warmer: 2/6

Cotton Mattress: 12s

Linens: from 6d

Pillows: 10d

Specialist Items

Brass Bed: Ornate and expansive – £6

Down Pillow: The softest available – 15s

Dresser: Organization and protection for your garments – from 12/5

Feather Bed: Sleeping on Air – £1.5

Four Poster Bed: Warmth and Privacy – £3

Portland Closet Rack: Automation for the man on the go – £5.8

Spring Mattresses: The very finest of beds – £2.12

Vanity: For arranging oneself to face the day – from £1.7

Wardrobe: Secure, fashionable storage for your garments – from £2.5

Loaded with a few scoops of hot embers and placed under the bedclothes, your bed will be warm and welcoming in the matter of a few moments. Today's bed-warmers feature a sealed steel and brass warming dish and a sturdy beech handle. The lid is hinged and tightly-fitted, to prevent any coal or ash from straying out of the warmer.

Cotton Mattress: 12s

Our single-size mattress is generous enough to sleep two and features a smooth, upholstered surface, thick, cotton batting, and sturdy through and through buttons to keep the batting in place. Most brass beds and four posters will require two of these mattresses.

Linens: from 6d

Sleeping on an exposed mattress is neither comfortable nor, in the long run, clean. Our fine linens improve the comfort of your bed and can be removed for easy cleaning. The nominal price is for unadorned white cotton sheets in the single bed size. They are, frankly, not the most fashionable of items. Sheets for doubled beds are half again as expensive. Premium

prices will fetch you the latest designs and higher thread counts to improve and beautify your private spaces. Imported fabrics such as Egyptian or Indian cotton are more fashionable, luxurious and expensive.

Pillows: 10d

No head should rest flat against a mattress. Medical professionals agree that elevating one's head is ideal for restful sleep. The best pillows are packed with cotton batting and double-sewn for durability and comfort. A number of different shapes are available, and should be upholstered in fabrics matching the finest bed-curtains and comforters.

Brass Bed: £6

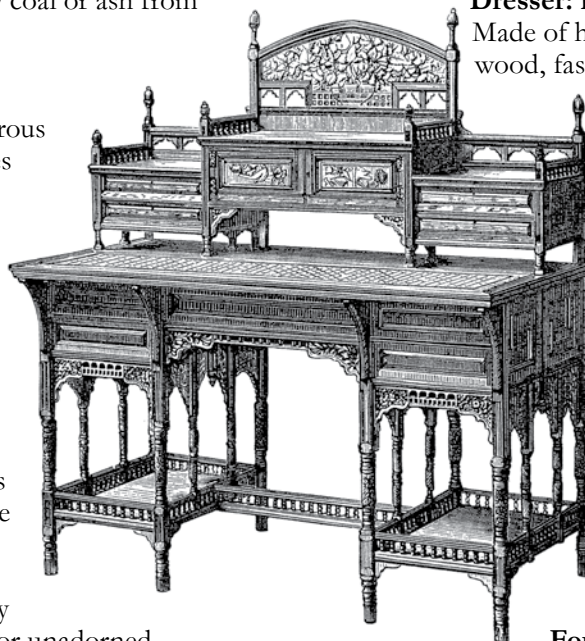
The latest in bedroom fashion features an internal framework of meshed springs and an external structure of highly polished brass. Modern beds have high, round arches at the head and foot boards, globe feet, and space for two standard cotton mattresses. A good bed is a lifetime investment, providing night after night of restful sleep.

Down Pillow: 15s

Instead of stiff cotton batting or other, lesser materials, these pillows are stuffed with the finest in duck and goose down. Once you sleep on one of these pillows you'll no longer be able to accept anything less.

Dresser: from 12/5

Made of handsome mahogany and maple wood, fashionable dressers feature imported cedar drawers from the Americas. The drawers should be proofed from infiltration by vermin. Most are five drawers high, with two across the top.



Feather Bed: £1/5

A feather bed may just be the most relaxing way to go to sleep ever invented. Imagine a down pillow for your entire body. The best are lofted and quilted by Hancock's, whose feather beds are like few others.

Four Poster Bed: £3

Harkening back to designs that were fashionable a generation ago, the four poster bed with its upper rails and curtains is ideal for cold London nights. What's



MODERN MARVELS – APPLIANCES AND CONVENIENCES

Today's elite spare no expense to bring the very finest in innovation to their homes. These devices make any average home into a pinnacle of efficiency. Some ensure that servants will have additional time to see to the details of your family. Your wife will be the talk of her social circles and you can bask in the comfort of convenience. In this section I'll show you how the might of the machine has been harnessed for your home.

Ceiling Fan: from £1

A wonderful piece of clockwork engineering, the ceiling fan is driven by an internal mainspring assembly. The action of the fan's wide basket-weave blades is silent and efficient, circulating the air through any room. Smoking parlours often have fans of this sort installed, so that patrons may enjoy their specific smoke.

Gas-Fed Lighting: from 6s

The Coal Gas revolution has provided us light at any time. Chandeliers fed from a ceiling line throw warm lighting through the whole of a room through the function of crystal refraction. Sconces, especially the finest ones, have a polished parabolic reflector. To make the most of the lighting, we suggest investing in Austrian crystal arrays, notably the dwarven firm of Ruupschmidt. For those who do not have access to the finest lighting, but still want to make the most of their coal gas service, chromed silver fixtures are very economical and are more than sufficient to light a home or workshop. There is talk that one day our homes will be lit by electricity. However, I do believe this great city will lose part of her charm when lit at all times. London has a side to her that should never be too brightly illuminated.

Hurricane Lamps: 5s

These brass and glass lamps are perfect for the table or the mantle. The tall, gently rounded glass chimney has earned them their unique moniker of "Hurricane" from the Americas. The lamp has a reservoir for a half pint of kerosene, which provides about 6 hours of warm, smokeless illumination. Kerosene usually costs about 2d/pint. In a pinch, almost any oil can be put to use, although mixing them is inadvisable.

Ice Box: from £3.6

An American innovation, this device has come to

more, the curtains provide a measure of privacy that is so important when one lives in a city that really never sleeps. Heavy brocaded curtains give one a sheltered, quiet place to prepare for the next day.

Portland Closet Rack: £5.8

Designed to the specifications of the Duke of Portland, this closet rack is a clockwork device that mounts to the roof of a closet. Similar to the suspended rails of a modern factory, two dozen dependant hangers present an entire outfit. At the flip of a switch, the mechanism drives the hangers in sequence past the front of the closet. Thus the hanging garments are presented until the appropriate outfit is in reach.

The automatic rack is clockwork-powered and must be wound regularly when in use. But that's what servants are for, isn't it?

Spring Mattress: £2.12

Yes, cotton mattresses are comfortable, but over time, the batting collapses and lumps are commonplace. The new spring mattress, a continental innovation, use coiled steel springs to distribute the sleeper's weight. These mattresses not only last longer, but are lighter. I can say myself that being part of a team lugging two or three cotton mattresses up into (or out of) a home, these mattresses are worth the additional expense.

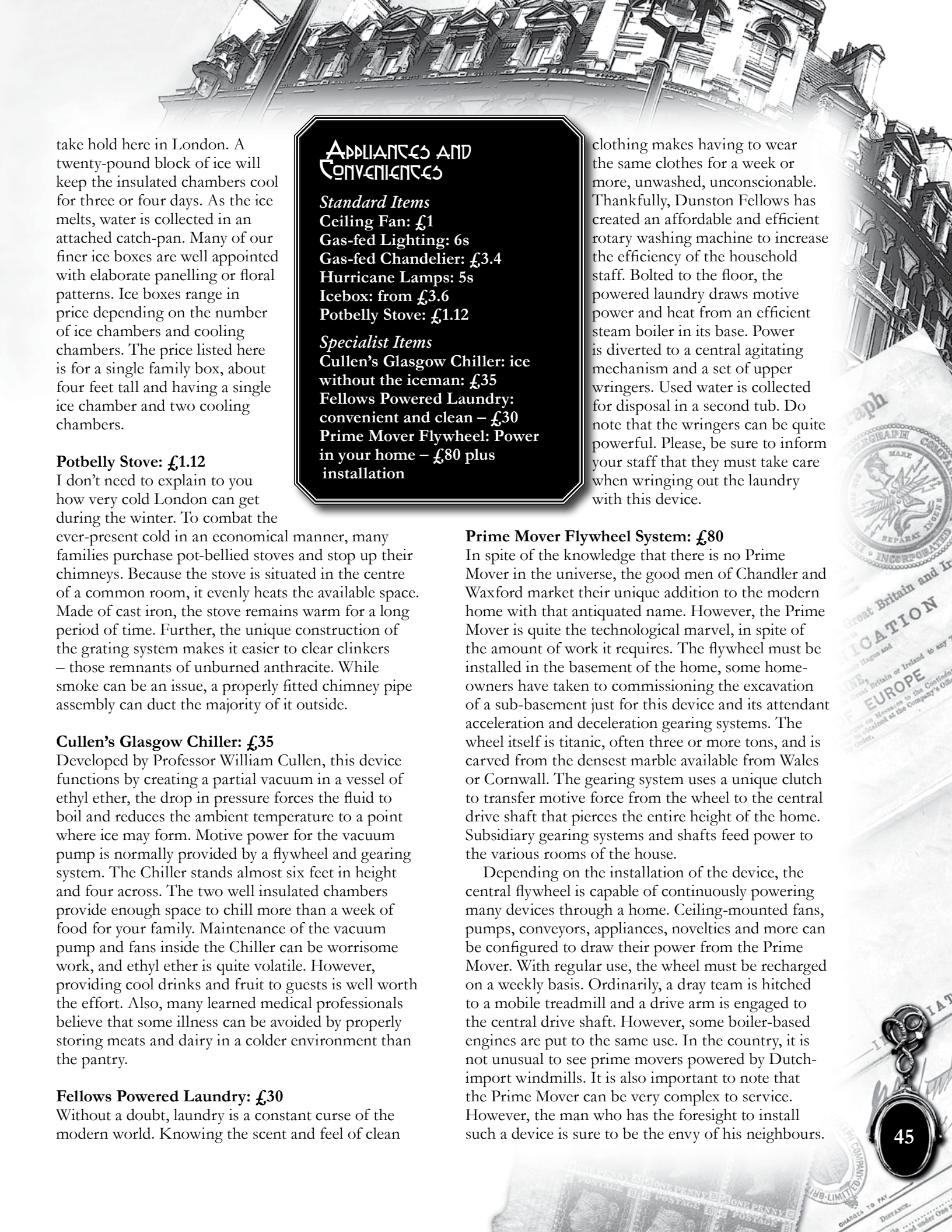
Vanity: from £1.7

Our vanity is presented with a highly-polished mirror, affixed between two uprights on a running axle. This gives you the ability to view yourself at a glance. No small mirrors either - ours is almost three feet high and two across at its widest point. The main body of the vanity is solid wood construction in maple, walnut or beech. The standard vanity is graced with polished brass pulls.

Wardrobe: from £2.5

Just as the dresser features cedar panelling within, so should a spacious wardrobe. There should be space in this impressive piece of furniture for two dozen greatcoats or more garments. Some models can be fitted with the Portland closet rack. I will say that a wardrobe is a foundation piece for your home. The proper storage of one's outer garments cannot be more emphasised. After all, first impressions are lasting impressions. Make the most of your attire; keep it safe from vermin and from the ever-present soot and odour.





take hold here in London. A twenty-pound block of ice will keep the insulated chambers cool for three or four days. As the ice melts, water is collected in an attached catch-pan. Many of our finer ice boxes are well appointed with elaborate panelling or floral patterns. Ice boxes range in price depending on the number of ice chambers and cooling chambers. The price listed here is for a single family box, about four feet tall and having a single ice chamber and two cooling chambers.

Potbelly Stove: £1.12

I don't need to explain to you how very cold London can get during the winter. To combat the ever-present cold in an economical manner, many families purchase pot-bellied stoves and stop up their chimneys. Because the stove is situated in the centre of a common room, it evenly heats the available space. Made of cast iron, the stove remains warm for a long period of time. Further, the unique construction of the grating system makes it easier to clear clinkers – those remnants of unburned anthracite. While smoke can be an issue, a properly fitted chimney pipe assembly can duct the majority of it outside.

Cullen's Glasgow Chiller: £35

Developed by Professor William Cullen, this device functions by creating a partial vacuum in a vessel of ethyl ether, the drop in pressure forces the fluid to boil and reduces the ambient temperature to a point where ice may form. Motive power for the vacuum pump is normally provided by a flywheel and gearing system. The Chiller stands almost six feet in height and four across. The two well insulated chambers provide enough space to chill more than a week of food for your family. Maintenance of the vacuum pump and fans inside the Chiller can be worrisome work, and ethyl ether is quite volatile. However, providing cool drinks and fruit to guests is well worth the effort. Also, many learned medical professionals believe that some illness can be avoided by properly storing meats and dairy in a colder environment than the pantry.

Fellows Powered Laundry: £30

Without a doubt, laundry is a constant curse of the modern world. Knowing the scent and feel of clean

APPLIANCES AND CONVENIENCES

Standard Items

Ceiling Fan: £1
Gas-fed Lighting: 6s
Gas-fed Chandelier: £3.4
Hurricane Lamps: 5s
Icebox: from £3.6
Potbelly Stove: £1.12

Specialist Items

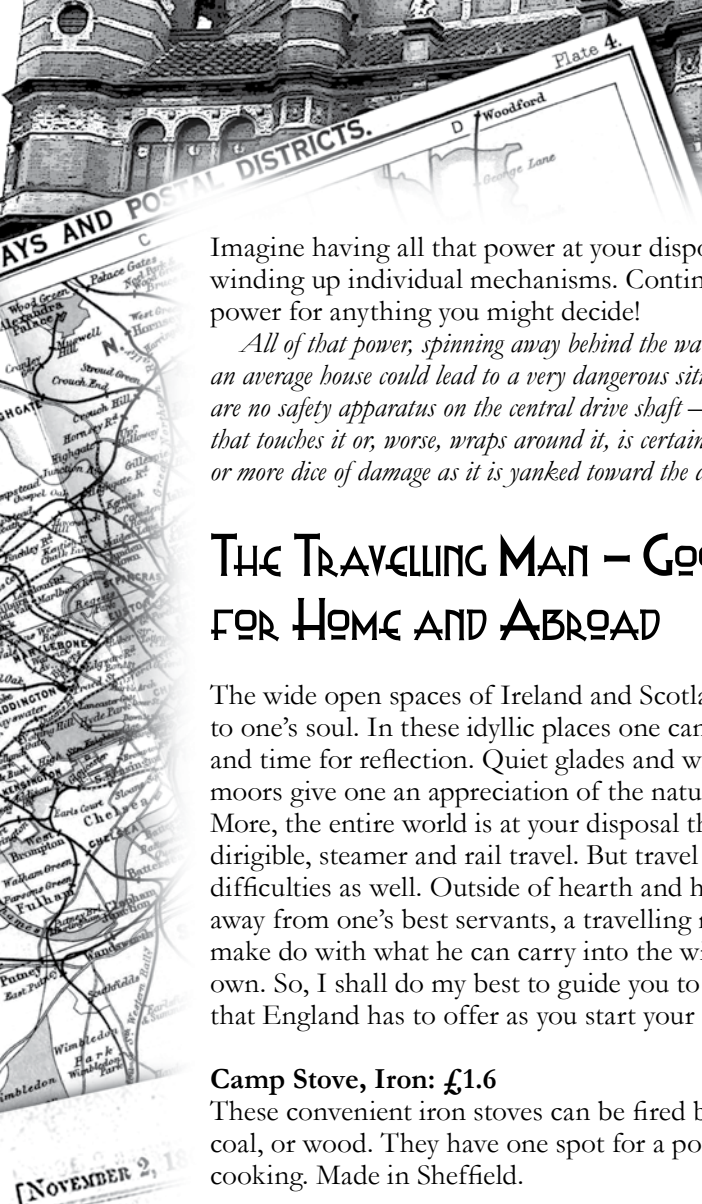
Cullen's Glasgow Chiller: ice without the iceman: £35
Fellows Powered Laundry: convenient and clean – £30
Prime Mover Flywheel: Power in your home – £80 plus installation

clothing makes having to wear the same clothes for a week or more, unwashed, unconscionable. Thankfully, Dunston Fellows has created an affordable and efficient rotary washing machine to increase the efficiency of the household staff. Bolted to the floor, the powered laundry draws motive power and heat from an efficient steam boiler in its base. Power is diverted to a central agitating mechanism and a set of upper wringers. Used water is collected for disposal in a second tub. Do note that the wringers can be quite powerful. Please, be sure to inform your staff that they must take care when wringing out the laundry with this device.

Prime Mover Flywheel System: £80

In spite of the knowledge that there is no Prime Mover in the universe, the good men of Chandler and Waxford market their unique addition to the modern home with that antiquated name. However, the Prime Mover is quite the technological marvel, in spite of the amount of work it requires. The flywheel must be installed in the basement of the home, some homeowners have taken to commissioning the excavation of a sub-basement just for this device and its attendant acceleration and deceleration gearing systems. The wheel itself is titanic, often three or more tons, and is carved from the densest marble available from Wales or Cornwall. The gearing system uses a unique clutch to transfer motive force from the wheel to the central drive shaft that pierces the entire height of the home. Subsidiary gearing systems and shafts feed power to the various rooms of the house.

Depending on the installation of the device, the central flywheel is capable of continuously powering many devices through a home. Ceiling-mounted fans, pumps, conveyors, appliances, novelties and more can be configured to draw their power from the Prime Mover. With regular use, the wheel must be recharged on a weekly basis. Ordinarily, a dray team is hitched to a mobile treadmill and a drive arm is engaged to the central drive shaft. However, some boiler-based engines are put to the same use. In the country, it is not unusual to see prime movers powered by Dutch-import windmills. It is also important to note that the Prime Mover can be very complex to service. However, the man who has the foresight to install such a device is sure to be the envy of his neighbours.



Imagine having all that power at your disposal. No winding up individual mechanisms. Continuous power for anything you might decide!

All of that power, spinning away behind the wainscoting of an average house could lead to a very dangerous situation. There are no safety apparatus on the central drive shaft – anything that touches it or, worse, wraps around it, is certain to take eight or more dice of damage as it is yanked toward the drive.

THE TRAVELLING MAN – GOODS FOR HOME AND ABROAD

The wide open spaces of Ireland and Scotland call out to one's soul. In these idyllic places one can find peace and time for reflection. Quiet glades and windswept moors give one an appreciation of the natural world. More, the entire world is at your disposal through dirigible, steamer and rail travel. But travel has its own difficulties as well. Outside of hearth and home, and away from one's best servants, a travelling man must make do with what he can carry into the wilds on his own. So, I shall do my best to guide you to the best that England has to offer as you start your travels.

Camp Stove, Iron: £1.6

These convenient iron stoves can be fired by carbide, coal, or wood. They have one spot for a pot or pan for cooking. Made in Sheffield.

Compass: 3s

A folding brass case protects the glass face of our compass. The face is marked in degrees and gradients. The best are made by appointment for H.M. Armed Forces.

Down Bedroll: 2/6

A twill cover filled with a layer of down provides warmth and padding for comfort. These are most useful when trekking, but avoid getting it wet.

Field Glasses: £4.6

These glasses provide the user with stereoscopic vision, giving better depth perception, though not the magnification power of the better spyglasses. These 'binoculars' are a fairly new invention and as such are rarely seen. They usually only provide 4x magnification, at best, but they are still more useful and robust than the normal spyglass.

Folding Cot: 7s

These cots have wooden frames with brass tips to protect them from insects and a khaki-coloured

GOODS FOR HOME AND ABROAD

Standard Items

Camp Stove, Iron: £1.6

Compass: 3s

Down Bedroll: 2/6

Fishing Tackle: 3s

Folding Cot: 7s

Gladstone Carpet Bag: 9d

Netting: 1/6

Steamer Trunk: 12s

Tent, Pavilion: £2.6

Tent, Two-Man: 15s

Trap, Small Animal: 9d

Trap, Small Animal, Lethal: 13d

Trap, Large Animal: 2s

Wool Blanket: 8d

Writing Valise: 8s

Specialist Goods

Alpine Rucksack: Organization on the go – £1.18

Eagle Eye Lantern: Light, as you need it – £3.4

Field Glasses: The latest in long range binocular vision – £4.6

Grapple Staff: An ingenious companion for rough terrain – £2.12

Northampton Navigational Instruments: Record your journey in precise detail – £12.6

Premium Travelling Steamer Trunk: Stylish travel for your possessions – £1.6

Spyglass: From traditional nautical designs – £2.8

Sunburst Flares: The light of the sun at any time – £1.10

Turkish Portable Shower: Convenient refreshment at any time – £6.10

canvas bed.

The brass tips protect from mud or wetness but, in India or Africa, to protect the cot (and the person using it) from insects usually requires the legs to be put in water-filled saucers or pots. This usually protects you from creatures attempting to join you in your repose by climbing up.

Northampton Navigational Instruments: £12.6

Made in London by Mr. Northampton, this navigational set is perfect for adventuring in those 'blank spaces' on the map. The handsome rosewood case includes a compass, spyglass, thermometers (3)



with scientific chart for figuring altitude, sextant, map tools and writing implements. A matching water-tight map case is included as well.

Netting: 1/6

Anyone who has spent time in the tropics knows how awful a night's sleep can be when the flying, flitting vermin can get at you. This netting is fine enough to stop all invasions by mosquitoes, flies, beetles and other creatures. It easily attaches to the gable of a tent to drape over one's cot.

Spyglass: £2.8

Brass fittings, Swiss lenses, and polished rosewood case make this spyglass a beautiful work of art, as well as a useful piece of equipment. Most modern spyglasses provide up to 8x magnification.

Tent, Pavilion: £2.6

The most robust are made by appointment for H.M. Armed Forces, and serve as an ideal command post for your remote trekking. When expanded, the tent provides a main 14' square room and two "sleeping" rooms at 6' by 8' with internal dividing curtains.

The canvas should have been made impervious to water by the Macintosh process and the tent stakes should be chemically treated to resist rotting. The pavilion comes in its own steamer trunk, along with instructions on how to fold it back into place.

Tent, Two-Man: 15s

Once again, the best tents come from a military supplier and are rugged enough to take anywhere in the world. Each tent has central gable at 6' and encloses a 7' by 5' space, which is enough room for two cots and two sets of belongings. The tent and its attendant stakes, poles and guy-ropes can be stored in a half-sized rucksack and weighs about twenty pounds.

Wool Blanket: 8d

An economical way to stay warm when out-of-doors. Again, one is advised to follow the choices made by Her Majesty's Armed Services. Any ladies in your party may complain they are insufficiently pleasing to the eye, but they may be assured that nothing will keep them warmer on the trail.

Writing Valise: 8s

Made from Barcelona leather, these cases are soft and water-resistant. Kitted out with a shoulder strap and handle, the valise is a delight to carry. When unlocked and opened fully, the valise becomes a writing desk, the pockets of

the interior holds paper, ink, pens, and other materials securely and safely.

There are times when you want to bring something back from your adventures in the great outdoors. While we do not detail firearms in this particular portion of Faulkner's, we suggest a number of ingenious devices can help you bag that prized animal for your collection.

Fishing Tackle: 3s

A quality fishing pole is sectional and made from flexible and strong bamboo, the line is premium cat gut. Any set should also come with a small wooden case for lures, bait, and other equipment. For an additional 2s, a special line made of Georges Audemars' alembic resin which is virtually unbreakable should be included.

Trap, Small Animal: 9d

These wire mesh cages are designed to trap alive and hold small animals. Many naturalists use them to capture specimens in the wild.

Trap, Small Animal, Lethal: 13d

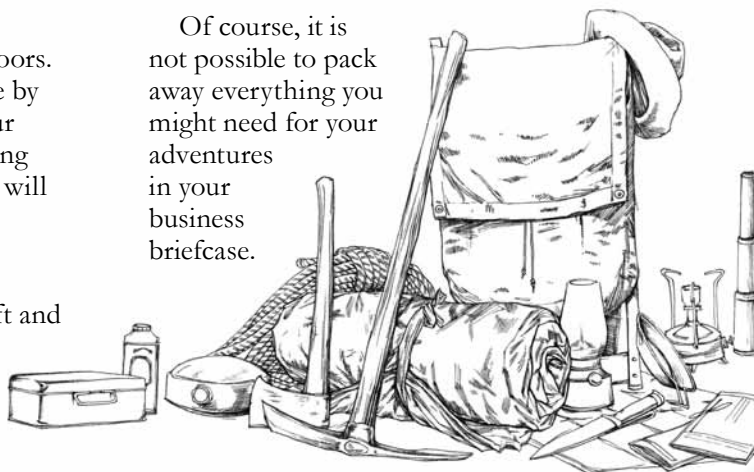
This wire mesh cage has spring-loaded snapper bar designed to capture and kill vermin. Groundskeepers make use of these traps to thin out the mole and gopher populations that seem bent on destroying the Empire's golf courses.

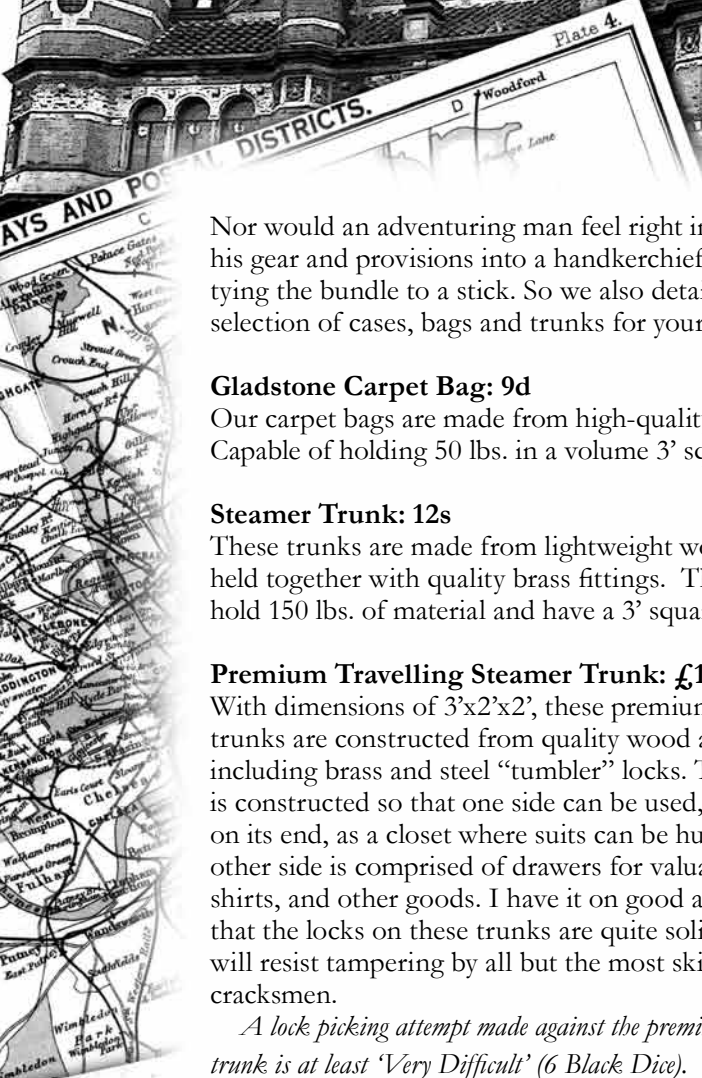
Trap, Large Animal: 2s

Spring-loaded steel jaws hold the prey immobile. Heavy gauge chain and spike prevent the trap from being dragged away.

The classic "bear-trap". When the jaws snap closed, they do 4 pts. of lethal damage. Properly anchored, they are almost impossible to escape. Any escape attempt must be made with four Black Dice.

Of course, it is not possible to pack away everything you might need for your adventures in your business briefcase.





Nor would an adventuring man feel right in stuffing his gear and provisions into a handkerchief and tying the bundle to a stick. So we also detail a wide selection of cases, bags and trunks for your use.

Gladstone Carpet Bag: 9d

Our carpet bags are made from high-quality remnants. Capable of holding 50 lbs. in a volume 3' square.

Steamer Trunk: 12s

These trunks are made from lightweight wood panels, held together with quality brass fittings. They can hold 150 lbs. of material and have a 3' square volume.

Premium Travelling Steamer Trunk: £1.6

With dimensions of 3'x2'x2', these premium steamer trunks are constructed from quality wood and brass, including brass and steel "tumbler" locks. The interior is constructed so that one side can be used, when set on its end, as a closet where suits can be hung. The other side is comprised of drawers for valuables, shirts, and other goods. I have it on good authority that the locks on these trunks are quite solid and will resist tampering by all but the most skilled of cracksmen.

A lock picking attempt made against the premium steamer trunk is at least 'Very Difficult' (6 Black Dice).

documents or money. On either side of the main chamber are two side pockets each holding a steel flask. The flasks will contain one pint of fluid and come complete with a cork stopper.

On the front of the Rucksack there is a pocket suitable for Foolscap size maps, documents or books. The central chamber and accessory pockets can be closed using the hand stitched leather straps and brass buckles.

Each Alpine Rucksack comes complete with 2 steel flasks as described above, a six foot square piece of heavy cloth waterproofed using Mr. Macintosh's celebrated procedure, thirty feet of braided Hessian rope and a wicker case containing an enamelled plate, cup and saucer with Stainless Steel knife fork and spoon.

The base of the Alpine Rucksack is circumvented by 6 leather loops suitable for ropes, climbing axe or other such equipment.

Eagle's Eye Lantern: £3.4

The Eagle's Eye Lantern is a modern device allowing an educated user to control and manipulate the beams of light generated by the lantern. The Eagle's Eye is a standard oil fired lantern manufactured from rust-resistant Rhineland Steel. However, Herr Grimm has advanced the design to include shutters on each side which may be closed, thus blacking out the light while keeping the wick alight. In addition to this innovation, a series of channels are provided on the front face of the lantern, designed to accommodate a selection of lenses which allow the beam to be focused or spread depending on the arrangement of the lenses. A truly modern innovation the Eagle's Eye comes complete with two screw-fix reservoirs, and a selection of 5 lenses.

The Grapple Staff: £2.12

What adventurous Gentleman and lover of the Great Outdoors would be without his Grimm's Patented Grapple Staff? Amaze your native bearers when confronted with rock falls; impress lady companions with impromptu demonstrations of your climbing skills on summer picnics in the mountains.

Grimm's Patented Grapple Staff is six feet long and consists of a sturdy length of turned and polished oak. It is shod with a footing of steel, spiked for grip and crowned with a top section of engine forged steel. This section separates ingeniously from the main body of the staff and includes four opposing spring-locking arms which upon release form a sturdy grappling hook. The wooden base of the staff has been hollowed and conceals twenty feet of a slender but resilient oriental silk rope, which is attached to the

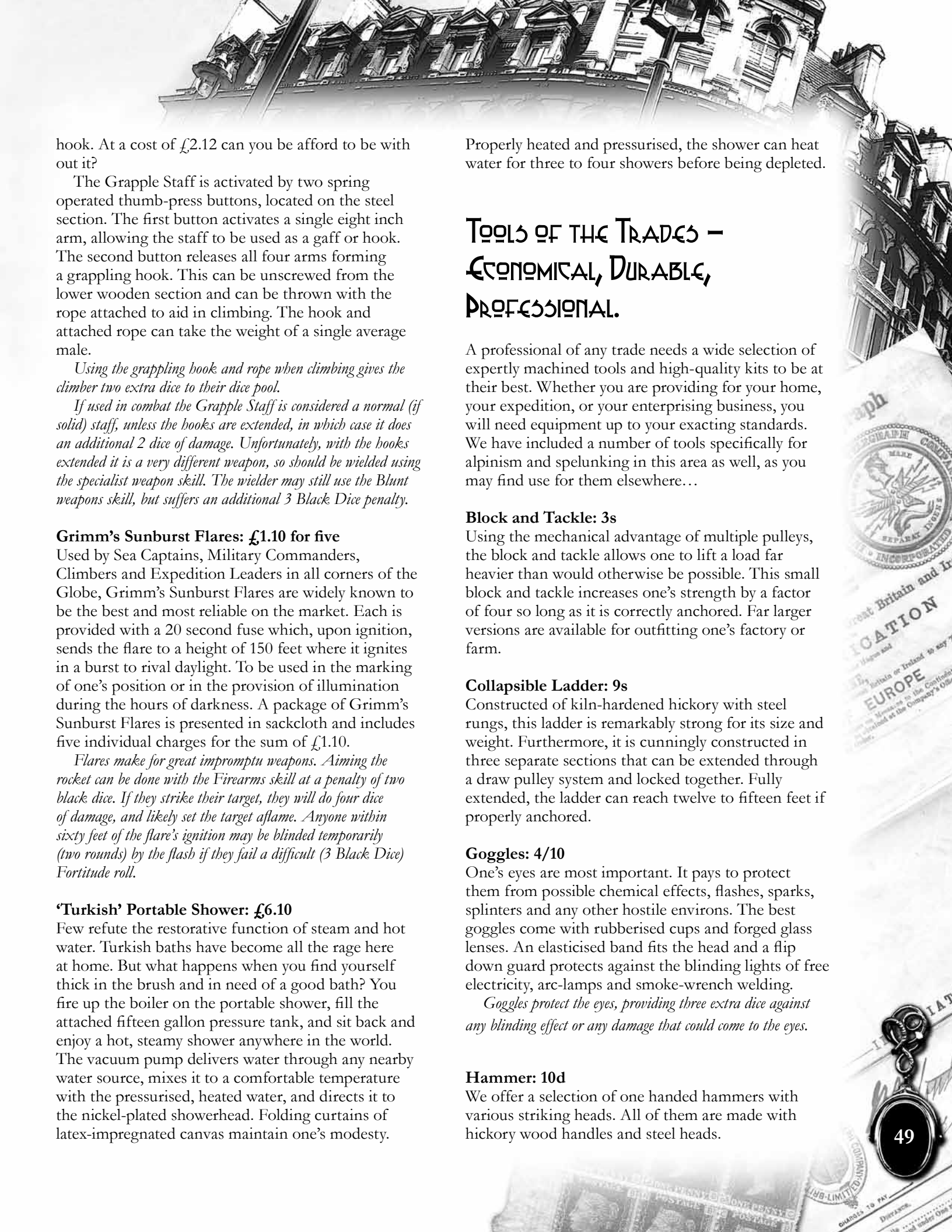
THE CRAFT ENGINE-SHOPS OF HERR PROMETHEUS GRIMM

I must take a moment to expound on the work of the Dwarven engineer and noted industrialist, Herr Prometheus Grimm. His selection of extraordinary climbing, trekking and exploratory equipment is by appointment to the Prussian royal family and the Imperial Engineering Corps. I have made use of much of this equipment in an (ahem) variety of different urban and rural environments and can thoroughly recommend it.

Alpine Rucksack £1.18

This large and capacious rucksack is manufactured from finest horse leather and waxed at the seams to make it waterproof. The rucksack is designed to be worn over the shoulder and includes two cushioned straps for that purpose. Accommodation in the rucksack includes a central chamber 18 inches wide, 12 inches deep and 36 inches tall. The chamber is framed in whalebone for lightness and rigidity. The chamber also includes a concealed pocket for travel





hook. At a cost of £2.12 can you be afford to be with out it?

The Grapple Staff is activated by two spring operated thumb-press buttons, located on the steel section. The first button activates a single eight inch arm, allowing the staff to be used as a gaff or hook. The second button releases all four arms forming a grappling hook. This can be unscrewed from the lower wooden section and can be thrown with the rope attached to aid in climbing. The hook and attached rope can take the weight of a single average male.

Using the grappling hook and rope when climbing gives the climber two extra dice to their dice pool.

If used in combat the Grapple Staff is considered a normal (if solid) staff, unless the hooks are extended, in which case it does an additional 2 dice of damage. Unfortunately, with the hooks extended it is a very different weapon, so should be wielded using the specialist weapon skill. The wielder may still use the Blunt weapons skill, but suffers an additional 3 Black Dice penalty.

Grimm's Sunburst Flares: £1.10 for five

Used by Sea Captains, Military Commanders, Climbers and Expedition Leaders in all corners of the Globe, Grimm's Sunburst Flares are widely known to be the best and most reliable on the market. Each is provided with a 20 second fuse which, upon ignition, sends the flare to a height of 150 feet where it ignites in a burst to rival daylight. To be used in the marking of one's position or in the provision of illumination during the hours of darkness. A package of Grimm's Sunburst Flares is presented in sackcloth and includes five individual charges for the sum of £1.10.

Flares make for great impromptu weapons. Aiming the rocket can be done with the Firearms skill at a penalty of two black dice. If they strike their target, they will do four dice of damage, and likely set the target aflame. Anyone within sixty feet of the flare's ignition may be blinded temporarily (two rounds) by the flash if they fail a difficult (3 Black Dice) Fortitude roll.

'Turkish' Portable Shower: £6.10

Few refute the restorative function of steam and hot water. Turkish baths have become all the rage here at home. But what happens when you find yourself thick in the brush and in need of a good bath? You fire up the boiler on the portable shower, fill the attached fifteen gallon pressure tank, and sit back and enjoy a hot, steamy shower anywhere in the world. The vacuum pump delivers water through any nearby water source, mixes it to a comfortable temperature with the pressurised, heated water, and directs it to the nickel-plated showerhead. Folding curtains of latex-impregnated canvas maintain one's modesty.

Properly heated and pressurised, the shower can heat water for three to four showers before being depleted.

TOOLS OF THE TRADES – ECONOMICAL, DURABLE, PROFESSIONAL.

A professional of any trade needs a wide selection of expertly machined tools and high-quality kits to be at their best. Whether you are providing for your home, your expedition, or your enterprising business, you will need equipment up to your exacting standards. We have included a number of tools specifically for alpinism and spelunking in this area as well, as you may find use for them elsewhere...

Block and Tackle: 3s

Using the mechanical advantage of multiple pulleys, the block and tackle allows one to lift a load far heavier than would otherwise be possible. This small block and tackle increases one's strength by a factor of four so long as it is correctly anchored. Far larger versions are available for outfitting one's factory or farm.

Collapsible Ladder: 9s

Constructed of kiln-hardened hickory with steel rungs, this ladder is remarkably strong for its size and weight. Furthermore, it is cunningly constructed in three separate sections that can be extended through a draw pulley system and locked together. Fully extended, the ladder can reach twelve to fifteen feet if properly anchored.

Goggles: 4/10

One's eyes are most important. It pays to protect them from possible chemical effects, flashes, sparks, splinters and any other hostile environs. The best goggles come with rubberised cups and forged glass lenses. An elasticised band fits the head and a flip down guard protects against the blinding lights of free electricity, arc-lamps and smoke-wrench welding.

Goggles protect the eyes, providing three extra dice against any blinding effect or any damage that could come to the eyes.

Hammer: 10d

We offer a selection of one handed hammers with various striking heads. All of them are made with hickory wood handles and steel heads.



Inflicts three dice of damage and can be used in combat with Blunt Weapons skill.

Helmet, Miner's: 2s

These fine Sheffield steel helmets are ideal for those that work deep beneath the earth. They have a latch for a small kerosene lamp on the front and a chin strap to keep it snug to the head.

The miner's helmet provides two points of armour against any blow directed at the head.

Luminous Paint: 4s per half pint

Through the action of fluorophoric chemicals, this paint emits light for up to six hours after being applied. The paint then becomes luminescent, and has the remarkable ability to 'store' light for emission later. So long as it is not exposed to air, the paint remains active for up to one year. Each half pint has a layer of mineral spirits to protect the paint. The light from the paint is about half that of torchlight and usually remains luminescent for up to three months.

Machete: 8d

These foot and a half long knives are perfect for hacking through the brush, or felling small trees for kindling.

If used in combat a machete is classed as a 'light military sword'

Heavy Hammers - Maul: 1s3d, Sledge Hammer: 1s10d

Maules are among the heaviest tools a labourer will use. Consisting of a heat-kilned wooden striking head and a long shaft, maules are ideal for driving posts and knocking timbers into place. They can be unwieldy, dangerous things. Sledge hammers have a range of head-weights, the most common being six pounds. The reinforced handle ensures long, reliable use.

A Maul inflicts eight dice of damage in combat, and provides two extra dice on Might tests when used as a tool. It can only be used in combat by a wielder with at least 4 Strength. It is

TOOLS OF THE TRADE

Standard Items

Block and Tackle: 3s

Hatchet: 10d

Hammer: 10d

Helmet, Miner's: 2s

Jack-knife: 6d

Luminous Paint: 4s

Machete: 8d

Maul: 1/3

Pick: 2/2

Pitons: 2d

Rope: 10d

Safety Gloves: 3/8

Shovel: 2/2

Sledge Hammer: 1/10

Spade: 1/1

Tool Kit: 4/8

Tool Kit, Engineer's: 13s

Woods Axe: 1/6

Specialist Items

Alchemically Puttied Metal: Ironworks in one's pocket – £6/tub

Contained Breathing Apparatus: Clean air in the worst of conditions – £7

Life Jack Shoring Engine: Strength on demand – £3.6

too big for any Dwarf, Halfling or Gnome to use effectively. It can be wielded with Blunt Weapons skill. The lighter sledge hammer can be wielded in combat by anyone with a Strength of 2, but does only 5 dice of damage. It grants 1 bonus dice to Might tests when used as a tool.

Pick: 2s2d

Copied from Dwarfish designs, a pick has a long pyramidal striking beak and brass or iron bands around the head end of the shaft. The hardened steel of the head is designed to be long-lasting.

A pick inflicts four dice of damage in combat. Additionally, it can penetrate armour, ignoring three points of it. It is used with Blunt Weapons or improvised weapons.

Pitons: 2d per 10

We offer these hardened iron pitons for a premium price. They are made to our specifications in Sheffield. The wide head is ideal for driving and for anchoring knots.

Rope: 10d

This rope is braided from high-quality hemp and is excellent for use in climbing. Its tensile strength is such that it can support a four man team anywhere along its length. We offer it in convenient 50' lengths.

Safety Gloves: 3/8

Made to protect the hands, these gloves are made of a double layer, vulcanized rubber over pigskin. They provide significant protection from the actions of chemicals the heat of forging metal. No amateur scientist or researcher should be without them.

Spade: 1s1d

Ideal for the labouring man, this spade has a heat-treated ash handle and a wide rolled steel scoop.

Shovel: 2s2d

Built more heavily than the spade, shovels are ideal for moving coal into a furnace or leavings from the street.

[NOVEMBER 2, 1911]

UPLEX SKIRTS
J. W. ERADLEY'S
CELEBRATED
TEST DUPLEX ELLIPTIC
(or Double Spring)
SKIRTS
TRADE AND ECONOMICAL
each loop being composed
of finely twisted steel, and
being firmly locked
they are very flexible and easy
they are also the
BEST AND MOST SERVICE
WORK.
They are made in the
FASHIONABLE AND ELEGANT
for
PROVENANCE
OPERA
CARRIAGE

STREET DRUG
above are the most popular
introduced
At Retail
At Wholesale
BY THE BOLD OWNERS
WESTON, BLAIR &
Office 2nd Floor
Nos. 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100
BUTTERFIELD & SWIRE
GLASS
produced in the most
the most popular
EYE GLASSES
you can get them and
about the most
of any

JOS. GILLOTT'S STEEL
OF THE OLD STANDARD QUALITY
JOSEPH
GILLOTT
Warranted.
TRADE MARK:
ORIGINAL AND PURELY
MADE IN ENGLAND
No. 55-551

JOSEPH GILLOTT'S STEEL
OF THE OLD STANDARD QUALITY
JOSEPH
GILLOTT
Warranted.
TRADE MARK:
ORIGINAL AND PURELY
MADE IN ENGLAND
No. 55-551



Tool Kit: 4/8

This steel tool box contains a number of the day to day tools a plumber, pipe fitter or engineer might need to use on a regular basis. Chief among them are calibrated spanners, screwdrivers, a ball and flat hammer and an adjustable monkey wrench. The majority of these tools are die-cast, and nearly indestructible. Any single tool from the tool kit would be between 8d and 1s

Tool Kit, Engineer's: 13s

Where the tool kit contains the basics for making repairs, the Engineer's Kit expands upon it with a number of adjustable pressure gauges, lubricants, callipers, probes and balances to ensure the proper maintenance of highly complex machines. Any single tool from this kit would be between 10d and 3s.

Alchemically Puttied Metal: £6 per tub

A wholly remarkable amalgamation of alloys and chemicals created by Guild artificers, this puttied metal must be kept out of contact with air. After just a few moments, the metal cures and hardens until it closely resembles cast iron. Ideal for jury-rigging and quick repairs, this material ensures that our amazing technological advances can keep functioning. Good sirs, I will tell you this in private – this material is dangerous. During the curing process they refer to, the metal grows hot as a branding iron, it cannot be held in place with bare hands. More, one has the ability to form metal into whatever shape one might desire. Who knows what nefarious purposes it will be put to?

Puttied Metal comes covered in mineral oil and sealed in metal tubs. The curing process takes about four rounds to complete. During that time, it will burn anyone touching it for 6 dice of damage. After it hardens, it is somewhat brittle, lacking most of the malleability of real metal.

Contained Breathing Apparatus: £7

The compression of atmosphere and its regulated escape provide an amazing new device for those who would travel into the depths of the earth, or challenge the punishing fire and choking smoke of a building fire. Originally developed in Germany for coal mine rescues, two metal tanks are filled with highly pressurized atmosphere which are fitted to a regulator and a latex rubber face mask. This setup allows one to breathe the pressurized air for up to an hour. Note that these tanks are quite heavy and must be recharged after used.

Life Jack Shoring Engine: £3.6

Cave-ins and other natural disasters often leave

survivors pinned under or behind an almost immovable weight. Worse, these disasters may happen where it is problematic to employ ogres to move said weight. To that end, Jackson Thuringrimble has designed the Life Jack. This device depends on pneumatic power from an external source, but its ability to penetrate and lift vast weights is without parallel. The front-facing blade and hook assembly can bite into wood or stone for secure purchase. At its widest point of action, the Life Jack creates a two foot high tunnel through its eight feet of length. The hardened steel framework is capable of supporting dozens of tons before collapse.

Treat the Life Jack as having a Strength attribute of 8 and the Might skill of 8 in any place where it can be used to lift weights or pry open doors. It weighs about two hundred pounds without the pneumatic generator.

PERIODICALS – DAILY UPDATES, TO YOUR DOORSTEP

Faulkner's is pleased to announce (in association with a number of Select Societies and Publishing Houses) special rates for subscription to some of the more popular and recommended journals and magazines. No home is complete without access to the knowledge the modern world has to offer. Here, we offer the best of the world's writing for your perusal.

Baron Von Fleischer's Basics of Mountaineering: £1/4

This essential handbook presented for the first time in pocketbook format allows the adventurous gentleman to develop his prowess and skills on the mountain. The guide contains thirty separate exercises and movements to be performed in the privacy of ones home which develop balance, flexibility and stamina. Von Fleischer describes the basics of climbing, rope use and meteorology and gives detailed and practical advice on staffing and provisioning a climb or minor expedition.

Those who have read the guide or refer to it prior to making a climb gain a bonus die to their Athletics dice pool when climbing.

The Discerning Adventurer

Annual Subscription: 16/8 or 4/2 per issue

The Adventurer includes serialised accounts of the travels and explorations of notable gentlemen and explorers. Recent contributions include excerpts from the journals of Mr. Mallory, recalling his exploits in



the wildernesses of the Americas in search of the fossilised remains of the Dinosaurs including the popular 'Land Leviathan' or Brontosaurus. Published quarterly, each issue provides the traveller with detailed and relevant information on events, locations, and customs from across the globe. While many of them are office-bound, the writers and researchers who work on *The Adventurer* do as much as they can to check facts and get real information.

Researching a locale using a collection of The Adventurer adds up to two dice to the dice pool of a Research or Knowledge Roll.

Compendium of Inventions for the New Scientist
Annual Subscription: £4, unavailable on a per issue basis.

This compendium is published bi-annually and details the latest in modern advances in the sciences, engineering and architecture. Articles are written in the *lingua scientifica*, and aimed more towards the learned academic than casual hobbyist. The magazine includes detailed drawings and colour plates, and the first edition includes a review of current Dwarven steam technology by Emile Kordopas President of the French *Societe de Vapeur*.

Enterprising inventors and technical enthusiasts can use the Compendium to improve their own innovations. If an inventor or engineer uses the Compendium, the Gamemaster may allow them to roll two extra dice during the design and planning phase of their invention.

Forum Europa
Six Monthly Subscription: £3 or 10s per issue

Forum Europa is a monthly collection of the best political thought, letters and essays from the disparate journals of thought, philosophy and politics of Europe and the Colonies. Each entry is carefully translated and annotated. Famous for its controversial ideas, Forum Europa is a publication no modern free thinker can afford to be without. The individual journals are stitch-bound and sealed and the covers are high quality pigskin leather. They hold up better against rough treatment and exposure to contaminants than many books. Take care, a mere subscription to this magazine marks one as a radical to some people!

PERIODICALS

Baron Von Fleischer's Basics of Mountaineering: £1/4
The Discerning Adventurer: 16/8 annually
Compendium of Inventions for the New Scientist: £4 annually
Forum Europa: £3 semi-annually
Gideon's Archive: £2 annually
Lydecker's Guides: 6s
The Praetorian: 18s annually
Profiles in Commerce: £2 annually
The Sixpence Truth: 6d
The Illustrated London News: 6d (£12 per annum)
The Lady's book (Louis A Godey, Publisher): 8d Weekly

Gideon's Archive

Annual Subscription: £2, unavailable on a per issue basis.

'Gideon's' is a bi-annual collection of abridged articles, published papers and transcripts of lectures taken from the archives of the Royal Society, the Royal Geographical Society and other selected Societies and Groups (including the Palaeontology Society and the Royal College of Surgeons). Each article is published without amendment from the formal Journals and Proceedings of the Societies. For the best articles on the constant evolution of science in all its forms, 'Gideon's' is an essential guide.

Lydecker's Guides: 6s

"Never get lost while travelling again! Never miss a truly fabulous restaurant or opera house when

travelling the continent simply because you didn't know it was there!" reads the advertisement on these handsomely bound books. I tend to disagree with Lydecker, as he tends to show one the world as if money were no object and travel was an exercise in climbing above one's station. However, there's a Lydecker's Guide to every major city in Europe as well as a few exotic locales, such as Cairo and Constantinople. Each guide contains an exhaustive listing of all the restaurants to dine at, the best theatres and opera houses as well as hotels for the discriminating traveller. To further assist you, each guide includes at least one full colour fold-out street map of the city with notations of the must-see places.

Lydecker approaches each of his books from a specific perspective, that of a middle class traveller. While he's not the richest guy on the steamer, he really wants to be the richest guy on the steamer. Each book will contain the spots that a member of the British middle class thinks the aristocracy will prefer, as well as what spots he feels they should avoid. Sometimes, though, his idea of classy isn't quite what the aristocrat expects and his books leave off information a gutter runner could really use. However, those who read between the lines in the chapters about places to avoid can glean very useful information not intended by the author. Lydecker attempts to stay abreast of changes and publishes updates to his best sellers on a rotating annual schedule.

The Praetorian

Annual Subscription: 18s or 3s per issue

This bimonthly journal for Servicemen and Ex-Servicemen includes thrilling stories of courage and daring-do from front lines across the Colonies. Each issue comes complete with an extensive appointments section for opportunities, commissions and postings overseas in the Armed Services of our Allies. The publishing house prides itself on the quality and number of its colour plates. However, they often fade with age or long exposure to light.

While the Empire has enjoyed peace for the majority of her subjects, the threat of war is always present. I am not a soldier, so I cannot speak with great experience to the rigors of hard travel or the bracing thrill of orders and gunfire in the face of the enemy, but The Praetorian provides those stories and more. If I found myself in need of paid travel to a foreign location, this journal would be the first place I would look.

The advertising in this journal for professional soldiers can be an excellent plot book and a great way to provide your characters with 'hot spots' to investigate.

Profiles in Commerce

Annual Subscription: £2 or 10s per issue

This quarterly details the actions and accomplishments of many companies and businesses across the world. It has become an invaluable reference to stock brokers and other would-be investors. 'Profiles' is the de facto standard for business reporting and investigation. It provides more than just facts and figures. Important ventures, financial alliances and commodities changes are all detailed. 'Profiles' is an ideal way to track the motion of funds through London and the rest of the world. Trading increases on the last few days of every quarter, when the information from the previous 'Profiles' is furthest out of date.

Careful study of Profiles in Commerce can provide a bonus die to Business rolls, especially when in negotiation on stock prices or the value of a significant service from a company.



The Sixpence Truth: 6d

Originally published in 1840 by Proctor and Leeds, The Truth has been purchased by the Zenith Society, a philanthropic group working to increase the lot of the common folk through literacy. With their backing, the 48 page periodical has remained at its titular price. Meant to be entertaining and informative to those who might not have great reading skills, The Truth is filled with personal anecdotes from members of the Zenith Society, short or serialised fiction and advice for life in the Modern Age. Most of the stories are light romps invoking pastoral nostalgia or cautionary tales full of violence and intentionally gory descriptions. As of late, copied daguerreotypes have begun to appear on the first page inside the cover - while these images are not of high quality, they are usually something titillating or shocking. Many lower class folks buy The Sixpence Truth just for the pictures.

The periodical has a couple of unique features that make it survive better than average. One, the outer covers are thicker paper and waxed, providing good protection from water damage and general abuse. Two, the binding is saddle stitched top to bottom, rather than side to side. The pages remain in the binding longer and hold up better than many others.

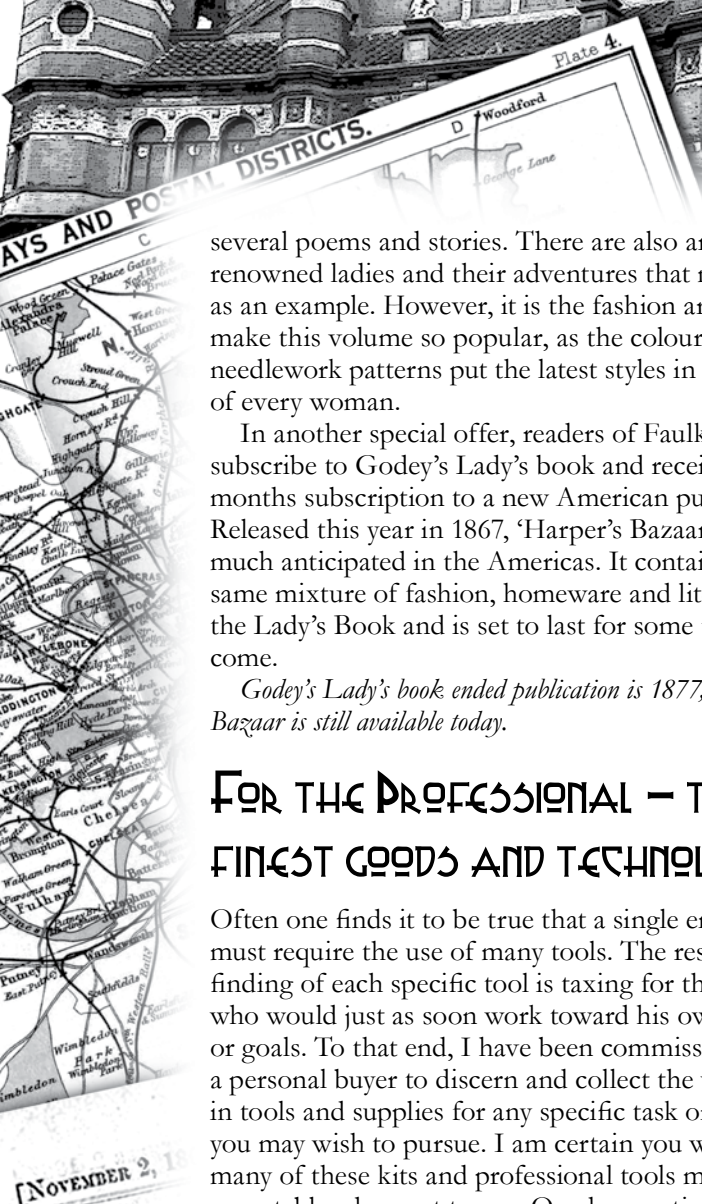
Using a stack of SPT's to gather information on a specific location or upper class person can remove one black die on a Culture, General Knowledge or High Society roll.

The Illustrated London News: 6d (£12 per annum)

This most popular of London newspapers has been informing the public of weekly world events since 1840. While the journalism in the paper is excellent, most people are drawn to the illustrations that bring each article alive. Several well known artists have worked for the Illustrated London News, and many more have made their name there. The paper can be found at street corners across the city, although many more serious-minded gentlemen prefer a more traditional newspaper. In a special offer to Faulkner's readers, the Illustrated London News are offering a years subscription to their weekly for a mere £12, a saving of more than £3 per annum!

The Lady's book (Louis A Godey - Publisher): 8d Weekly

'Godey's Lady's Book' has been with us since 1850, and can be found in parlours throughout the country. This extremely popular publication is thought to be read by every lady who has the leisure to do so. Its articles cover a wide range of feminine topics, including fashion, cookery, home décor and



several poems and stories. There are also articles on renowned ladies and their adventures that might serve as an example. However, it is the fashion articles that make this volume so popular, as the colour plates and needlework patterns put the latest styles in the hands of every woman.

In another special offer, readers of Faulkners can subscribe to Godey's Lady's book and receive a full 3 months subscription to a new American publication. Released this year in 1867, 'Harper's Bazaar' has been much anticipated in the Americas. It contains the same mixture of fashion, homeware and literature as the Lady's Book and is set to last for some time to come.

Godey's Lady's book ended publication in 1877, Harper's Bazaar is still available today.

FOR THE PROFESSIONAL – THE FINEST GOODS AND TECHNOLOGY

Often one finds it to be true that a single endeavour must require the use of many tools. The research and finding of each specific tool is taxing for the man who would just as soon work toward his own desires or goals. To that end, I have been commissioned as a personal buyer to discern and collect the very best in tools and supplies for any specific task or hobby you may wish to pursue. I am certain you will find many of these kits and professional tools more than acceptable when put to use. One has particular high hopes for the fascinating work being carried out by Lord Babbage. When finished, his 'Difference Engine' will be a mathematical marvel, should it work as expected.

Bertillon's Forensic Kit £1.15

Fancy yourself a consulting detective? The tools in this kit are of the same type used by the famous scientist, Bertillon, when he captured some of Paris's most vicious killers. Any self respecting man of law and order would not be caught without the proper tools of the trade and those tools are right here in this kit. Of note are magnifying lenses, resin mixes to preserve foot prints, and metric rules to show the scale of objects present in a crime scene. Also included is a translated treatise on anthropometry – the science of cataloguing a criminal's gross physical attributes.

The use of the Bertillon's Forensic Kit provides two extra dice for a dice pool in Criminology Action Rolls.

Camp Kit: £8.2

Provided to Faulkner's by Abercrombie & Fitch, our

SCIENTIFIC AND PROFESSIONAL EQUIPMENT

Bertillon's Forensic Kit: £1.15

Camp Kit: £8.2

Chemical Laboratory Equipment: £5.10

Doctor's Bag and supplies: £3

Electrical Laboratory Equipment: £8.2

Fingerprint Kit: £1

Gray's Anatomy Encyclopaedia: 12s

Microscope: £4

Photography Kit: £5

Phrenology Kit £3

Portable Darkroom Equipment: £6

Portable Kitchen: £3.14

Robb's Medical Companion: 12s

Stopwatch: £2

Surveyor's Kit: £6

camp outfit is perfect for the weekend hunting trip or months in the veldt. It includes: a four-man tent, folding cot, a folding camp stool, a writing desk, and a compact cooking set with tin bowls and utensils for two. Comes in a special steamer trunk.

Chemical Laboratory Equipment: £5.10

No foray into the mysteries of chemistry can be attempted without the basic supplies. Our laboratory equipment provides numerous and sundry heat-resistant glassware items, latex-impregnated tubing, coal-gas burners, distillation flasks, tinctures and stopcocks. The chemicals provided allow for all manner of basic experimentation and are carefully marked and sealed in their own containers – all chemicals come in specific brown glass jars for safety. Finally, the lab equipment comes with a resistant cover for your workbench or countertop – the thick rubber mat is impregnated with vitreous crystals that resist the effects of acids and bases. Do take care with these chemicals, as they can be quite dangerous if mixed recklessly.

Doctor's Bag and supplies: £3

This bag contains all of the basic tools and materials a physician will require for a house call or emergency. In addition to the diagnostic sphygmomanometer and stethoscope, the kit contains a steel syringe, vials of popular medicines, carbolic acid for disinfection, and a small suite of surgical tools, including needles, probes and a scalpel. Gauze bandages and cotton pressure bandages are included as well. The consumables of the bag may be replaced at a cost of 6d to 8s.

The doctor's bag usually contains enough consumables to treat twelve to fifteen patients.

Electrical Laboratory Equipment: £8.2

Before we begin an explanation of what is provided in this kit, it is of paramount importance that you understand the underlying threat of electrical discharge. Unlike fire or exposure to chemicals, one's first contact with uncontrolled electricity generated by this equipment may be one's last. Have a care as you begin your investigations. With that out of the way, this equipment is quite fascinating. The dynamo can generate significant voltage if paired to the correct motive engine. If space is a premium, make use of a boiler-type generator, otherwise, wheels are the suggested motive force. Various circuits and meters provide a basis for experimentation. Additional loops of jacketed copper wiring, along with transformers, resistors and switches provide plenty of alterations in voltage and amperage for any needs.

Fingerprint Kit: £1

Be on the cutting edge of the new science of studying criminals! Scientists suggest that each individual person's finger leaves a different mark. While the Metropolitan Police may have dismissed the suggestion, plenty of amateur detectives have claimed the science a great help. Fingerprinting has been allegedly used in the Indian Colony by Sir William Herschel, Chief Magistrate of the Hooghly district in Jungipoor for the last 11 years and recently by Dr. Henry Faulds, the British Surgeon-Superintendent of Tsukiji Hospital in Tokyo. This kit contains three vials of ink, three vials of fingerprint raising powder, two fine sable brushes and three pads of paper on which to make your impression! The powders and inks are fairly expensive and can be replaced for a cost of 3s each.

Gray's Anatomy Encyclopaedia: 12s

Considered the most complete book of anatomy, 'Gray's' does not shy from detailing every part of the human body. I do not consider this encyclopaedia to be appropriate for mixed company, as a result. The level of detail in the printing is unparalleled. It is an ideal resource for any aspiring physician or forensics expert. Many times, copies of Gray's are available at a reduced price around London's various universities at the end of terms.

Microscope: £4

Using the best Austrian crystal lenses, the modern microscope has an amazing ability to resolve the smallest details. Our recommended microscope comes with two dozen slides and slide covers, along with materials to preserve specimens for later review.

The Microscope can add an extra die to any dice pool related to Science and Criminology rolls.

Photography Kit: £5

With a photography kit, you are no longer at the mercy of professional photographers who try to charge an arm and a leg for their services. In this kit you will find everything you need for producing tin types: a camera, tripod, a tin of flash powder (enough for twenty exposures) five vials of photographic emulsion (enough for twenty pictures), and twenty collodion wet plates for use in the camera. If you prefer daguerreotypes, you receive a camera, tripod, flash powder, five vials of photographic emulsion and twenty highly polished silver plates ready for use in your camera.

A third photography kit may catch your fancy if neither tintypes nor daguerreotypes produce the image you're looking for! If you want to produce paper prints, the ambrotype is definitely the kit you want!

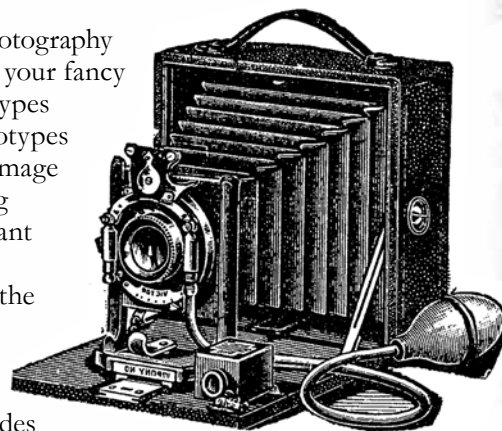
This kit includes the camera, tripod, flash powder, four vials of emulsion, twenty glass plates and twenty sheets of albumen paper. However, take care! Some of the materials involved in photography are volatile, and using the kit may make you value the services of a professional more than you expect.

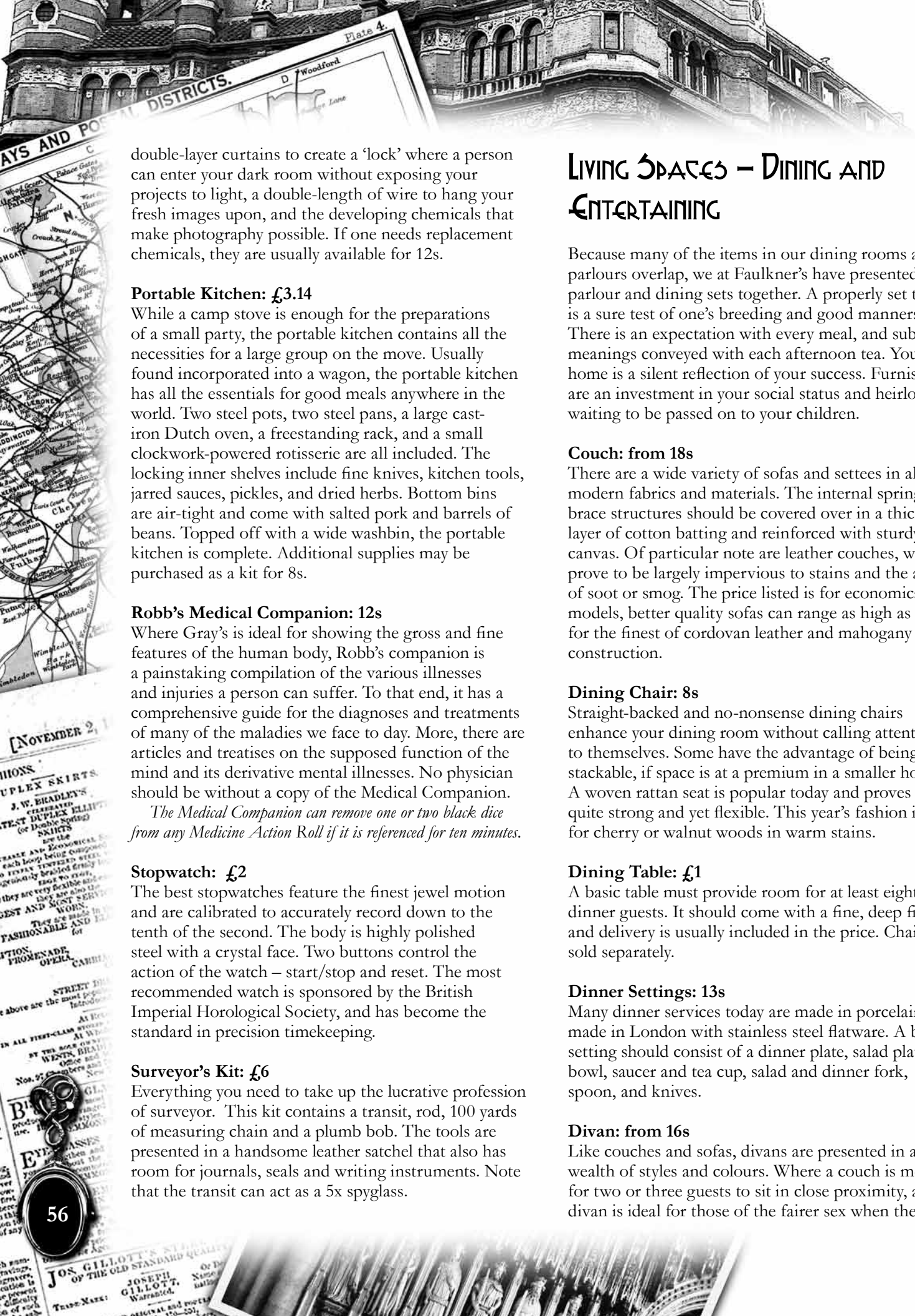
Phrenology Kit £3

Ever wonder if your neighbour is predestined to be a criminal? Or maybe even your new flatmate? With the phrenology kit, you can put the latest advances in this new science to practice. This kit provides you with all the tools you need to measure your subject's skull and the necessary material to interpret what you find. The Phrenology kit includes phrenological callipers, a chart detailing what the different regions of the skull represent and a plaster model of a human head outlining the boundaries of the phrenological areas. Models representing the zones of other races are available upon request.

Portable Darkroom Equipment: £6

This package contains everything one needs to pursue the hobby of photography to its fullest. Do not be content only to take photographs. Instead, make use of our equipment to outfit a room in your home with everything necessary to develop your photos to your contentment. Of note in this selection are the heavy,





double-layer curtains to create a 'lock' where a person can enter your dark room without exposing your projects to light, a double-length of wire to hang your fresh images upon, and the developing chemicals that make photography possible. If one needs replacement chemicals, they are usually available for 12s.

Portable Kitchen: £3.14

While a camp stove is enough for the preparations of a small party, the portable kitchen contains all the necessities for a large group on the move. Usually found incorporated into a wagon, the portable kitchen has all the essentials for good meals anywhere in the world. Two steel pots, two steel pans, a large cast-iron Dutch oven, a freestanding rack, and a small clockwork-powered rotisserie are all included. The locking inner shelves include fine knives, kitchen tools, jarred sauces, pickles, and dried herbs. Bottom bins are air-tight and come with salted pork and barrels of beans. Topped off with a wide washbin, the portable kitchen is complete. Additional supplies may be purchased as a kit for 8s.

Robb's Medical Companion: 12s

Where Gray's is ideal for showing the gross and fine features of the human body, Robb's companion is a painstaking compilation of the various illnesses and injuries a person can suffer. To that end, it has a comprehensive guide for the diagnoses and treatments of many of the maladies we face to day. More, there are articles and treatises on the supposed function of the mind and its derivative mental illnesses. No physician should be without a copy of the Medical Companion.

The Medical Companion can remove one or two black dice from any Medicine Action Roll if it is referenced for ten minutes.

Stopwatch: £2

The best stopwatches feature the finest jewel motion and are calibrated to accurately record down to the tenth of the second. The body is highly polished steel with a crystal face. Two buttons control the action of the watch – start/stop and reset. The most recommended watch is sponsored by the British Imperial Horological Society, and has become the standard in precision timekeeping.

Surveyor's Kit: £6

Everything you need to take up the lucrative profession of surveyor. This kit contains a transit, rod, 100 yards of measuring chain and a plumb bob. The tools are presented in a handsome leather satchel that also has room for journals, seals and writing instruments. Note that the transit can act as a 5x spyglass.

LIVING SPACES – DINING AND ENTERTAINING

Because many of the items in our dining rooms and parlours overlap, we at Faulkner's have presented parlour and dining sets together. A properly set table is a sure test of one's breeding and good manners. There is an expectation with every meal, and subtle meanings conveyed with each afternoon tea. Your home is a silent reflection of your success. Furnishings are an investment in your social status and heirlooms waiting to be passed on to your children.

Couch: from 18s

There are a wide variety of sofas and settees in all the modern fabrics and materials. The internal spring and brace structures should be covered over in a thick layer of cotton batting and reinforced with sturdy canvas. Of particular note are leather couches, which prove to be largely impervious to stains and the action of soot or smog. The price listed is for economical models, better quality sofas can range as high as £10 for the finest of cordovan leather and mahogany construction.

Dining Chair: 8s

Straight-backed and no-nonsense dining chairs enhance your dining room without calling attention to themselves. Some have the advantage of being stackable, if space is at a premium in a smaller home. A woven rattan seat is popular today and proves to be quite strong and yet flexible. This year's fashion is also for cherry or walnut woods in warm stains.

Dining Table: £1

A basic table must provide room for at least eight dinner guests. It should come with a fine, deep finish and delivery is usually included in the price. Chairs are sold separately.

Dinner Settings: 13s

Many dinner services today are made in porcelain made in London with stainless steel flatware. A basic setting should consist of a dinner plate, salad plate, bowl, saucer and tea cup, salad and dinner fork, spoon, and knives.

Divan: from 16s

Like couches and sofas, divans are presented in a wealth of styles and colours. Where a couch is meant for two or three guests to sit in close proximity, a divan is ideal for those of the fairer sex when they are

overcome by emotion or the constriction of their corsets. They support one in a relaxed, yet dignified pose. Again, the price is listed for a simple pattern in machine-embroidered upholstery. They also range up to around £10 for the more exquisite varieties.

Fireplace Tools: 6s

A set of wrought iron tools are perfect for dealing with the logs and coals of one's fireplace. Polished brass handles are a tasteful accent and are available in a number of styles.

A fireplace poker makes for a fine last-ditch weapon. It inflicts three dice of damage and can be used with Blunt or Improvised weapon skills.

Occasional Piece: from 6s

This is a catch all term for the various small tables and curio shelves that fill out the small spaces of our homes. There are a wide variety of pieces that accentuate the major elements of your parlour or dining room. Premium pieces are worked in exotic wood or trimmed in mother of pearl or silver.

Parlour Chair: 12s

Cushioned and upholstered like divans, sofas and couches, the parlour chair serves as a comfortable rest after a long day's work. They are found in the same selection of fabrics. Personally, I enjoy the leather wing-back chair, as it provides a sense of serenity few others can match. Premium chairs may cost as much as £7.10.

Punch Bowl: 18s

A dramatic crystal punch bowl can be the centrepiece of your dance or gathering. Some are of sufficient size for two gallons of punch at one time. The punch cups and serving wand must match as well as look tasteful and beautiful. I can think of no better way to send one's friends off to the hunt than with a good punch.

Serving Setting: £1.16

This selection of china, crystal and silver includes everything your wife would need to serve a splendid meal. The china pieces include a gravy boat, a wide

DINING AND ENTERTAINING

Standard Items

Couch: 18s
Dining Chair: 8s
Dining Table: £1
Dinner Settings: 13s
Divan: 16s
Fireplace Tools: 6s
Occasional Piece: 6s
Parlour Chair: 12s
Punch Bowl: 18s
Serving Settings: £1.16
Silver Candlesticks: £1.3
Tea Set: 11s
Tea Trolley: 5s
Window Dressings: 4s

Specialist Items

Nitrous Diffuser: Engineered for safe consumption – £4
Swiss Dispensing Clock: Your beverage, your way – £2



platter, a narrow platter, a tureen, and a casserole. Silver pieces include relish tray, serving fork, serving spoon, and ladle. The crystal pieces are a salt cellar, a butter dish, a water pitcher and a wine decanter.

Silver Candlesticks: £1.3

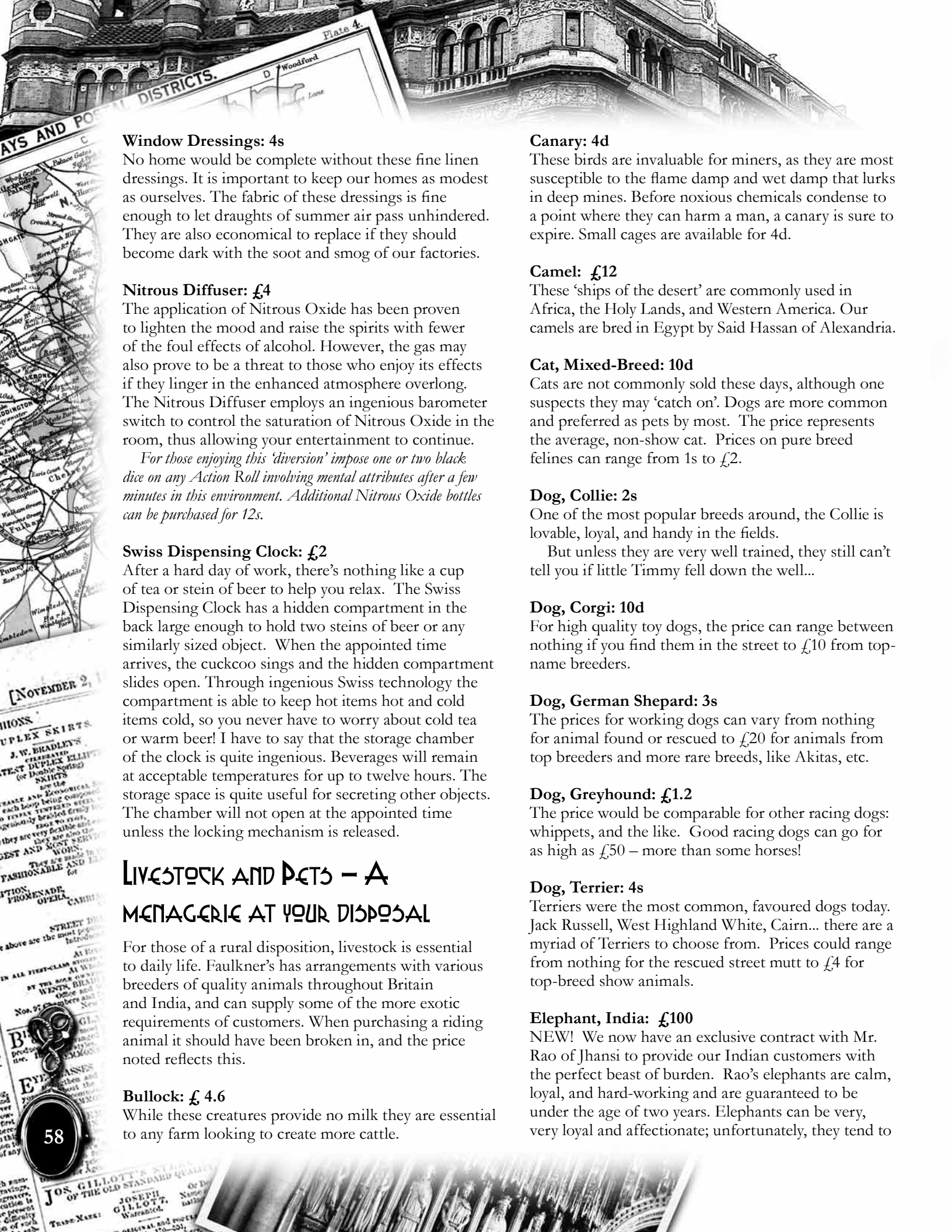
For a truly elegant dinner, candlelight is essential. No less essential is the right choice of candlesticks. Only silver is acceptable for the truly well appointed home, but some designs in stainless steel are quite popular.

Tea Set: 11s

Tea being such a popular diversion, this set is essential. Popular designs include a Tulips of Spring pattern. The set should include a wide tray, a porcelain tea pot, six porcelain tea cups, six porcelain saucers, a sugar bowl, a cream pitcher, small tongs, large tongs and six silver spoons. Look to include a stacking assembly for cakes, sandwiches and other restoratives for tea when making a purchase.

Tea Trolley: 5s

Sliding smoothly on heavy rubber casters, a tea trolley is just the thing to present tea to guests in the parlour if one's kitchen is a distance away. I will say that as a youth, a 'borrowed' trolley made for one of the finest, most thrilling rides down the streets of London.



Window Dressings: 4s

No home would be complete without these fine linen dressings. It is important to keep our homes as modest as ourselves. The fabric of these dressings is fine enough to let draughts of summer air pass unhindered. They are also economical to replace if they should become dark with the soot and smog of our factories.

Nitrous Diffuser: £4

The application of Nitrous Oxide has been proven to lighten the mood and raise the spirits with fewer of the foul effects of alcohol. However, the gas may also prove to be a threat to those who enjoy its effects if they linger in the enhanced atmosphere overlong. The Nitrous Diffuser employs an ingenious barometer switch to control the saturation of Nitrous Oxide in the room, thus allowing your entertainment to continue.

For those enjoying this 'diversion' impose one or two black dice on any Action Roll involving mental attributes after a few minutes in this environment. Additional Nitrous Oxide bottles can be purchased for 12s.

Swiss Dispensing Clock: £2

After a hard day of work, there's nothing like a cup of tea or stein of beer to help you relax. The Swiss Dispensing Clock has a hidden compartment in the back large enough to hold two steins of beer or any similarly sized object. When the appointed time arrives, the cuckoo sings and the hidden compartment slides open. Through ingenious Swiss technology the compartment is able to keep hot items hot and cold items cold, so you never have to worry about cold tea or warm beer! I have to say that the storage chamber of the clock is quite ingenious. Beverages will remain at acceptable temperatures for up to twelve hours. The storage space is quite useful for secreting other objects. The chamber will not open at the appointed time unless the locking mechanism is released.

LIVESTOCK AND PETS - A MENAGERIE AT YOUR DISPOSAL

For those of a rural disposition, livestock is essential to daily life. Faulkner's has arrangements with various breeders of quality animals throughout Britain and India, and can supply some of the more exotic requirements of customers. When purchasing a riding animal it should have been broken in, and the price noted reflects this.

Bullock: £ 4.6

While these creatures provide no milk they are essential to any farm looking to create more cattle.

Canary: 4d

These birds are invaluable for miners, as they are most susceptible to the flame damp and wet damp that lurks in deep mines. Before noxious chemicals condense to a point where they can harm a man, a canary is sure to expire. Small cages are available for 4d.

Camel: £12

These 'ships of the desert' are commonly used in Africa, the Holy Lands, and Western America. Our camels are bred in Egypt by Said Hassan of Alexandria.

Cat, Mixed-Breed: 10d

Cats are not commonly sold these days, although one suspects they may 'catch on'. Dogs are more common and preferred as pets by most. The price represents the average, non-show cat. Prices on pure breed felines can range from 1s to £2.

Dog, Collie: 2s

One of the most popular breeds around, the Collie is lovable, loyal, and handy in the fields.

But unless they are very well trained, they still can't tell you if little Timmy fell down the well...

Dog, Corgi: 10d

For high quality toy dogs, the price can range between nothing if you find them in the street to £10 from top-name breeders.

Dog, German Shepherd: 3s

The prices for working dogs can vary from nothing for animal found or rescued to £20 for animals from top breeders and more rare breeds, like Akitas, etc.

Dog, Greyhound: £1.2

The price would be comparable for other racing dogs: whippets, and the like. Good racing dogs can go for as high as £50 - more than some horses!

Dog, Terrier: 4s

Terriers were the most common, favoured dogs today. Jack Russell, West Highland White, Cairn... there are a myriad of Terriers to choose from. Prices could range from nothing for the rescued street mutt to £4 for top-breed show animals.

Elephant, India: £100

NEW! We now have an exclusive contract with Mr. Rao of Jhansi to provide our Indian customers with the perfect beast of burden. Rao's elephants are calm, loyal, and hard-working and are guaranteed to be under the age of two years. Elephants can be very, very loyal and affectionate; unfortunately, they tend to

bond to one person or family and will rarely willingly work for anyone else. There have been incidents where elephants have died of mourning for their owners. There are also tales of the 'rogues', driven to madness by cruel owners, who then kill their oppressor...and hunt down the family!

More than horses, even, an elephant can act as a background character – coming to the character's aid, helping to break down a door or rescue trapped companions. They should be run with a sort of eerie intelligence – not quite human, but certainly not animal. However, due to their size the players should be reminded they are anything but convenient and portable!

Horse, Arabian: £50

Long recognized as one of the finest, most beautiful breeds of horse, our Arabians are raised in Gibraltar by Captain Richard Boone, late of Her Majesty's Navy. They are shipped by train where possible, to prevent injury or illness common in ship-borne transport.

Horse, Dray: £8.9

These workhorses are guaranteed to be less than three years old and in perfect health.

Horse, Jumper: £60

There are dozens of types of horses used for steeplechase and other equine sports that rely less on speed and more on temperament and stamina. The price represents the average for a 'jumper'. The price, as with the other horses, can range from 10-20% lower or higher, depending on health and quality of breeder.

Horse, Quarter: £100

As with the jumpers, there are many breeds used for racing – American Quarter horses, Arabians, Barbs, all are frequently used for racing. The price represents that lower end of the 'racing' horse; prices can range up to £100,000!

Mule: £5

If you just need to carry things, this cheap beast of burden is all you need. While very slow compared to a horse, they are often used as a riding beast for persons of a smaller stature.

Sheep: £2

While I'm not sure what anyone in the city would do with one, these lovable creatures are as cheap as they are cheerful. They must be sheared to claim their wool, which should be done by a professional.

Wyvern: £200+

These rare and intelligent creatures can be life-long companions, despite their reputation for being more

cantankerous than the camel. The best wyverns are lovingly raised in Bavaria by Lothar Whitecrest by special appointment to the Kings of Bavaria and Wurttemberg. A good wyvern is a delight: smart, obedient, and utterly devoted to their owner. The inverse is just as much frightening: a cunning, diabolical beast that will play cruel jokes on its owner, and may even purposefully throw them from the saddle.

Treat your wyvern very well, and even then you should be careful.

Howdah and Elephant Tack: £10

These box compartments are fitted to the back of the elephant. They have a canvas bottom that can be padded with pillows (recommended!) and have an awning to protect from the sun. They provide a perfect platform to travel the wild places of the world and serves as an ideal lookout point or even dining area. The best way to disable someone in a howdah is to cut the straps holding it in place. It's a long fall from the back of an elephant!

English-Style Horse Tack: £3

This is the usual leather and brass bit bridle, leather saddle (English-style).

Is there a difference in the types of tack? YES! The English saddle does not have the pommel and wider seat of the American tack, which is made for distance rides where the rider is in the seat for much of the day. The English saddles are more finely polished and made; used for a few hours in hunts, steeplechase, and the like. Ladies who do not wish to be shocking will ride side-saddle, which requires a totally different saddle as well. Prices for tack run from 10s for the most basic uncured leather and uncomfortable saddle, to £10 for elegant, well-polished leather with brass or silver accoutrements and personalisation.

Wyvern Tack: £5.8

Our wyvern tack has the special harness bridle with steel bit to prevent the animal from chewing through. The saddle is adjustable, with a safety strap that holds the rider in place.

LIVESTOCK AND PETS

Bullock: £ 4.6
Canary: 4d
Camel: £12
Cat, Mixed-Breed: 10d
Dog, Collie: 2s
Dog, Corgi: 10d
Dog, German Shepard: 3s
Dog, Greyhound: £1.2
Dog, Terrier: 4s
Elephant, India: £100
Horse, Arabian: £50
Horse, Dray: £8.9
Horse, Jumper: £60
Horse, Quarter: £100
Mule: £5
Sheep: £2
Wyvern: £200+
Howdah and elephant tack: £10
English-Style Horse Tack: £3
Wyvern Tack: £5.8



AUGUST 'AUGIE' HOSTERMAN

August is a native of London, born and bred on its streets. He has returned from Australia, where he served several years for charges of theft and burglary. Through an uncanny

knack for style and decoration, he has procured a position with Sotheby's as a personal buyer to the influential and powerful. His natural charms and grace belie his upbringing as a street child and his hard sentence in a penal colony.

Unless one were to delve into his history, the character of August Hosterman would be unassailable. He knows how to carry himself as an upstanding model of British society. His manner of speech is that of the upper-class, learned through great pains from a dispossessed young nobleman in Sydney. Many upper-class gentlemen use August's expertise to economically furnish their homes - saving the balance for further investment.

Through his formative years, "Auggie" used his natural athletic talents to steal from those better off. However, he was no common pick pocket or back-street ruffian. His talents lay in the climbing of buildings and the deft opening of locks and latches. These abilities bloomed as he reached adulthood. Nimble as any sweep and bold as brass, he pulled even more complex burglaries against the upper class and their establishments, like the famed auction house of Sotheby's. The thefts were less about their value and more about the thrills. Invariably, the largest portion of his 'liberated' goods would be distributed among a large circle of friends. Eventually, the law caught up with him. After serving time in a penal colony, he returned to England and found work portering in an auction house (with a forged reference and false name). When his talent and expertise in goods and antiques became known he worked his way up to Auctioneer and started taking on private commissions. Rumour has it he still breaks into homes as a service to check security arrangements.

August is tall and spare. His closely-tailored black suits fit him just so and make him look almost like a shop's dummy model come to life. If not for his animated, weather-beaten face and thick, prematurely white hair, he might as well be a shadow. His green eyes occasionally spark with the hurts and deprivations he suffered in his younger years. August is happy to serve the needs of his rich middle and upper class patrons. He earns more through

commissions now than he ever did as a second story man and a large portion of that money goes to those in harder straights, just as it did in years past.

Rank: 12 **Race:** Human **Social Class:** Middle - although anyone finding out his history may treat him as Lower

Nationality: British **Age/Gender:** 33/Male
Build: Athletic **Hair/Eyes:** White/Green

Childhood Experience: Urchin
Vocation: Reformed Cat burglar
Social Ethics: Much more responsible than before
Personality: Adventurous but scared by life

Attributes

Strength: 1, **Dexterity:** 4, **Fortitude:** 2,
Presence: 3, **Wits:** 3, **Resolve:** 1,

Initiative: 10, **Movement:** 9,
Health: 4 (8), **Mana:** 1 (6),
Special Abilities: Adaptability, Destiny

Common Skills

Athletics 6, Charm 6, Conceal 4, Dodge 5, Etiquette 5, Fisticuffs 3, Hide & Sneak 6, Perception 3, Streetwise 6

Specialties

Appraisal 6, Conversation 4, High Society 3, Pick Pocket 3, Pick Lock 7

Talents

Agility, Natural charisma

Privileges

Local Hero (Whitechapel)

Assets

Middle Class Income 2, Wardrobe 3

Complications

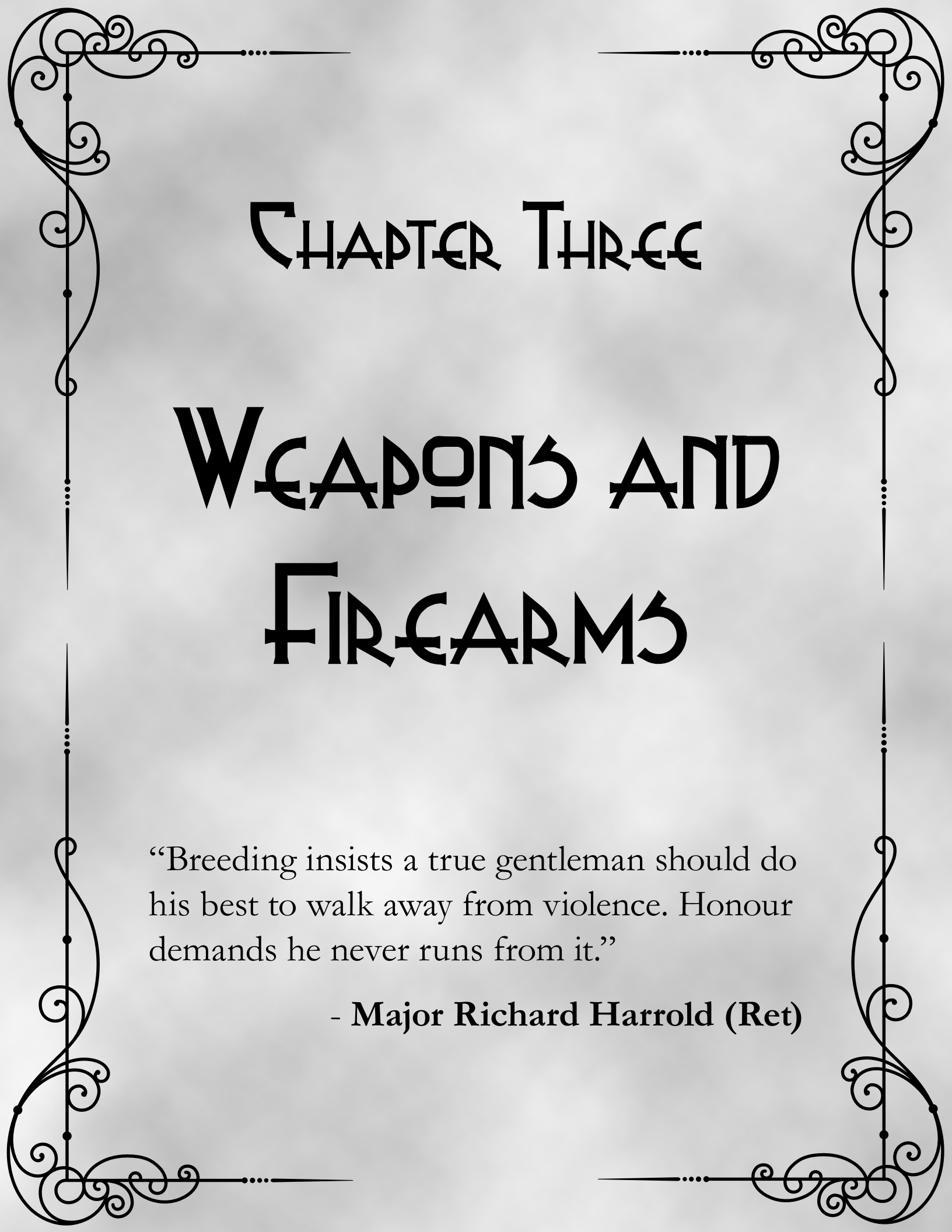
Bad Reputation, Responsibilities

Magical Abilities

None

Personal Effects

Well tailored suit, Sotheby's catalogue, Lock picks.



CHAPTER THREE

WEAPONS AND FIREARMS

“Breeding insists a true gentleman should do his best to walk away from violence. Honour demands he never runs from it.”

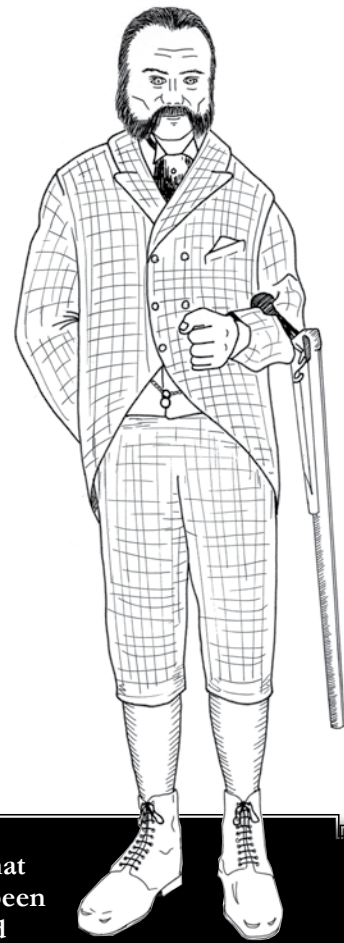
- Major Richard Harrold (Ret)

WEAPONS AND FIREARMS

PROTECTIVE AND DEFENSIVE ACCOUTREMENTS FOR THE
SOLDIER AND ADVENTURER
INTRODUCED AND DETAILD BY MAJOR RICHARD HARROLD, RCT, LATE OF
THE 72ND FOOT - THE SCARFORTH HIGHLANDERS

We live in dangerous times. There are plenty who would shudder if they understood how many jealous enemies the British Empire has. So it is not surprising that so many people look to arm themselves, whether for their own protection, or to stand and defend their country.

With my years in the military and as a dealer in arms, I must caution any potential buyer to purchase what suits them, not what does the most damage. A large gun may be lethal in trained hands, but is often more dangerous to the user who cannot control it.



I must admit that I have a weakness for investigating scandalous and glamorous places. So when I heard of the Mardi Gras, I had to travel to New Orleans to see the famous carnival for myself.

Upon my arrival at my hotel, I was informed that another Englishman was in residence. I decided to seek him out, eager for news of London. Unfortunately, when I found him I discovered the concierge was wrong on two accounts - I am a Dwarf, not a man, while my new companion was a Scotsman. However, the concierge had, at least, managed to get the gentleman's name correct, and that is how I met Major Richard Harrold.

We met in the bar of the hotel while we waited for the heat of the day to dissipate. He was tall, even for a human, with dark hair salted with grey. He was soft-spoken with little discernable accent (a characteristic, I later discovered, of the Northern Isles). He was modestly dressed and it was obvious even to me that he was a military man - my questioning revealed as

much. He told me that had, until recently, been officer in a Highland regiment and had left it only to take service with Her Majesty's government. His current role was buying surplus weaponry from the Americas.

I told him that I did not understand. Her Majesty's forces use far more sophisticated equipment than the precariously allied Americas possessed, so I could not see why the British government should want such weapons. His answer astounded me even more - we did not, he said, but the Fenians did. I had travelled enough to know of the Fenians, Irish nationalists, intent on throwing off the shackles of British rule from their native land. That this gentleman was using British money to somehow arm the Empire's Irish enemies both surprised and amused me.

I gave him my card and asked him to look in on me the next time we were both in London.

- from the diary of Joseph Faulkner

So before purchasing any weapon, you must think carefully about why you need it and how you intend to use it. Those who fear assault on the street should seek out smaller weapons that they can carry on their person. A large gun left at home due to its excessive weight is little use to anyone. Those who intend to hunt game, wherever they choose to seek it, will find the larger firearms more useful should they not wish to become prey themselves.

I should not have to mention that the law takes a dim view of armed citizens. While there is little to stop a respectable lady or gentleman carrying a defensive item, the police will not look favourably on those who brought weapons when an incident occurs. Faulkner's can, of course, only condone the purchasing of weapons for defence. We should warn you that those who seek violence are rarely glad they have found it.

BLADES

As much a tool as a weapon, a good knife is an essential basic for an outdoorsman or soldier.

Pocket Knives: 3d to 1s (depending on size)

In the British Isles every man and boy carries a pocket knife of one kind or another for general cutting or whittling purposes. Most are folding knives with a cutting blade around 1 to 2 inches long. More expensive versions may have a second blade.

Pocket knives for pipe smokers generally have a cutting blade, a short spike for clearing the bowl of the pipe and may also have a metal tamp (similar to a cannon's ram) for tamping down lit pipe tobacco.

Pocket knives for small boat sailors sometime include a marlin spike (see below) and the blade may be up to 3 inches in length for cutting through rope.

Each knife can be supplied with a leather sheath suitable for wearing on a belt. Sheaths cost 8d.

Fish Knife: 9d

Commonly carried by fishwives and some fishermen, the fish knife is a thin blade (similar to a stiletto) with an edge, deliberately kept razor sharp, and a

point. They are usually used for gutting, filleting and cleaning fish.

Marlin Spike: 8d

A metal spike from 4 to 6 inches in length with a sharp point carried by sailors and dock workers for working with ropes.

Skean Dhu: 5s

From the Gaelic *Sgian Dubh* (black knife). This pointed knife is traditionally worn tucked into the sock by Scotsmen as part of a formal kilt outfit. The handles are generally hand-crafted from deer antlers or a variety of quality hardwoods and may be coloured black. Many are handed down from father to son and may go back several generations.

Collapsible Sword: 2s 6d

For the discerning gentleman who wants to travel safely, but not appear armed to the teeth. With this new innovation, a quick flick of a wrist transforms this ten inch steel rod into a full rapier! The blade telescopes out, locking into position with the briefest of twists. However, it is only suitable for stabbing as it is not edged for cutting.

The collapsible sword is made of blued steel to pass casual inspection, but will not stand up to close examination. An optional belt loop attachment allows you to carry the weapon concealed beneath a three-quarter coat.

The collapsible sword, sadly, doesn't lock into position as well as it might. Any Foul Failure while using the blade breaks the lock making the weapon unusable as the blade starts sliding in and out of itself. Severe damage to the weapon, closed or open can bend the concentric tubes making it stick in whatever state it is in.

CANES

Canes are commonly carried by gentlemen about town and are particularly common as part of formal evening wear in London high society. They are less common in the Americas and some of Europe. Many

BLADES

Pocket Knives: 3d to 1s (depending on size)

Fish Knife: 9d

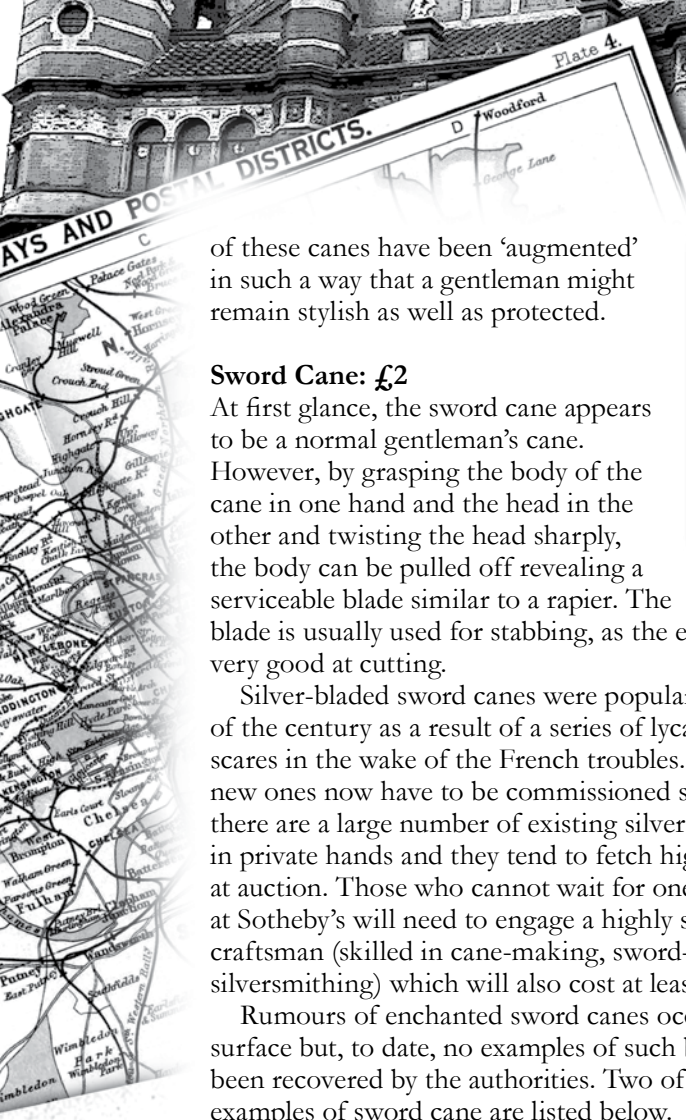
Marlin Spike: 8d

Collapsible Sword: 2s 6d

Skean Dhu: 5s

WHERE ARE THE STATS?

Given that all the entries in this chapter involve weapons, you'll find most of their statistical details in the table at the back of this book. That way they are not repeated throughout the text and easily found in one place.



of these canes have been 'augmented' in such a way that a gentleman might remain stylish as well as protected.

Sword Cane: £2

At first glance, the sword cane appears to be a normal gentleman's cane. However, by grasping the body of the cane in one hand and the head in the other and twisting the head sharply, the body can be pulled off revealing a serviceable blade similar to a rapier. The blade is usually used for stabbing, as the edge is not very good at cutting.

Silver-bladed sword canes were popular at the turn of the century as a result of a series of lycanthrope scares in the wake of the French troubles. Although new ones now have to be commissioned specially, there are a large number of existing silver sword canes in private hands and they tend to fetch high prices at auction. Those who cannot wait for one to appear at Sotheby's will need to engage a highly skilled craftsman (skilled in cane-making, sword-making and silversmithing) which will also cost at least £30.

Rumours of enchanted sword canes occasionally surface but, to date, no examples of such blades have been recovered by the authorities. Two of the finer examples of sword cane are listed below.

Defender Cane: £2.1

This cane has a mahogany sheath and brass tip. The handle is leather-wrapped and slightly angled to provide a good grip. Twisted the brass locking ring underneath the handle releases a Smallsword (1.5')

CANES

Sword Cane: £2

Defender Cane: £2.1

Toledo Cane: £4.5

Weighted Cane: £1

Rifle Cane: £2 15s

Garrotte Cane: £7

Blowpipe Cane: £2

made of fine Birmingham steel from the sheath of the cane.

Toledo Cane: £4.5

Like the *Defender* model, the *Toledo* is a sword cane. Designed by fencing master Jaime A. of Madrid, the *Toledo* has a black lacquered finish, with a nickel tip and finishes. The handle is chequered black wood, to provide a firm grip. A push button at the base of the handle releases the 2 1/4" inch Smallsword. The sword is made from Toledo steel.

Weighted Cane: £1

The weighted cane is the simplest modification of the cane currently available. It is estimated that up to a quarter of all gentlemen's canes in London today are weighted to some extent.

The head and the top quarter (sometimes up to a third) of the cane is filled with lead, making the cane a pretty effective cosh, if required. This modification is completely undetectable unless the cane is lifted.

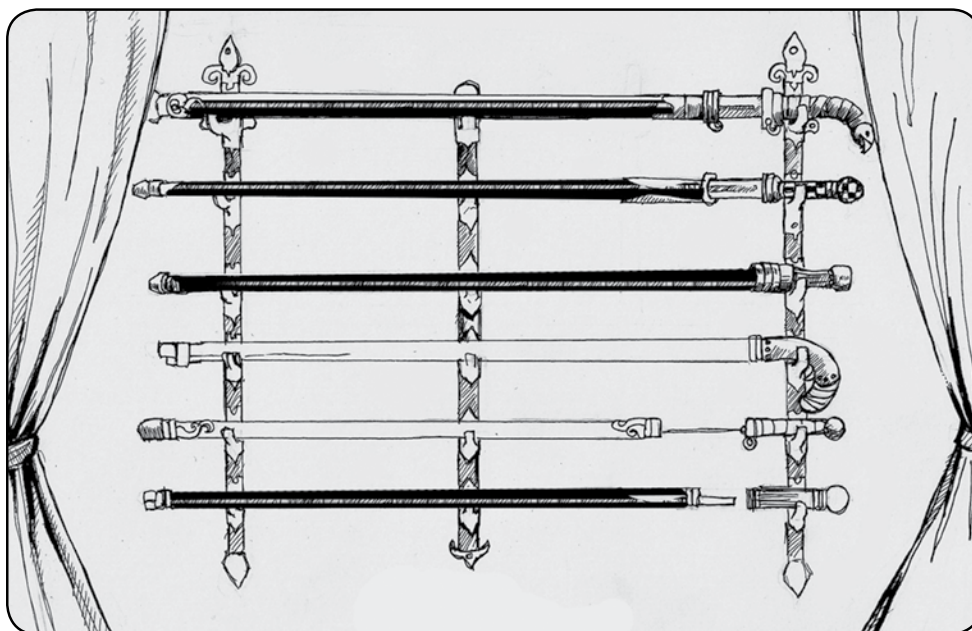
Rifle Cane: £2 15s

The rifle cane has a barrel running the full length of the cane with a breech, which accepts a single round, concealed under the head of the cane. To fire the weapon, swing the cane up to point it at the intended target and press a concealed trigger in the side of the cane close to the head. The rifle cane has not proved popular in London society. It is difficult to aim with any accuracy, the concealed trigger is easy to lose track of and reloading is cumbersome. Other

reported faults include dirt blocking the open end of the barrel, causing misfires. They are gradually falling out of favour as derringers become more commonly available, but they are still favoured by those for whom a more obvious gun is not an option.

Garrotte Cane: £7

This weapon is rather unwieldy, but a popular assassin's choice. The top of the cane twists off, allowing the user to draw out a thin length of piano wire firmly secured between the top and the inside of the cane. This thin wire is an excellent



garrotte, used for strangling a victim. Although the length of the cane makes it more unwieldy than a usual garrotte, the ability to fold it back into a normal looking cane, and the solid grip while in use makes it an excellent choice for those entering a gathering with a particular purpose.

The Garrotte Cane can only be used with the Specialist Weapon (Garrotte) skill, and even then its unwieldy nature adds 1 Black Dice to any rolls (including those with Black Dice penalties noted below) made using it. When using a garrotte you must first grapple the opponent to get the garrotte in place. If they are surprised you need only get a single success on a Dexterity + Specialist Weapon (Garrotte) roll, but as you need to target the neck you suffer a 3 Black Dice penalty. If they are not surprised you must attempt to grapple as usual, but using Strength + Specialist Weapon (Garrotte) (still with the additional 3 Black dice). If you get the garrotte in place you do a Crush attack each round, and your Strength gains a +3 bonus for the purposes of damage and attempts to hold the grapple. The effects of a Choke attack are also applied, using the damage sustained from the Crush attack. However, the victim can attempt other actions beyond attempting to break the grapple, although all such actions suffer a 4 Black Dice penalty.

Blowpipe Cane: £2

This cane is a simple weapon design inspired by weapons seen in use by the primitives of Australia and South America. When the top is unscrewed and the rubber end from the bottom is removed, the cane is revealed as a hollow tube. A skilled user can then make use of the cane as a blowpipe or even a breathing tube.

Blowpipe darts do 2 dice of damage, but can be poisoned. The range is equal to the Resolve of the user $\times 4$ in yards. Some versions have a compartment to store darts, usually 3 or 4. However, these versions are slightly shorter because of this and suffer an Accuracy modifier of -1.

OTHER MELEE WEAPONS

While swords and canes fit the gentleman, there are plenty of other weapons you might find pointed at you on the streets of London.

Sap/Blackjack: 8d

A concealable flexible club or cosh used by common criminals to stun their targets. A small sack (or even a sock) filled with sand is sometimes substituted by more impoverished criminals with the same effect but at a fraction of the cost. Being found in possession of

OTHER MELEE WEAPONS

Sap/Blackjack: 8d
Brass Knuckles: 3s
'Thuggee Scarf': 1s 6d
Chain: 2s

one of these by a policeman will get you questioned closely.

Brass Knuckles: 3s

Favoured mostly by the lower classes, brass knuckles are a set of brass rings welded together to increase punching power. Although it is not a criminal act to own a set of brass knuckles, it is regarded as a sign of criminal tendencies.

'Thuggee Scarf': 1s 6d

Not the genuine article (discussed in more detail in chapter 6) but a cheap, non-magical imitation. Used by initiates into the Thuggee cult (and sometimes by others to divert blame away from themselves) the Thuggee scarf is a plain neckerchief, usually made of cotton. It differs from a normal neckerchief in that it has a pair of coins (sometimes brass buttons are substituted) positioned so that, when the scarf is used to garrotte a target, the coins press against the carotid and jugular hastening the death of the target.

Worn as a neckerchief, or sometimes handkerchief, the Thuggee scarf is difficult to detect and can be quickly deployed for use without alerting the target.

This form of the scarf is more common in London than its magical counterpart. Some Chinese gang members have recently taken to using them, apparently to confuse the authorities and divert blame for any killings they make away from the Chinese community.

The 'false' Thuggee scarf is still an excellent garrotte and works as described above for the Garrotte Cane. It does not suffer the extra Black Dice penalty for unwieldiness, but is not so easily concealable.

Chain: 2s

A weapon such as this can usually be found rather than bought. At its most basic it can be wrapped around the fist, making it much the same as a pair of brass knuckles. For the more skilled thug, it can be swung and used to entangle opponents or hit them from a distance. What is more, a reasonable length of chain can be wrapped around the waist under the coat and concealed very efficiently.

Wrapped around the fist, a chain is exactly the same as a pair of brass knuckles. It can be used to entangle using the Improvised Weapon skill in the same way as a whip. Should the wielder have the skill Specialty Weapon (Chain) he can do all of the above and use the chain in melee combat by swinging it around. In such a case, he can make multiple actions fighting different opponents in range, and can strike at opponents that are not quite in melee range as it out reaches swords, clubs and daggers.

FIREARMS

The most popular weapon these days is, of course, the firearm. The gun has allowed European forces to crush the more primitive tribes and expand their Empires. However, the weapon is still thought by many to be in its infancy. There are several different styles and actions for the modern firearm. Plenty of people insist that a particular innovation or design is definitive. However, anyone of sense makes no such claim for a weapon that remains unproven in the field.

When considering a firearm, you should take several things into account. The calibre of the weapon determines the ammunition it takes. The number refers to the diameter of the inside of the barrel (in hundreds of an inch). So a .45 calibre weapon takes a larger bullet than a .30 calibre weapon. Obviously, the larger the bullet the more damage it does. However, with greater damage and power comes a more explosive recoil.

You should also consider how many bullets the weapon can contain and how quickly it can be reloaded. There are plenty of targets that require more than one shot to bring down, and none of them are things you want charging you while you are struggling to reload. However, those with servants often bring several loaded weapons that can be handed to them and reloaded by their valets.

I have described some of the other qualities of each firearm below, as well as some modern modifications that can be made. However, I only recommend modified weapons for the professional.

The current market in weapons is led by the American companies, especially Colt, Sharps, Smith & Wesson and Winchester. The French Le Mat and

Chassepot companies are popular in Europe and Prussian designs by Dreyse are also coming to the fore. Britain is represented by Webley and Tranter, two companies known for their quality, if not their quantity of firearms.

DERRINGERS, PISTOLS AND LADIES' GUNS

This general class of small firearms is usually single-shot, although some have a second barrel. They are designed to be carried by ladies (especially ladies of the night who, traditionally, are more likely to need them) and anyone who requires a concealable firearm as a backup. These guns are generally only any good at short ranges due to the short barrels. In America, these are sometimes referred to as 'belly guns'.

Barnes Boot Pistol: £1

This is a double-action .50 calibre pistol. As it is designed to be tucked into a cavalry boot, it is a popular back-up weapon with the U.S. cavalry. Rather less common in Europe where such boots are not so popular.

Sharps Pistol: 10s to £1 (depending on calibre)

Available in .22, .38, .44 and .54 cal. A rather bulky single-action pistol with little to commend it.

The "Twister": 15s

So called because after the first shot the barrel is rotated upwards for the next shot. This .36 calibre derringer lays flat and is popular among the gamblers of the American Midwest. I am reliably informed by

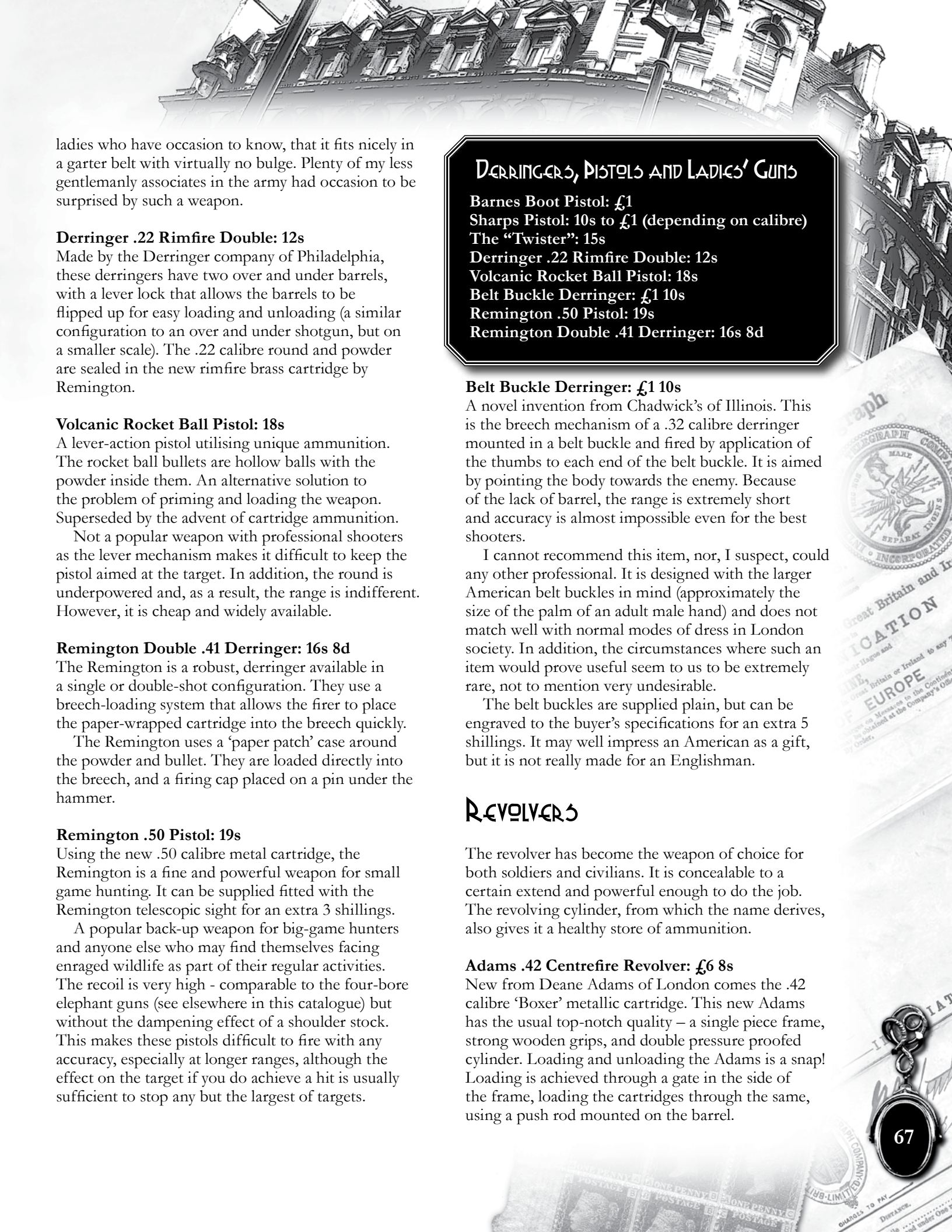
BUT I JUST WANT A GUN!!!!

While plenty of players relish the idea of poring over gun catalogues, plenty of other players hate it. For those who are looking at this chapter sighing in bewilderment, here is something for you.

The following table lists guns as simply large or small. They have average ranges and damages for their type. Just pick the one you want and you are done searching for the right kind of gun. Needless to say, all of these items below use the Firearms skill.

Gun	Damage Dice	Rate of Fire	Shots	Reload Time	Range	Cost
Derringer	4	1	2	3	15 yds	£4
Small Pistol	6	2	6	4	20 yds	£5
Large Pistol*	8	1	6	5	25 yds	£6
Rifle	10	2	8	5	200 yds	£8
Shotgun	12	2	2	5	50 yds	£6

*suffers a -2 Accuracy rating for anyone with less than 2 Strength



ladies who have occasion to know, that it fits nicely in a garter belt with virtually no bulge. Plenty of my less gentlemanly associates in the army had occasion to be surprised by such a weapon.

Derringer .22 Rimfire Double: 12s

Made by the Derringer company of Philadelphia, these derringers have two over and under barrels, with a lever lock that allows the barrels to be flipped up for easy loading and unloading (a similar configuration to an over and under shotgun, but on a smaller scale). The .22 calibre round and powder are sealed in the new rimfire brass cartridge by Remington.

Volcanic Rocket Ball Pistol: 18s

A lever-action pistol utilising unique ammunition. The rocket ball bullets are hollow balls with the powder inside them. An alternative solution to the problem of priming and loading the weapon. Superseded by the advent of cartridge ammunition.

Not a popular weapon with professional shooters as the lever mechanism makes it difficult to keep the pistol aimed at the target. In addition, the round is underpowered and, as a result, the range is indifferent. However, it is cheap and widely available.

Remington Double .41 Derringer: 16s 8d

The Remington is a robust, derringer available in a single or double-shot configuration. They use a breech-loading system that allows the firer to place the paper-wrapped cartridge into the breech quickly.

The Remington uses a 'paper patch' case around the powder and bullet. They are loaded directly into the breech, and a firing cap placed on a pin under the hammer.

Remington .50 Pistol: 19s

Using the new .50 calibre metal cartridge, the Remington is a fine and powerful weapon for small game hunting. It can be supplied fitted with the Remington telescopic sight for an extra 3 shillings.

A popular back-up weapon for big-game hunters and anyone else who may find themselves facing enraged wildlife as part of their regular activities. The recoil is very high - comparable to the four-bore elephant guns (see elsewhere in this catalogue) but without the dampening effect of a shoulder stock. This makes these pistols difficult to fire with any accuracy, especially at longer ranges, although the effect on the target if you do achieve a hit is usually sufficient to stop any but the largest of targets.

DERRINGERS, PISTOLS AND LADIES' GUNS

Barnes Boot Pistol: £1

Sharps Pistol: 10s to £1 (depending on calibre)

The "Twister": 15s

Derringer .22 Rimfire Double: 12s

Volcanic Rocket Ball Pistol: 18s

Belt Buckle Derringer: £1 10s

Remington .50 Pistol: 19s

Remington Double .41 Derringer: 16s 8d

Belt Buckle Derringer: £1 10s

A novel invention from Chadwick's of Illinois. This is the breech mechanism of a .32 calibre derringer mounted in a belt buckle and fired by application of the thumbs to each end of the belt buckle. It is aimed by pointing the body towards the enemy. Because of the lack of barrel, the range is extremely short and accuracy is almost impossible even for the best shooters.

I cannot recommend this item, nor, I suspect, could any other professional. It is designed with the larger American belt buckles in mind (approximately the size of the palm of an adult male hand) and does not match well with normal modes of dress in London society. In addition, the circumstances where such an item would prove useful seem to us to be extremely rare, not to mention very undesirable.

The belt buckles are supplied plain, but can be engraved to the buyer's specifications for an extra 5 shillings. It may well impress an American as a gift, but it is not really made for an Englishman.

REVOLVERS

The revolver has become the weapon of choice for both soldiers and civilians. It is concealable to a certain extent and powerful enough to do the job. The revolving cylinder, from which the name derives, also gives it a healthy store of ammunition.

Adams .42 Centrefire Revolver: £6 8s

New from Deane Adams of London comes the .42 calibre 'Boxer' metallic cartridge. This new Adams has the usual top-notch quality - a single piece frame, strong wooden grips, and double pressure proofed cylinder. Loading and unloading the Adams is a snap! Loading is achieved through a gate in the side of the frame, loading the cartridges through the same, using a push rod mounted on the barrel.

THE CARTRIDGE ISSUE

The metallic and paper-patch cartridges started making their appearance in the late 1850s. So why did it take so long for others to use the more reliable cartridges over cap & ball? Simple: the patent for the bored-through cylinder invented by Rollin White for the use of metal cartridges was owned by Smith & Wesson, a patent they held until its expiry in 1869. The introduction of cartridge weapons in Britain and the rest of Europe was hampered by the patent issue, but British manufacturers were already creating cartridge weapons by 1866.

Rifles had been using the metallic cartridge since the introduction of the Henry Rifle in the 1850s, though it was slow to be adopted in the military due to the "unusual" ammunition type. The Henry, and later the Winchester, caught on quickly with hunters and frontiersmen, who needed the repeaters' impressive firepower.

Colt Army Revolver: £5 10s

The Colt is the most common military sidearm in America. Not quite as sturdy as the Remington, but at least as reliable. It is loaded through the barrel. Each chamber is loaded individually with black powder and bullet then tamped down with the loading ramrod. The rear sight is a notch in the hammer, clearly visible only when the revolver is cocked.

Colt Navy Revolver: £6

Produced for service with the American navies, the Colt Navy revolver is almost identical to the Colt Army but has been treated for extra proof against rust and salt corrosion. This treatment may make them more popular in London where the nightly fogs, while not noticeably salt-laden, make the air very moist.

When buying this weapon the customer can specify barrel length: 2, 4, 6, or 10 inches. The longer 10 inch barrel provides increased accuracy, but at the expense of much reduced concealability. If you choose the long-barrelled model, we advise that you wear it openly in a holster - drawing such a long firearm from concealment risks trapping the weapon in clothing and may result in you being unable to defend yourself.

Colt Dragoon .44 Revolver: £6

The Dragoon, and its larger brother the Walker, is another mainstay of the United States Army. With a larger calibre than the standard issue Army and

Navy revolvers (above), they are much sought-after by soldiers. The Colt Dragoon comes with a 5" barrel.

Colt Dragoons can be converted to the new metal cartridge for an extra £1, if you order the conversion at the same time as the weapon. Please allow an extra month for delivery of the cartridge weapons.

Le Mat Grapeshot Revolver: £8

The invention of Dr. Jean Alexandre LeMat of New Orleans, the Le Mat consists of a 9-shot cylinder and a separate central shotgun barrel. You select whether to fire from the cylinder or the smoothbore barrel by flipping a lever on the end of the hammer. *[This takes one standard action.]* We recommend the Le Mat revolvers manufactured under licence by Charles Frederic Girard and Son of Paris.

Remington New Model Army Revolver: £6

A favourite sidearm of the Texas Rangers. The Remington New Model Army is a .44 calibre, long barrel revolver. It is widely regarded as a sturdy and reliable weapon. The Remington New Model Army can be loaded through the barrel or by removing the cylinder and loading it separately. Many soldiers preferred to carry a second, pre-loaded cylinder. Additional cylinders and a loading stand can be purchased separately.

Remington New Model Navy Revolver: £5 12s

Designed for the Navy, this is similar to the Remington New Model Army revolver, but with a slightly shorter barrel. Another sturdy and reliable weapon. Like the Army version, the Remington New Model Navy can be loaded through the barrel or by removing the cylinder and loading it separately. Additional cylinders and a loading stand can be purchased separately, as before, but are not interchangeable with the Army version.

THE EMPTY CHAMBER

For all Colt weapons (Army, Navy, Walker, Dragoon, etc) users are advised to leave an empty chamber under the hammer; all Colts are notorious for accidental discharge if the hammer is struck hard over a primed chamber.

If a chamber isn't left empty, the Gamemaster can decide it fires if the character carrying it makes too many sudden or aggressive movements. A Foul Failure on any Athletics attempt would also be a good opportunity.

Savage Navy Revolver: £4 15s

The Savage Navy model revolver is a single action, six-shot, .36 calibre. It has two-piece walnut grips, blued frame and barrel, case hardened hammer, trigger, trigger guard and loading lever.

The Savage Navy revolver is easily distinguished by its unique trigger and cocking lever configuration which resembles a figure 8. One is actually a cocking lever. The top trigger is used to fire the hammer, while the lower finger-sized ring is used as a lever to cock the hammer and rotate the cylinder.

Smith & Wesson No 1 Revolver: £6

The second edition of the noted No 1 revolver from Smith & Wesson of Massachusetts, chambered for the .32 rimfire cartridge. A shorter barrel than the Colt and Remington firearms and rather underpowered compared with them, but it has the advantage of the new smokeless cartridges. They are very reliable, less affected by moisture, and the quality is extraordinary! The Smith & Wesson is loaded from behind the cylinder, rather than down the barrel.

Smith & Wesson Tip-Up Revolver: £5 4s

The Tip-Up revolver is the latest addition to the Smith & Wesson stable of metallic cartridge weapons. Using their .22 rimfire round, the Tip-Up is small and comfortable for everyday wear. The seven-round cylinder provides a wealth of protection for the policeman on duty or the gentleman about town, and the tip-up action (activated by a switch on the underside of the receiver) allows ease of cartridge extraction and reloading.

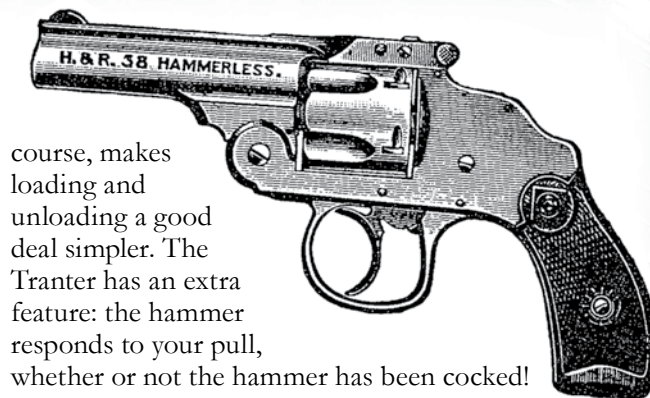
Tranter Pocket Arm: £5 5s

A British-made weapon. The Tranter pocket revolver has a dual trigger mechanism, allowing it to be fired in single-action or double-action mode. A second trigger projects from the bottom of the trigger guard and can be operated by the firer's middle finger. Operating both triggers at once produces the double-action mode.

The Tranter pocket revolver is small and lightweight, but carries quite a punch. Using the new .32 Boxer centrefire metallic cartridge, this pistol has the famed Tranter quality. The first two Pocket .32's made were presented to the Prince of Wales and now you, too, can own one.

Tranter Centrefire .44 Revolver: £8 6s

Fresh off the foundry floor, the Centrefire .44 is a phenomenal weapon and popular with the cavalry of Her Majesty's army. The .44 Boxer cartridge protects your powder from moisture, increases power and, of



course, makes loading and unloading a good deal simpler. The Tranter has an extra feature: the hammer responds to your pull, whether or not the hammer has been cocked!

Webley Revolver: £8

This is the most up to date model of this reliable, short-barrelled revolver from P. Webley & Sons of Birmingham. Recently adopted by the Royal Irish Constabulary for police service. The Webley can shoot as fast as the equivalent Colt revolvers and, in my own tests, proved at least as fast to reload.

In my opinion, Webley revolvers are the toughest, most reliable weapons ever made. They don't explode, fall apart, or malfunction in any tests I can devise for them. I'm also not alone in being so impressed, many Webley weapons are sold with (at no extra charge) a ten-year guarantee. If your Webley weapon fails to perform within that time to your entire satisfaction, you can return it, with details of the faults, and it will be replaced immediately.

Webley Boxer Revolver: £10 10s

A larger calibre version of the Webley revolver. This version is designed for the overseas market and uses the proprietary .577 calibre round.

REVOLVERS

- Adams .42 Centrefire Revolver: £6 8s
- Colt Army Revolver: £5 10s
- Colt Navy Revolver: £6
- Colt Dragoon .44 Revolver: £6
- Le Mat Grapeshot Revolver: £8
- Remington New Model Army Revolver: £6
- Remington New Model Navy Revolver: £5 12s
- Savage Navy Revolver: £4 15s
- Smith & Wesson No 1 Revolver: £6
- Smith & Wesson Tip-Up Revolver: £5 4s
- Tranter Pocket Arm: £5 5s
- Tranter Centrefire .44 Revolver: £8 6s
- Webley Revolver: £8
- Webley Boxer Revolver: £10 10s



HYBRIDS AND ODDITIES

Hybrids are an attempt to combine two distinct functions, trying to resolve the problem of what to do when the gun is empty and there are still enemies to be dealt with. These weapons can be potent in the right hands. However, for the inexperienced gunman they can often be a liability. Make sure you are getting a weapon that suits you, not following a new fad in weapon design that is likely to, quite literally, blow up in your face.

Tramps Terror Pistol: £1 2s

The Tramps Terror is a double-action .41 pistol with an integral knife blade bayonet. This makes it rather longer than other derringers and pocket guns, but allows the wielder to follow through their shot, if required, without having to first drop the gun.

Because of the blade, it is difficult to draw if holstered and is commonly carried in a coat pocket.

However, the small but sturdy blade can be removed and carried separately. The blade won't fit on any weapon without the fixings for it, but is no more bother than a normal bayonet.

My Friend Revolver: £3

A double-action .41 revolver with knuckle dusters built into the pistol grip. This allows the wielder to engage in fisticuffs, if required, without first dropping the gun.

Elgin Cutlass Pistol: £2 10s

Made specifically to outfit the Wilkes South Sea expedition of 1838, the Elgin cutlass pistol is a single-action smoothbore pistol with an integral 11 inch blade, which extends from the trigger guard and knuckle guard. Although it is described as a cutlass, it is rather closer to a Bowie knife in length and shape. The overall length of the weapon is approximately 17 inches and it can in no way be described as concealable, being designed to be slung rifle-fashion.

DUELING AT HIGH NOON

Even in the American West gunfights were rarely how they are portrayed in Western films and literature. Shooters never walked down the street and tried to face down their opponent in a fair fight. They certainly didn't wait for someone to drop a handkerchief or for a pocket watch to stop chiming. Most gunfights were conducted at about 10 yards range with all parties ducking and weaving and unloading their guns in the general direction of their opponents. Real gunslingers preferred to despatch their enemies from a distance - preferably from behind.

But duels were fought in this manner well into the nineteenth century, even though they had been illegal for some time. The most famous, although certainly not the last, was between the Duke of Wellington and Lord Winchelsea in 1829. The duel can be conveniently split into two parts called, for the want of better terms, the face-off and the actual shooting. In a classic duel, where both sides are supposed to fire simultaneously, the face-off may not matter.

Face-off

In real life (certainly in the Old West, but also in duels if the authorities became involved) the first person to draw and shoot was technically considered the instigator and could be tried for murder if his opponent died. This left both

duellists in a dilemma - shoot first and be guilty of murder, or shoot second and potentially lose.

In game terms, this is dealt with by matching Intimidate or Presence rolls, with the lowest roller drawing and shooting first, but taking extra black dice (because they have snapped first and tried to get the first shot off). If the character succeeded in their opposed roll, but were beaten by their opponent, they take 3 extra black dice for shooting first. If they failed their opposed roll, they take six extra black dice. Alternatively, you could allow the winner of initiative to decide whether to shoot first or second.

Shooting

Run the shooting normally, with the shooter who lost the face-off firing first. Good luck. However, the duel can be sorted in one roll, with each duellist rolling their Dexterity + Firearms dice pool and the winner doing the damage just as in melee combat.

Firing on a signal

Maybe your duel is not the classic 'six paces and turn' type. You may agree to fire when a pocket watch stops chiming or a lady drops a handkerchief. In this case, each character makes an Initiative roll, and the winner is the first one in the round to fire when the signal is given.

Flechette Pistol: £20

These delicate, but finely crafted, weapons are usually of Prussian design. Too expensive and delicate to be mass produced, they remain popular with those who prefer a stylish weapon and can afford the best. The Flechette pistol fires needles instead of bullets. Due to their size the weapon can hold a great many, and the needles themselves fly quickly and accurately. The weight of the needles allows them to be fired using compressed air, making the weapon almost silent. However, this means you are more likely to have to pump air into the weapon to restore pressure more often than you run out of ammunition. The needles themselves do less damage than a bullet, but can be coated in sedatives or poison. For a truly devastating attack the pistol can be set to unload its entire magazine in one blast. The weapon uses a 'clip' full of ammunition that can be slotted into the weapon, making reloading a very simple and quick task, as long as you have a spare clip. Reloading the clip is, however, a long and complicated process, taking at least twenty minutes. If you use any poison on the needles it is carried in the clip, bathing all the ammunition. So you cannot choose to fire non-poison needles without changing the clip. Spare clips cost £1 each.

The Flechette pistol must be pumped using a level in the handle for one whole action every 8 shots or it will stop working through lack of air pressure. If fully pumped the entire magazine (and air pressure) can be spent at a single target. The wielder gains +3 to their Combat roll as a cloud of needles hammers the target. The damage of the attack is 8 dice. Unfortunately, armour is far more resistant to needles and is doubled against the Flechette pistol. Due to their near silent operation (compared to firearms) these pistols are much favoured by assassins, so those who carry them often fall under suspicion as such.

Flechette Rifle: £30

This rifle version of the Flechette weapon is much the same as the pistol. However, it has a better range, larger magazine and needs to be pumped less often. Spare clips for a rifle are £1 each.

The rifle needs to be pumped every 12 shots rather than 8. A burst attack from the rifle does 12 dice of damage. Other than that it works in the same way as the pistol version.

Eldritch Flintlock: £80

Built by the Guild as an experiment, these weapons have become the mark of a wealthy magician. They are only sold to Guild members and associates, and

HYBRIDS AND ODDITIES

Tramps Terror Pistol: £1 2s

My Friend Revolver: £3

Elgin Cutlass Pistol: £2 10s

Flechette Pistol: £20

Flechette Rifle: £30

Eldritch Flintlock: £80

Scythe Arm: +£2 to pistol cost

Rapier: £8

little use to anyone else. Through the Flintlock the magician can expel their raw mana at a target. So the weapon carries no ammunition; that is carried in the mage himself. The weapon can be very effective, although many sorcerers scorn its use. After all, they can do the same damage with an Etheric bolt so the use of such a weapon is the mark of a poor spell caster. However,

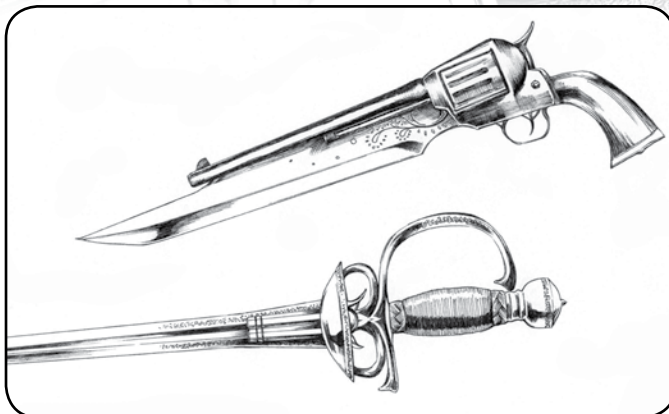
those who use the weapon insist this is a knee jerk reaction from typically luddite technophobic magicians. Plenty of people would like to see this weapon banned, as rumours persist that Demonologists and Necromancers can use the weapon to blast dark energy at a target instead.

Each attack using this weapon draws 4 Mana points from the sorcerer firing it. It is 'loaded' with the energy after each attack should the mage will it so. If the weapon is loaded it can be fired by anyone, but only a Thaumaturgic mage or an Enchanter can channel the mana into the weapon. Petty Magicians need to expend 7 Mana points for each shot due to the incompatibilities of the design.

Scythe Arm: +£2 to pistol cost

The success of the Tramps Terror pistol started something of a fashion among the young and adventurous. To get the best of both worlds, some bright spark decided that it would be a good idea to mount a large blade on a revolver. These side arms became known as Scythe Arms and remain popular with, to be frank, amateurs and gentlemen. Few professional soldiers find a wide blade on a revolver anything more than a nuisance. However, it is useful to have a ready blade in dire circumstances, so I cannot claim the devices are without merit.

A Scythe Arm is always a pistol (we have bayonets for rifles already) which has a wide 6 inch blade slung under and extending past the gun's barrel. The blade is built into the gun so cannot be removed, which makes it very solid and sturdy. A normal gun cannot be upgraded to a Scythe Arm, but they are made in any form of commonly available pistol. The cost of such a weapon is the same as the normal version of the pistol +£2. The advantage of a Scythe Arm is that the user can engage in ranged or melee combat without spending actions changing weapons. They get no more actions in a turn, but can opt to shoot with the pistol or go into a knife fight without penalty. A Scythe Arm is quite bulky, so cannot be easily concealed and requires a special holster. We shouldn't have to point out that when using the Scythe Arm in melee combat you use Swordplay skill, and roll Firearms when you use it to shoot people.



Rapier: £8

With people welding knives onto pistol it isn't much of a surprise that someone decided to build a derringer into a smallsword as well. Such weapons are usually called Rapiers. It is considered rather ungentlemanly to engage in the noble art of swordsmanship and then shoot your opponent, but they can be useful in a pinch. However, for my money, if you want to shoot someone you are better advised to get a decent size of gun and do it properly.

Like Scythe Arms, a Rapier can be used either as a melee or a ranged weapon. As a sword it works in exactly the same way as a Smallsword. As a ranged weapon, it is much like a derringer and able to fire 2 shots using a trigger built into the handguard. To conceal the presence of the derringer, the gun's barrel is usually very short, making it inaccurate at any sort of range (-1 Accuracy). However, the barrel can run almost the length of the blade, giving the gun the accuracy of a rifle (+1 Accuracy for an extra £1).

SHOTGUNS

The bore number of a shotgun (e.g. 12-bore) is derived from the reciprocal weight in pounds of a spherical ball of lead with the same diameter as the gun barrel. Thus, a 4-bore has the same internal diameter as a 1/4-lb ball of lead and a 20-bore barrel has the same internal diameter as a 1/20-lb ball of lead. The calibres most commonly found in Britain are the four, eight and ten bores (used principally for wildfowl shooting) and the more common twelve, sixteen and twenty bores. Americans use the term 'gauge' instead (e.g. 12-gauge).

Elephant Gun: £18 (8 bore), £12 (6 bore), £15 (4 bore)

Effectively a long-barrelled, muzzle-loading shotgun intended for use hunting big-game. Elephant guns are supplied in 8, 6 and 4 bore, single or double-barrelled (side-by-side only). The top manufacturers

'REMEMBER, SALLY, KEEP YOUR POWDER DRY.'

Up until the mid-1850s all firearms used black powder. Black powder was not very efficient and did not burn well, which meant that a large amount of it was required to produce effective muzzle velocities. This meant that, when you fired a black powder weapon, a large cloud of partly-burned powder was also discharged from the weapon which gave away your location to anyone who was looking in your direction.

In addition, if you were firing a large number of rounds in a confined space (such as a saloon bar), the build-up of powder clouds would rapidly reduce visibility. Maybe this was why the hybrid guns were as popular as they were.

Another consideration for muzzle-loaders was the possibility of the powder getting damp. This wasn't really an issue in the dry dusty conditions of the American West, but an important fact to remember for characters based in London with the fog and the rain. Damp powder would not burn so easily, reducing muzzle velocities and, therefore, ranges and damage. In extreme cases, especially where the powder was poured into the barrel, it could also cause misfires and damage the weapon.

Smokeless powder was still a new invention in the 1860s and most weapons still fired black powder ammunition in one form or another.

being: Farlows of Pall Mall, H. Holland, Purdey and Heym. These fine craftsmen also stock an extensive range of accessories, so ask to see their full range. I recommend elephant gun ammunition from Woods' of Edinburgh, who use the finest powder available.

Hill Double Shotgun: £3 10s to £5 12s

The Hill is one of the finest British-made shotguns available, and now, through a special arrangement with Faulkner's, we can offer this classic hunting weapon for a low price. The Hill is a breech-loading shotgun using a paper-patch cartridge. Elegant and powerful, the Hill is a fine addition to your hunting stable.

SHOTGUNS

Remington Coach Gun: £3 10s (16 bore), £3 16s (12 bore)

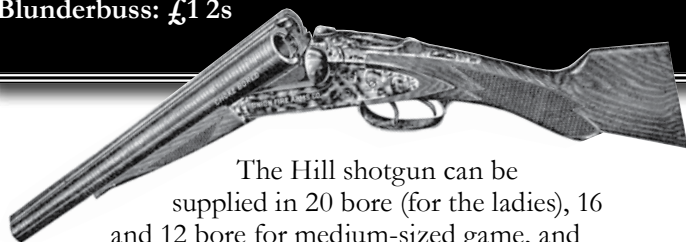
Hill Double Shotgun: £3 10s to £5 12s

Elephant Gun: £18 (8 bore), £12 (6 bore), £15 (4 bore)

Rhino Gun: £30+ (made to order)

Wilkinson Sword Shotguns: £4 to £6 2s

Blunderbuss: £1 2s



The Hill shotgun can be supplied in 20 bore (for the ladies), 16 and 12 bore for medium-sized game, and 10 bore for heavy game.

Remington Coach Gun: £3 10s (16 bore), £3 16s (12 bore)

A short-barrelled shotgun, favoured by the Wells Fargo company for defence of their stagecoaches in the United States. Commonly double-barrelled (side-by-side) and available in 16 and 12 bore, the coach gun has a 12 inch barrel, which means that the shot pattern is wider and the range is much reduced.

Rhino Gun: £30+ (made to order)

I was recently commissioned by the noted game-hunter, Sir Ralph Waters, to provide a 2 bore weapon. His most recent expedition to Africa had suffered a setback when a charging Rhino proved resistant to a 4 bore round at close range and severely injured several bearers before it was driven off. Fortunately, no-one in the expedition was harmed, but Sir Ralph was keen to improve his chances should it occur again.

I managed to engage a supplier for such a 2 bore 'Rhino gun', Cogswell & Harrison's of South-West London. They were so taken with the idea they are now making them to order, although this takes a minimum of one month. Please note that, due to the rather severe recoil on the 2 bore weapon, you should not consider buying a double-barrelled Rhino gun without a check up from your physician. Cogswell & Harrison cannot be held accountable for any consequences that may result from firing both barrels together.

Wilkinson Sword Shotguns: £4 to £6 2s

Wilkinson Sword shotguns can be ordered in single or double-barrelled configuration (you must specify side-by-side or over-and-under) and are available in 20, 16, 12, 10 and 8 bore. The common barrel is 20 inches in length, but the 26 inch barrel is also available (not 10 or 8 bore). These fine shotguns are made by the

Wilkinson Sword company of Chelsea

Blunderbuss: £1 2s

A rather dated weapon which has been around, in one form or another, since the closing years of the last century. The blunderbuss is very popular amongst isolated communities (in America and Britain) because of its ability to fire almost anything small enough to fit down its barrel without damaging the weapon.

The barrel is funnel-shaped, which makes it much easier to refill a blunderbuss with shot in situations where this would not normally be possible. Note that you still have to provide black powder, and prime the weapon but ammunition is, effectively, free.

Each blunderbuss comes supplied with a lead-shot mould for you to cast your own ammunition (lead not supplied). Alternatively, a box of galvanised nails can be found in any hardware store.

RIFLES AND CARBINES

The rifle has been the mainstay of infantry battalions since the dawn of modern combat. The rifle takes its name from the spiral grooves running along the inside of the barrel which make the bullet spin in flight, so granting greater accuracy with fired. Technically, a barrel loaded gun with rifling is still a 'rifled musket' but the invention in the early 1860s of bullets and breech loading weapons consigned the name of musket to history. However, the long barrel of a modern rifle is rather unwieldy, and cavalry in particular have great trouble with them. So short barrelled versions were developed, which were called 'Carbines'. In general there is little difference between a rifle and a carbine apart from the barrel length. However, in the Americas the carbine is more popular with the 'Cowboys' and many carbines have been made to take pistol ammunition rather than rifle ammunition so these wandering farm hands don't have to carry two sets of bullets.

Chassepot Rifle: £9

Recently adopted by the French army as their basic infantry rifle. The bolt-action Chassepot 11mm rifle is an accurate and reliable weapons for the hunter or soldier. The French report that "*Les Chassepots ont fait merveille!*", or "The Chassepots have done wonderfully!"

Although it is a smaller calibre than the Dreyse Needle Gun (below), the Chassepot ammunition has more gunpowder and, thus, faster muzzle velocity (by



Great Britain and Ireland to any part of the Continent by order.

CHARGES TO PAY

Distance.

Rate not under One





33% over the Dreyse), resulting in a flatter trajectory and a longer range.

Colt Revolving Carbine: £6/5s

The Colt revolving carbine is a development of the Colt Army revolver, with a shoulder stock and a longer barrel. The Colt revolving carbine is loaded through the barrel, with each chamber being loaded individually with black powder and bullet and tamped down with the loading ram.

Dreyse Needle Gun: £7

A Prussian design, starting to look a little dated now, but when it was introduced in 1848 its pin-firing mechanism was revolutionary. A bolt-action rifle with a 15.4 mm calibre, however the round is underpowered when compared against more modern rifles and the effective range is reduced as a consequence.

George Gibbs Target Rifle: £6/8s

Mr. Gibbs has made the finest hunting rifles for the past two decades, and this latest rifle is no different. This fine breech-loading rifle is capable of hitting a target out to 1000 yards! This amazing statistic was proven by master marksman and rifle maker William Evans Farquarson, who used a Gibbs in his 1866 championship win. The Gibbs uses a 550 grain .46 calibre paper-patch cartridge with 90 grains of powder. The Gibbs has taken game all around the world and has successfully dropped a South African water buffalo at full charge! Every Gibbs is supplied fitted with a Vernier sight and 32" barrel.

Le Mat Revolving Rifle: £9

A development of the Le Mat Grapeshot Revolver (also available) with a longer barrel and shoulder-stock. The Le Mat consists of a 9-shot cylinder and a separate central shotgun barrel. You select whether to fire from the cylinder or the smoothbore barrel by flipping a lever on the end of the hammer. This takes one standard action.

The finer Le Mat rifles, like the revolvers, are manufactured under licence by Charles Frederic Girard and Son of Paris.

Sharps Carbine: £5

The current weapon of the United States cavalry, the Sharps carbine is a lighter version of the Sharps rifle (below). Both carbine and

RIFLES AND CARBINES

Chassepot Rifle: £9

Colt Revolving Carbine : £6/5s

Dreyse Needle Gun: £7

George Gibbs Target Rifle: £6/8s

Le Mat Revolving Rifle: £9

Sharps Carbine: £5

Sharps Rifle: £6

Webley .50 Revolving Rifle: £12

Winchester 'Yellow Boy' Carbine: £6/5s

Winchester 1866 Model Repeating Rifle: £7/2s

rifle both use the Maynard Tape Primer (available separately). This is a roll of caps which are inserted into the weapon and re-cap (i.e. re-prime) the weapon each time the hammer is re-cocked. This omits the 'capping' required each time the weapon is re-loaded and means that, if the weapon misfires as a result of a failed percussion cap, it can simply be re-cocked and fired again. However, should the roll run out, the weapon cannot be fired until the roll has been replaced regardless of whether there is ammunition or not.

Sharps Rifle: £6

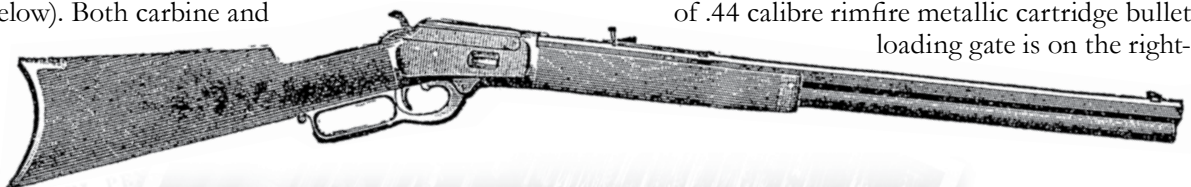
The Sharps is legendary throughout the world for its accuracy and power. So there are a lot of customers interested in the Snider-made Sharps .52 calibre breech-loading rifle. The Sharps uses a .52 calibre 500 grain paper-patch bullet capable of hitting targets at up to 800 yards. The Sharps rifle uses the Maynard Tape Primer, described above.

Webley .50 Revolving Rifle: £12

The Webley revolving rifle is essentially their colt-style revolver, bored for the .50 ball, fitted with a brass-finished wooden stock and 20" barrel. The quality of the weapon is superb, and like all Webleys, is double-pressure proofed in the cylinder and barrel.

Winchester 1866 Model Repeating Rifle: £7 2s

The Winchester rifle is already a legend in the United States, and Faulkner's has managed to procure a limited amount of these amazing rifles and their ammunition for sale in the United Kingdoms. These rifles use the Henry lever-action and eleven rounds of .44 calibre rimfire metallic cartridge bullets. The loading gate is on the right-hand



[NOVEMBER 2, 1866]
DUPLIX SKIRTS
J. W. ERADLEY'S
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(or Double Spring)
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each loop being composed
of finely twisted steel, and
being double twisted, they are
very flexible and easy to
wear. They are also the
BEST AND MOST SERVICE
ABLE.
They are made in the
FASHIONABLE AND ELEGANT
for
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PROVENANCE
OF THE
CARRIAGE
STREET DRIFT
above are the most popular
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1863, 1864, 1865, 1866, 1867, 1868, 1869, 1870, 1871,

side of the weapon for easier access in action. The firing action uses a unique double firing pin (patent pending), which strikes the head of the rimfire cartridge in two places when the weapon is fired, increasing the chances that the round will fire correctly. The 24" barrel provides surprising accuracy, while the lever-action produces incredible rates of fire.

Winchester 'Yellow Boy' Carbine: £6 5s

Another fine weapon from the Winchester Repeating Arms Company, the Winchester Carbine is a lighter, shorter version of the famous Winchester rifle (above). It shares the same mechanism, but the shorter barrel reduces the effective range. However, the weight reduction allows it to be carried by horsemen and it is widely expected to become the primary firearm of the US cavalry forces, replacing the currently-used Sharps carbine (above). This weapon takes the name 'Yellow Boy' from the native American Indians, who call it that due to its brass furniture.

ACCESSORIES

Just owning a gun is not quite enough. If you want to be able to fire it more than once you need tools and supplies to keep it in order.

Sleeve Springs: 15s

Commonly found amongst gamblers in the Americas and anyone else who has a pressing need to conceal a firearm. The sleeve spring is strapped to the forearm under the sleeve of the jacket and accepts a derringer or similar small pistol. Flexing the forearm triggers the spring, delivering the pistol neatly into the hand of the wearer ready for action.

Using a spring holster allows you to ready the derringer without any initiative or combat penalty for not having a weapon ready to fire.

Calfskin Holster: £1 1s

Designed to be worn under clothes, the flexibility of the leather means that it is easier to conceal than a hard leather holster. It is, generally, designed with smaller guns in mind, although larger holsters can be made to order.

Telescopic Sight: 18s 6d

Available for rifles, this miniature telescope is fitted

ACCESSORIES

Sleeve Springs: 15s

Calfskin Holster: £1 1s

Ammunition Press/Mould: 12s 6d

Brass Sights: 7s 6d

Gun Cleaning Kit: £1

Telescopic Sight: 18s 6d

with a mounting, which can be attached to the top of most rifles. It allows you to accurately aim at greater distances than were previously possible.

Using the sight reduces the difficulty of the shot by 3 Black Dice at medium and long ranges.

Brass Sights: 7s 6d

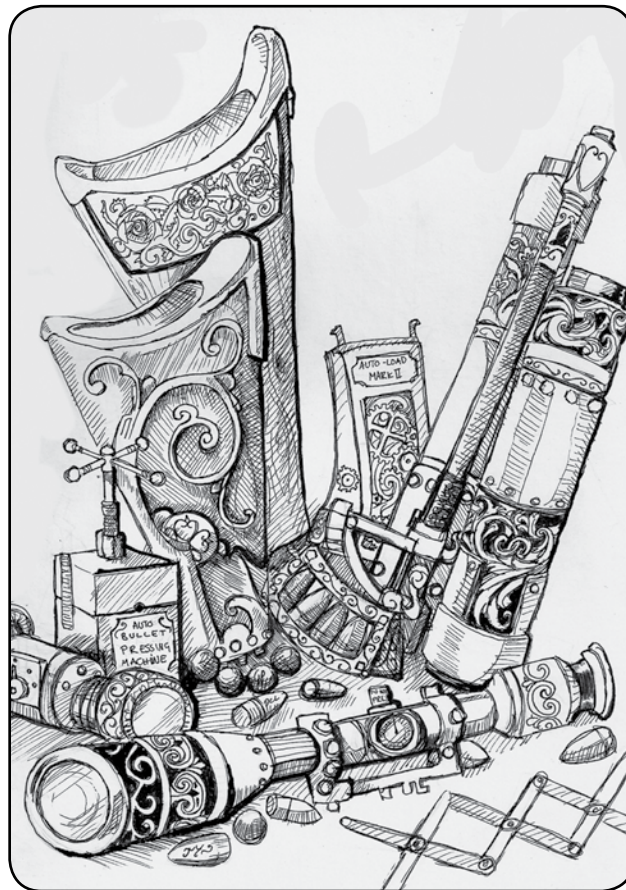
These sturdy metal sights are available only for rifles, but should fit most designs. They improve the look of the weapon and are more rugged, but provide no other advantage.

Gun Cleaning Kit: £1

The kit (in a leather case) includes all the necessary oils, cloths, rods and brushes to keep your firearm in perfect working order. An aide memoire card is included for those who require assistance. The leather case can usually be monogrammed (up to four initials) for an extra 2 shillings.

Ammunition Press/Mould: 12s 6d

For those who prefer to press their own ammunition, this lead press and mould set is ideal. The kit includes





press, mould, stand, a funnel and a small ladle for pouring the lead into the moulds. Each mould makes up to 10 lead balls at a time. Additional moulds can be supplied separately.

PERSONALISING WEAPONS

Custom work takes time and money. Only a *skilled* gunsmith can undertake such work, although many of the smaller firms will undertake custom work as part of an individual order. Below are some modifications available, in most cases the price and time of the undertaking depends of the skill of the craftsman and the weapon being modified.

Balancing

For the serious shooter, I recommend a half-day session at Mr Teverson & Sons in Camley Street, North London (close to King's Cross and St Pancras railway stations). There, the experienced gunsmiths can balance the weapons of your choice (up to four) to match you exactly. In practice, this makes the weapons an extension of you and renders them unbalanced to any others. Depending on the weapons chosen and your requirements, they can be further customised with almost any treatment from the list below. Unfortunately, Mr Teverson and his gentlemen are extremely busy. So, appointments must be made at least one week in advance and are strictly subject to demand. If you are not based in London, we recommend that you book as far in advance as possible to be guaranteed the place you desire.

It costs 50% of the weapon's cost to balance it, plus the costs of any other modifications selected. Adds +1 Accuracy to the selected weapon for the person it has been balanced for and -2 Accuracy to anyone else attempting to use it.

Plating

Available for any pistols or revolvers and most rifles. You can have your weapon plated in a variety of styles - nickel plating, blue steel finish, silver or gold plating. The plating adds a lasting and stylish finish to a weapon, but does little else. Such plating costs 10% of the weapon's value except for silver plating which adds 100% and gold plating which adds 500% to the weapon's value!

Custom Finish

You can add brass furniture, walnut stocks, and/or have your weapon engraved to your specifications. They have no effect other than making the weapon more attractive to thieves. This modification usually costs 10% of the weapon's value.

Custom Grips

Available for any pistol or revolver. The grips can be specifically moulded to the users individual hand shape.

That user gains an Accuracy bonus of 1, all others have an Accuracy penalty of -1. The cost is an additional 10% of the weapon's value.

Pinfire Conversion

Percussion pistols of *all types* may be converted to the new, quicker loading pinfire firing mechanism, halving reload times. The cost is 100% of the weapon's value, the new calibres being designated .30 cal, .38-40 cal and .44-40 instead of .31, .36 and .44. Ammunition *must* be brought from a gunsmith, unless a reloading press is available.

Percussion Conversion

Sometimes, you may want to convert a pinfire revolver to percussion, as the ammunition is cheaper and can be manufactured at home. The cost is 50% of the weapon's value unless specifically ordered from source.

Heavy Barrel

Available for revolvers only. The barrel of the gun is reinforced, preventing the pressures of firing from misshaping the barrel.

The weapon's Accuracy is increased by +1. The cost is 25% of the weapon's value.

Longer Barrel

Available for all pistols. A barrel may be elongated for greater range and accuracy.

The weapon's range by +50%. The cost is 25% of the weapon's value.

Shorter Barrel

Available for all pistols. A pistol may have its barrel reduced, allowing easier concealment. However, doing so reduces the accuracy and range of the weapon drastically.

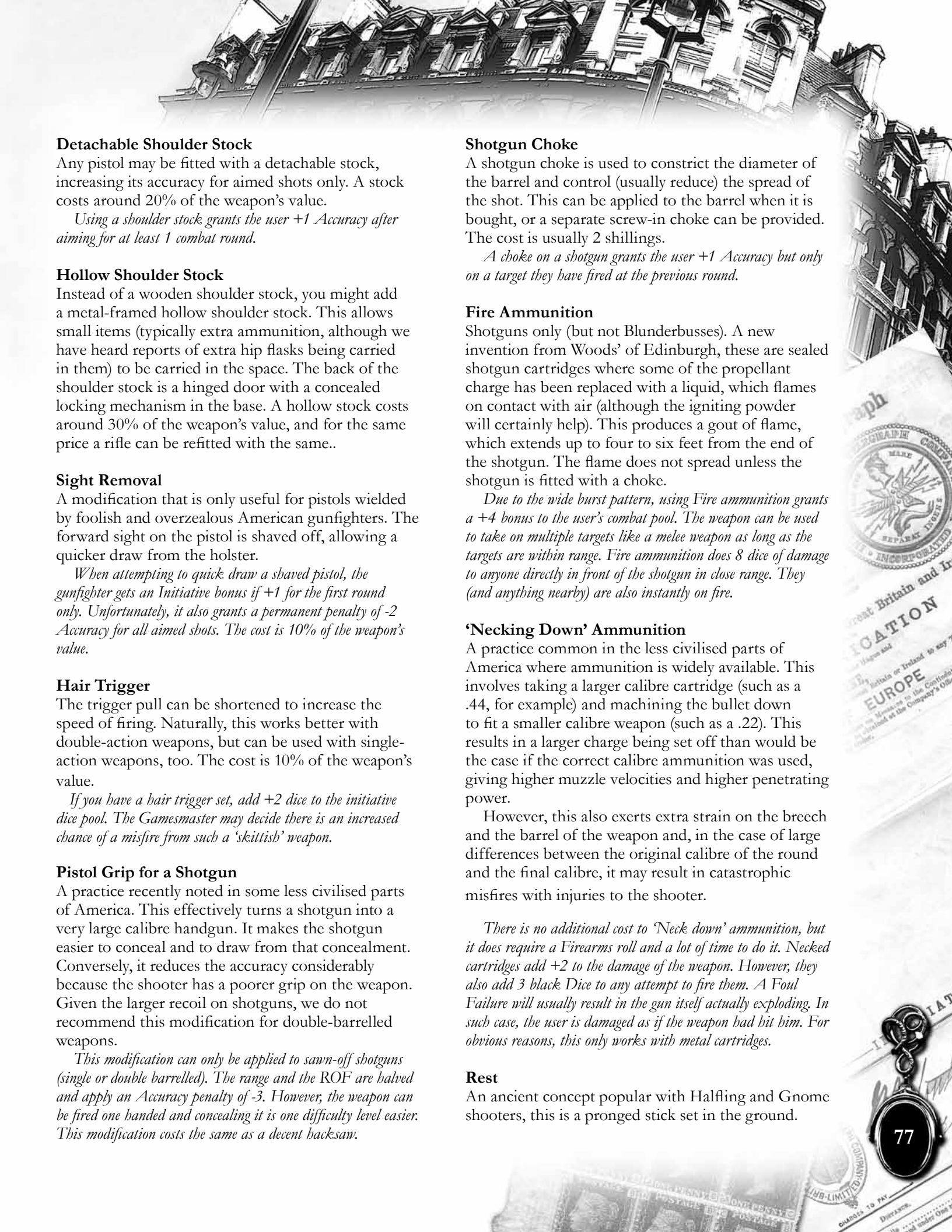
The weapon's Accuracy is reduced by -1, and its range by -50%. The cost is 10% of the weapon's value.

Double Action

Single action pistols may be converted to double action. The cost is 40% of the weapon's value.

Demi-moon clips

These clips can only be used with pinfire weapons. A single clip can be installed, which has three bullets placed in it, thus allowing three bullets to be reloaded in one simple action. Cost is £1.15.



Detachable Shoulder Stock

Any pistol may be fitted with a detachable stock, increasing its accuracy for aimed shots only. A stock costs around 20% of the weapon's value.

Using a shoulder stock grants the user +1 Accuracy after aiming for at least 1 combat round.

Hollow Shoulder Stock

Instead of a wooden shoulder stock, you might add a metal-framed hollow shoulder stock. This allows small items (typically extra ammunition, although we have heard reports of extra hip flasks being carried in them) to be carried in the space. The back of the shoulder stock is a hinged door with a concealed locking mechanism in the base. A hollow stock costs around 30% of the weapon's value, and for the same price a rifle can be refitted with the same..

Sight Removal

A modification that is only useful for pistols wielded by foolish and overzealous American gunfighters. The forward sight on the pistol is shaved off, allowing a quicker draw from the holster.

When attempting to quick draw a shaved pistol, the gunfighter gets an Initiative bonus if +1 for the first round only. Unfortunately, it also grants a permanent penalty of -2 Accuracy for all aimed shots. The cost is 10% of the weapon's value.

Hair Trigger

The trigger pull can be shortened to increase the speed of firing. Naturally, this works better with double-action weapons, but can be used with single-action weapons, too. The cost is 10% of the weapon's value.

If you have a hair trigger set, add +2 dice to the initiative dice pool. The Gamesmaster may decide there is an increased chance of a misfire from such a 'skittish' weapon.

Pistol Grip for a Shotgun

A practice recently noted in some less civilised parts of America. This effectively turns a shotgun into a very large calibre handgun. It makes the shotgun easier to conceal and to draw from that concealment. Conversely, it reduces the accuracy considerably because the shooter has a poorer grip on the weapon. Given the larger recoil on shotguns, we do not recommend this modification for double-barrelled weapons.

This modification can only be applied to sawn-off shotguns (single or double barrelled). The range and the ROF are halved and apply an Accuracy penalty of -3. However, the weapon can be fired one handed and concealing it is one difficulty level easier. This modification costs the same as a decent hacksaw.

Shotgun Choke

A shotgun choke is used to constrict the diameter of the barrel and control (usually reduce) the spread of the shot. This can be applied to the barrel when it is bought, or a separate screw-in choke can be provided. The cost is usually 2 shillings.

A choke on a shotgun grants the user +1 Accuracy but only on a target they have fired at the previous round.

Fire Ammunition

Shotguns only (but not Blunderbusses). A new invention from Woods' of Edinburgh, these are sealed shotgun cartridges where some of the propellant charge has been replaced with a liquid, which flames on contact with air (although the igniting powder will certainly help). This produces a gout of flame, which extends up to four to six feet from the end of the shotgun. The flame does not spread unless the shotgun is fitted with a choke.

Due to the wide burst pattern, using Fire ammunition grants a +4 bonus to the user's combat pool. The weapon can be used to take on multiple targets like a melee weapon as long as the targets are within range. Fire ammunition does 8 dice of damage to anyone directly in front of the shotgun in close range. They (and anything nearby) are also instantly on fire.

'Necking Down' Ammunition

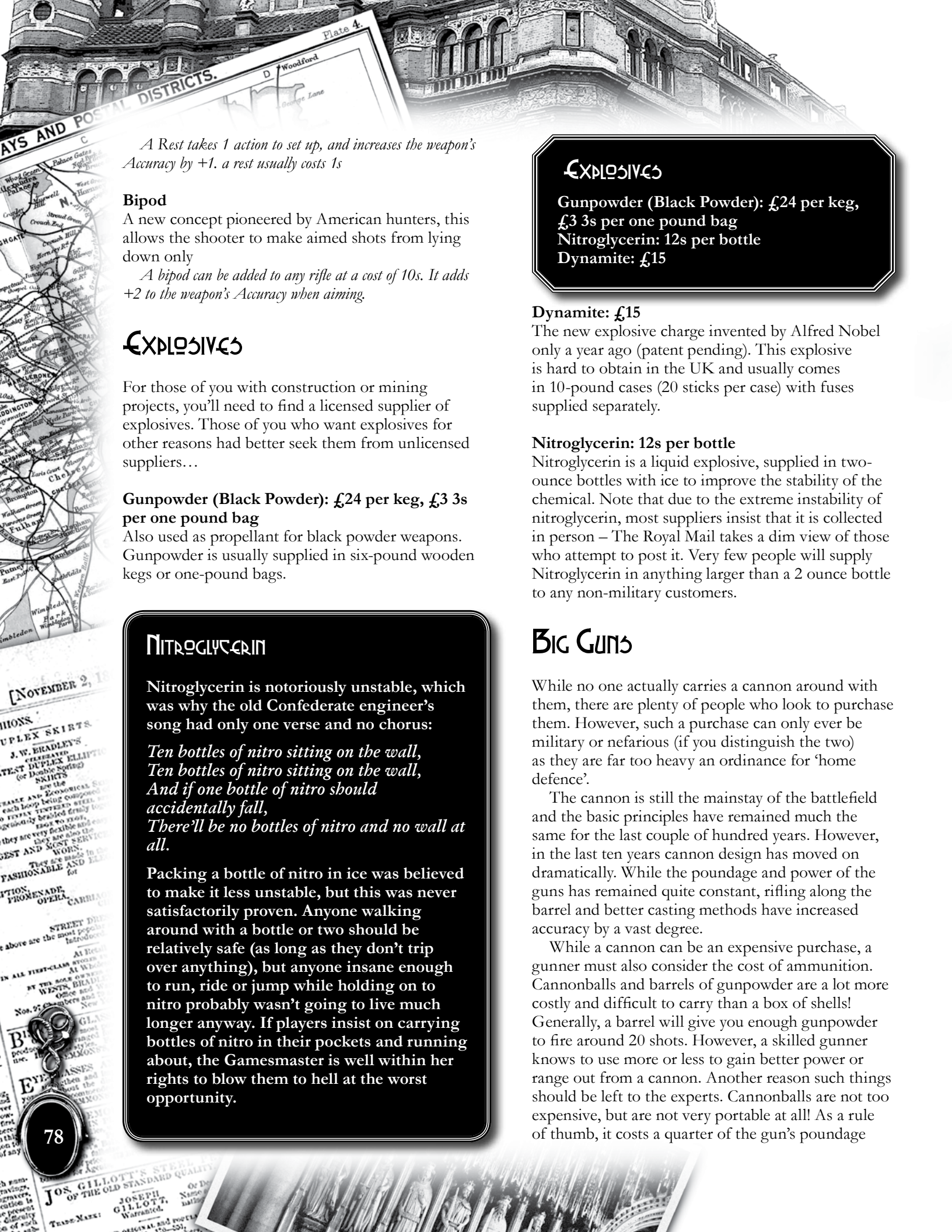
A practice common in the less civilised parts of America where ammunition is widely available. This involves taking a larger calibre cartridge (such as a .44, for example) and machining the bullet down to fit a smaller calibre weapon (such as a .22). This results in a larger charge being set off than would be the case if the correct calibre ammunition was used, giving higher muzzle velocities and higher penetrating power.

However, this also exerts extra strain on the breech and the barrel of the weapon and, in the case of large differences between the original calibre of the round and the final calibre, it may result in catastrophic misfires with injuries to the shooter.

There is no additional cost to 'Neck down' ammunition, but it does require a Firearms roll and a lot of time to do it. Necked cartridges add +2 to the damage of the weapon. However, they also add 3 black Dice to any attempt to fire them. A Foul Failure will usually result in the gun itself actually exploding. In such case, the user is damaged as if the weapon had hit him. For obvious reasons, this only works with metal cartridges.

Rest

An ancient concept popular with Halfling and Gnome shooters, this is a pronged stick set in the ground.



A Rest takes 1 action to set up, and increases the weapon's Accuracy by +1. a rest usually costs 1s

Bipod

A new concept pioneered by American hunters, this allows the shooter to make aimed shots from lying down only

A bipod can be added to any rifle at a cost of 10s. It adds +2 to the weapon's Accuracy when aiming.

EXPLOSIVES

For those of you with construction or mining projects, you'll need to find a licensed supplier of explosives. Those of you who want explosives for other reasons had better seek them from unlicensed suppliers...

Gunpowder (Black Powder): £24 per keg, £3 3s per one pound bag

Also used as propellant for black powder weapons. Gunpowder is usually supplied in six-pound wooden kegs or one-pound bags.

NITROGLYCERIN

Nitroglycerin is notoriously unstable, which was why the old Confederate engineer's song had only one verse and no chorus:

*Ten bottles of nitro sitting on the wall,
Ten bottles of nitro sitting on the wall,
And if one bottle of nitro should
accidentally fall,
There'll be no bottles of nitro and no wall at all.*

Packing a bottle of nitro in ice was believed to make it less unstable, but this was never satisfactorily proven. Anyone walking around with a bottle or two should be relatively safe (as long as they don't trip over anything), but anyone insane enough to run, ride or jump while holding on to nitro probably wasn't going to live much longer anyway. If players insist on carrying bottles of nitro in their pockets and running about, the Gamesmaster is well within her rights to blow them to hell at the worst opportunity.

EXPLOSIVES

Gunpowder (Black Powder): £24 per keg, £3 3s per one pound bag

Nitroglycerin: 12s per bottle

Dynamite: £15

Dynamite: £15

The new explosive charge invented by Alfred Nobel only a year ago (patent pending). This explosive is hard to obtain in the UK and usually comes in 10-pound cases (20 sticks per case) with fuses supplied separately.

Nitroglycerin: 12s per bottle

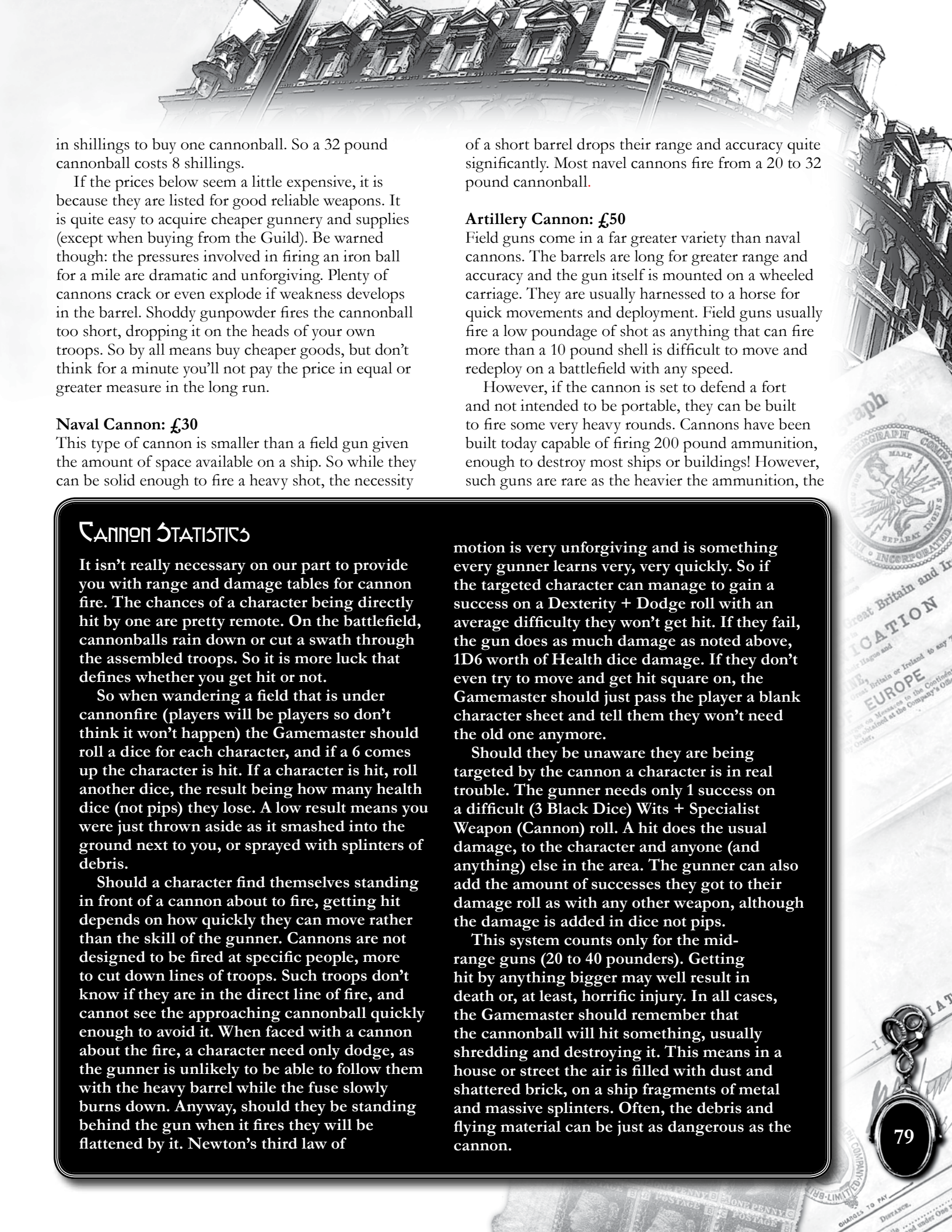
Nitroglycerin is a liquid explosive, supplied in two-ounce bottles with ice to improve the stability of the chemical. Note that due to the extreme instability of nitroglycerin, most suppliers insist that it is collected in person – The Royal Mail takes a dim view of those who attempt to post it. Very few people will supply Nitroglycerin in anything larger than a 2 ounce bottle to any non-military customers.

BIG GUNS

While no one actually carries a cannon around with them, there are plenty of people who look to purchase them. However, such a purchase can only ever be military or nefarious (if you distinguish the two) as they are far too heavy an ordinance for 'home defence'.

The cannon is still the mainstay of the battlefield and the basic principles have remained much the same for the last couple of hundred years. However, in the last ten years cannon design has moved on dramatically. While the poundage and power of the guns has remained quite constant, rifling along the barrel and better casting methods have increased accuracy by a vast degree.

While a cannon can be an expensive purchase, a gunner must also consider the cost of ammunition. Cannonballs and barrels of gunpowder are a lot more costly and difficult to carry than a box of shells! Generally, a barrel will give you enough gunpowder to fire around 20 shots. However, a skilled gunner knows to use more or less to gain better power or range out from a cannon. Another reason such things should be left to the experts. Cannonballs are not too expensive, but are not very portable at all! As a rule of thumb, it costs a quarter of the gun's poundage



in shillings to buy one cannonball. So a 32 pound cannonball costs 8 shillings.

If the prices below seem a little expensive, it is because they are listed for good reliable weapons. It is quite easy to acquire cheaper gunnery and supplies (except when buying from the Guild). Be warned though: the pressures involved in firing an iron ball for a mile are dramatic and unforgiving. Plenty of cannons crack or even explode if weakness develops in the barrel. Shoddy gunpowder fires the cannonball too short, dropping it on the heads of your own troops. So by all means buy cheaper goods, but don't think for a minute you'll not pay the price in equal or greater measure in the long run.

Naval Cannon: £30

This type of cannon is smaller than a field gun given the amount of space available on a ship. So while they can be solid enough to fire a heavy shot, the necessity

of a short barrel drops their range and accuracy quite significantly. Most navel cannons fire from a 20 to 32 pound cannonball.

Artillery Cannon: £50

Field guns come in a far greater variety than naval cannons. The barrels are long for greater range and accuracy and the gun itself is mounted on a wheeled carriage. They are usually harnessed to a horse for quick movements and deployment. Field guns usually fire a low poundage of shot as anything that can fire more than a 10 pound shell is difficult to move and redeploy on a battlefield with any speed.

However, if the cannon is set to defend a fort and not intended to be portable, they can be built to fire some very heavy rounds. Cannons have been built today capable of firing 200 pound ammunition, enough to destroy most ships or buildings! However, such guns are rare as the heavier the ammunition, the

CANNON STATISTICS

It isn't really necessary on our part to provide you with range and damage tables for cannon fire. The chances of a character being directly hit by one are pretty remote. On the battlefield, cannonballs rain down or cut a swath through the assembled troops. So it is more luck that defines whether you get hit or not.

So when wandering a field that is under cannonfire (players will be players so don't think it won't happen) the Gamemaster should roll a dice for each character, and if a 6 comes up the character is hit. If a character is hit, roll another dice, the result being how many health dice (not pips) they lose. A low result means you were just thrown aside as it smashed into the ground next to you, or sprayed with splinters of debris.

Should a character find themselves standing in front of a cannon about to fire, getting hit depends on how quickly they can move rather than the skill of the gunner. Cannons are not designed to be fired at specific people, more to cut down lines of troops. Such troops don't know if they are in the direct line of fire, and cannot see the approaching cannonball quickly enough to avoid it. When faced with a cannon about the fire, a character need only dodge, as the gunner is unlikely to be able to follow them with the heavy barrel while the fuse slowly burns down. Anyway, should they be standing behind the gun when it fires they will be flattened by it. Newton's third law of

motion is very unforgiving and is something every gunner learns very, very quickly. So if the targeted character can manage to gain a success on a Dexterity + Dodge roll with an average difficulty they won't get hit. If they fail, the gun does as much damage as noted above, 1D6 worth of Health dice damage. If they don't even try to move and get hit square on, the Gamemaster should just pass the player a blank character sheet and tell them they won't need the old one anymore.

Should they be unaware they are being targeted by the cannon a character is in real trouble. The gunner needs only 1 success on a difficult (3 Black Dice) Wits + Specialist Weapon (Cannon) roll. A hit does the usual damage, to the character and anyone (and anything) else in the area. The gunner can also add the amount of successes they got to their damage roll as with any other weapon, although the damage is added in dice not pips.

This system counts only for the mid-range guns (20 to 40 pounders). Getting hit by anything bigger may well result in death or, at least, horrific injury. In all cases, the Gamemaster should remember that the cannonball will hit something, usually shredding and destroying it. This means in a house or street the air is filled with dust and shattered brick, on a ship fragments of metal and massive splinters. Often, the debris and flying material can be just as dangerous as the cannon.



more pressures are involved and the more likelihood there is the gun will explode. So most static field guns are built to fire up to a 50 pound cannonballs, at the most.

Steam Cannon: £200 (+£50 per cannon added to system)

This truly frightening invention is, thankfully, too expensive to be too common in modern warfare. It consists of a large steam boiler that connects to several cannon emplacements by means of steel piping. The steam boiler produces steam power used to fire the cannons. Each cannon contains an antechamber to build up the steam pressure pumped into it. So when it is loaded with a cannonball the steam power can be used to fire the projectile. The steam power is not quite as good as gunpowder, which has ensured that to get a decent range out of the cannons the guns cannot fire more than 5 to 10 pound ammunition. However, it takes far less time for the steam power to build than it does to load a cannon. Such an emplacement can fire each cannon roughly three times faster than usual.

At the moment, the steam boiler is the size of a railway carriage and cannot support more than fifteen cannons and keep up the rate of fire and range. This makes this weapon very difficult to bring onto a battlefield or redeploy quickly or secretly. However, an emplacement of this devastating weapon has been used to great effect in the Crimea and one fears battlefields full of such devices. An emplacement of steam cannons protected by Gatling guns is a force to be reckoned with.

Flame Cannon: £300

These devices must be hand crafted by Guild artificers, so they are as rare as they are expensive. Essentially the device is a larger version of the 'Eldritch Flintlock'. However the cannon don't draw on the magical energy of their user, for such a drain might kill most men. Instead the cannon is charged for a certain amount of shots by a Guild mage. The device can usually be enchanted to hold around 20 shots with one spell. The

Guild mage usually charges around £50 to perform the spell, and a lot more if they are expected to remain on a battlefield to recharge the gun in situ!

When the gun is fired it blasts the area ahead with a sheet of coloured energy

that reaches for around 500 yards. Anything in its path is usually immolated, and the device has little or no recoil at all. As few armies want to fire through their own troops, these weapons are usually used to defend strategic areas in the event of the enemy breaking through. However, some have been marched in carriages on the front line to devastate the enemy ranks before a charge.

Gatling Gun: £80

One of the most fearsome weapons to appear in the last century is the gun designed by Mr Richard Gatling in 1861. This weapon features a revolving barrel turned by a crank. As the barrel turns it draws in ammunition loaded from a magazine. This means it can cover an area in bullets, or do terrible damage to a single target. The weapon needs to be fired from a tripod or wheeled carriage, but is still far more versatile than a cannon. A single operator can fire the gun continuously and aim it where he pleases to a certain degree.

When one of these things starts firing, you are in trouble. Those who break cover in the area covered by the gun (basically anything in front of it in a 140 degree firing arc) can only defend themselves with their Dexterity + Dodge. The gunner uses their Dexterity + Firearms against all the targets in the area of effect. However, the gunner need not divide any actions or fight against multiple opponents, he can make as many rolls as there are targets. The gun does 25 dice or damage, but this damage is divided between all the potential targets with any fractions dropped. So against 5 targets, the damage is 5 dice to each target (plus the difference between the skill rolls, as usual). To stop the damage getting too divided among a larger force a gunner can choose to reduce the area of effect and, therefore, divide the damage against fewer targets. However, he'd better hope the ones he doesn't target aren't aiming at him! If this seems like too many rules, the GM can easily rule that anyone not keeping his head down when under fire from such a weapon will simply get it blown off.

OPTIONAL FIREARMS RULES

Firing Actions

Not all weapons operate in the exactly same way. There were four different firing actions which should be taken into account:

Single Action

The hammer must be manually cocked before each shot. If the firer has not already cocked the weapon, they suffer a -2 pool modifier to their initiative roll. You can cock the weapon beforehand, if required, but walking around with a cocked weapon increases the

BIG GUNS

Naval Cannon: £30
Artillery Cannon: £50
Steam Cannon: £200
(+£50 per cannon added to system)
Flame Cannon: £300
Gatling Gun: £80

chances of a misfire (add 2 black dice to your first shot with the weapon).

Single action revolvers can also be fanned by anyone who is desperate enough or has lost the will to live. Fanning is done by slapping the hammer with the off-hand while pulling the trigger. Fanning allows you to fire all the remaining rounds in the revolver (tripling the ROF), but greatly reduces the accuracy.

To fan a single-action revolver in Victoriana, treat fanning as multiple actions with the weapon's ROF determining how many shots are fired in each action, but add 3 black dice for each action. For example, fanning all 6 rounds in a revolver which has a ROF of two, treat it as 3 actions with an extra 3 black dice for each action. Good luck.

Double Action

The weapon cocks and fires once for each pull of the trigger. It can be manually cocked in the same way as a single-action weapon (adding a +2 pool modifier to initiative, but also 2 black dice to your first shot) - sometimes getting the first shot off means the difference between life and death.

Lever Action

Lever action weapons are cocked and the firing chamber is emptied and refilled by operating the lever action. As such, they can be cocked before any combat without penalty. In the event that you have to cock the weapon in the first round of combat (or if you pick up a weapon and you don't know if it is loaded) you suffer a -2 pool modifier to your initiative roll.

Bolt Action

Bolt action weapons are cocked and the firing chamber is emptied and refilled by operating the bolt. These were generally military weapons, although some hunter's rifles are bolt action. As such they can be cocked before any combat without penalty. In the event that you have to cock the weapon in the first round of combat (or if you pick up a weapon and you don't know if it is loaded) you suffer a -2 pool modifier to your initiative roll.

Accuracy and Weapon Damage

The more powerful a gun, the harder it is to use effectively. To reflect this, weapons that do more than average damage suffer an Accuracy penalty if the wielder isn't especially strong. Derringers and Ladies guns have no strength requirement; the others are noted in the table below. If the wielder of the gun doesn't have the minimum Strength they suffer the Accuracy penalty. If they have half or less the

Weapon	Damage Dice	Required Strength	Accuracy Penalty
Pistol	6	1	-1
	8	2	-2
	10+	3	-3
Rifle/ Shotgun	8	1	-1
	10	2	-1
	12	3	-2
	15	5	-3
	20	7	-4

minimum strength, the Accuracy penalty is doubled. If the wielder has one and a half times the required strength they can halve the penalty, and ignore it if they have double what is required.

Races and Firearms

Not every race has the same size hands. Most weapons are sold on the assumption the wielder is an Eldren, Beastman or Human, who pay the standard cost. Unfortunately, Ogres, Halflings and Gnomes must usually pay an additional 25% to have weapons customised to their specific physiology. Dwarves are a special case as while their stature is less than standard; their hands are much the same as any stocky human. So unless the weapon requires a taller wielder they can pay the standard cost.

Ogres using standard size weapons suffer a 3 Black Dice penalty as they can usually only use their little finger on the trigger. If the Gamesmaster allows them to use a weapon sized for a Halfling or Gnome, the penalty is 6 Black dice. Humans, Eldren, Beastmen and (usually) Dwarves all suffer a 3 Black Dice penalty when using weapons either too big or too small. For Halflings and Gnome, the penalty is the reverse of that for Ogres, 3 Black Dice for standard weapons and 6 Black Dice for anything Ogre-sized (which will take them both hands to fire!).



MAJOR RICHARD HARROLD, R.E.T.

Major Harrold was born on the island of Stronsay (one of the Orkney islands) and raised among farming and fishing folk, first on the islands, then later in Morayshire in the North East of Scotland. His father was a cattleman, who bought bulls for the local farmers.

Like all the young men of his community Richard joined the British army expecting, at most, to do a little mild soldiering before returning home to follow the plough or fish the cold, Northern seas. But, in the Seaforth Highlanders, he discovered a talent for soldiering and he rose rapidly through the ranks. As a corporal (and later a sergeant) he saw service in a variety of places including Gibraltar, Barbados and Nova Scotia, before being sent with his regiment to the Crimea.

It was during a particularly bloody action at Sevastopol that an act of heroism raised him from the ranks. With all his officers dead or wounded and his platoon in danger of being completely destroyed, he took command and led his platoon in good order from right under the guns of the fortress. He not only saved the lives of his men, but was rewarded with a commission.

In an age when many junior officers bought rather than earned their commissions, Harrold proved his worth with talent and ability. He served in Bombay during the Indian Mutiny, and by the time of the Umeyla Expedition of 1863, he was a Major and the Adjutant of the regiment.

In 1865, Major Harrold finally took his leave of the regiment. He travelled to London where his encyclopaedic knowledge of firearms and small-unit tactics and some of the darker corners of the Empire found him a new role in Government service.

Richard Harrold is a tall, rather slim man in his 40s. He dresses neatly, although conservatively. He is soft-spoken, with a distinct accent that is reminiscent of the Hebrides rather than his northern home. He speaks English and Gaelic fluently and French well enough to be understood. Socially, Major Harrold is regarded as something of an oddity. Strictly speaking, his rank makes him upper class (although fairly low on that scale), although his background is definitely lower class. Major Harrold does not really see that it matters. When not working as an advisor, and sometimes when he is, Major Harrold can be found at his club 'Boodles' in Pall Mall.

Rank: 12 **Race:** Human

Social Class: Upper Class – Though background and occupational choices often see him treated more as middle class.

Nationality: Scottish

Age/Gender: 46/Male

Build: Slim

Hair/Eyes: Grey/Brown

Childhood Experience: Farm Boy

Vocation: Soldier

Social Ethics: Military

Personality: Gruff but charming when awake

Attributes

Strength: 1, Dexterity: 2, Fortitude: 2, Presence: 2, Wits: 3, Resolve: 2

Initiative: 10, **Movement:** 7,

Health: 4 (8), Mana: 2 (12), Fate Pool: 14

Special Abilities: Adaptability, Destiny

Common Skills:

Charm 5, Concentration 6, Dodge 6, Etiquette 4, Firearms 7, Hide & Sneak 5, Might 4, Perception 5, Swordplay 3

Specialties

High Society 2, Language (French) 2, Politics 4, Specialist Weapon (several of them) 4, Tactics 6

Magical skills: None

Talents

Combat Sense 2, Deadly Shot (Firearms), Polyglot (Gaelic)

Privileges

Private Club Membership, Second Family (Seaforths)

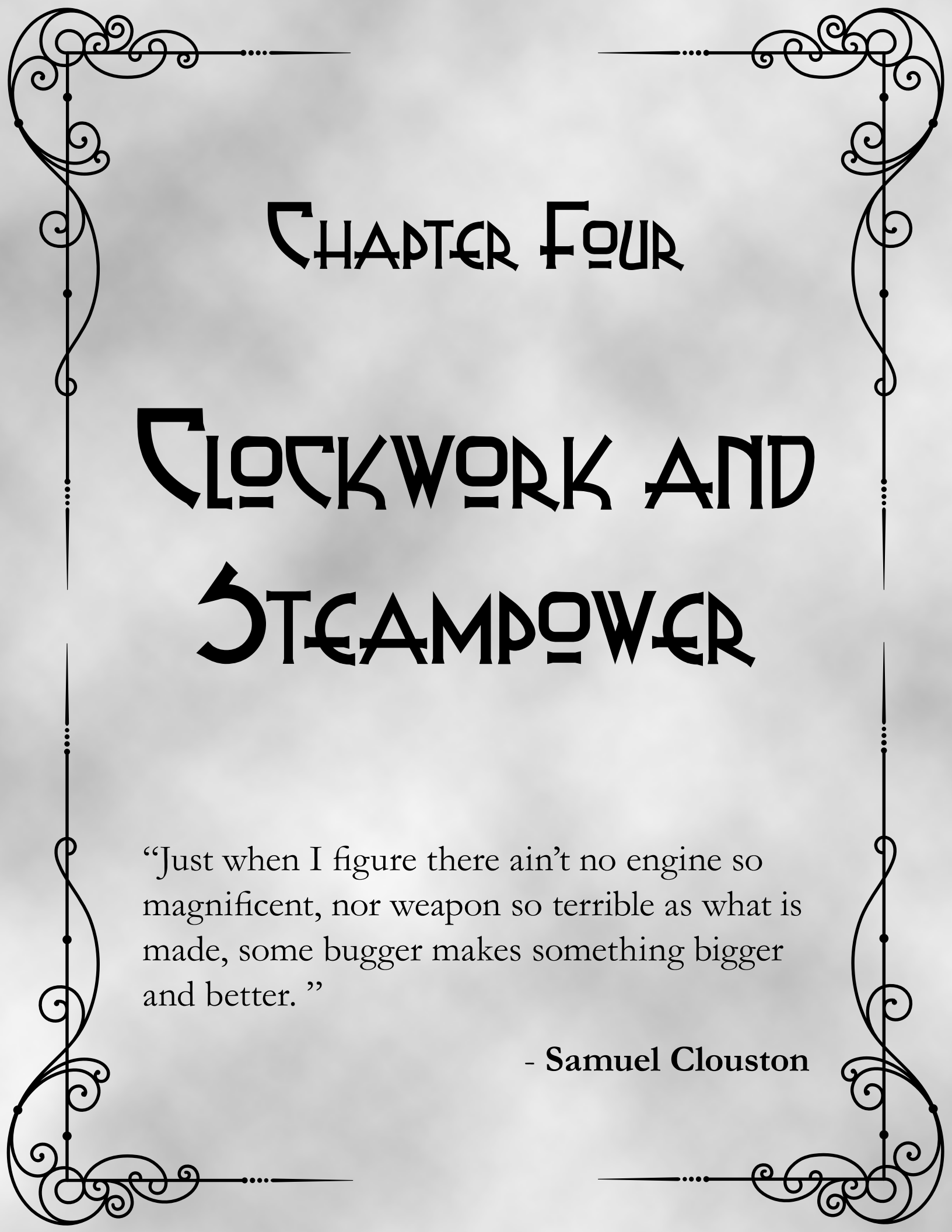
Assets: Horse, Upper class income (2)

Complications: Responsibilities (Government).

Magical Abilities: None

Personal Effects

Military uniform, Officer's sword, Book on the great battles of history, More guns than anyone would care to imagine



CHAPTER FOUR

CLOCKWORK AND STEAMPOWER

“Just when I figure there ain’t no engine so magnificent, nor weapon so terrible as what is made, some bugger makes something bigger and better. ”

- Samuel Clouston

CLOCKWORK AND STEAMPUNK

MARVELS OF SCIENCE AND INDUSTRY FOR BOTH THE HOME AND WORKPLACE
INTRODUCED AND DETAILED BY MR SAMUEL CLOUSTON

Compiler's Note: Mr. Clouston employed the Magnetophonic Autodictator (q.v.) in the preparation of his section of this catalogue. The fidelity with which the device records precisely what is said means that Mr. Clouston's somewhat coarse speech patterns are reproduced in their entirety.

The Editors have, however, opted to leave the text exactly as it was received, as we feel our narrator's rough manner adds a certain authenticity of presentation, and is not without its own peculiar proletarian charm. — Eds.

Samuel Clouston's my name. Pleasure to meetcha. I can tell you readers is all the sort to appreciate good engineering. Well, we've got that and more between these pages. Marvels of imagination, all brought to life in iron and steel, such as no man 'as clapped eyes on since the days of the old artificers. It's a wonderful age we're livin' in, ain't it? We're in the presence of giants, that's what I like to say. The presence of giants.

I'm not boastin' when I say I've known a giant or two. I 'ad the honour to be apprentice to Clavering 'imself, before he were taken from us all untimely, like. I s'pose you read the obitiches in the papers. I blames meself, in honesty, gentlemen. Every night I lies awake and I tells myself, Sam, why didn't you check that third filter? Why didn't you look inside and see all the clinker what had built up inside of it? Beggars to clean, the Mark Twelves, but Clavering wouldn't use nothin' else. Nothin' else could give him the power what he needed, see.

There's a lot of pressure gets unleashed when a Mark Twelve goes west, gents. The coroner said it were like being kicked by twelve hundred 'orses all at once. Twelve 'undred. Spread thin he was, like marmalade over toast...

S'cuse me... just need to get me 'anky out...

Urh. I do apologise, gents. Been coughing up black lung butter summin' chronic these past two months. It's that yellor stuff they sprays the coal down with to keep the sallymanders from eatin' it, I reckon. They're supposed to wash it off but they never do. Leaves an acrid taste in yer throat, it does.

Anyway, let's 'ave a gander at the merchandise...

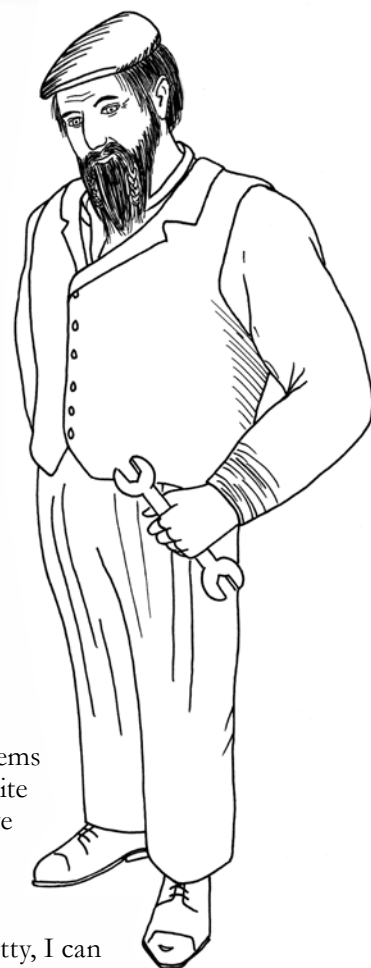
MECHANICAL ASSISTANTS

Well, there's a couple o these things about for them that can afford them. Quite useful sometimes, but I've 'ad occasion to have to clear up after them when they go wrong, or ain't used proper like. Not pretty, I can tell you. Then, of course, there are them that think these contraptions will be taking decent folks jobs n'all. Well, I don't know about that, but I can tell you there's only two of these tin can servants I'd 'ave anywhere near my 'ome.

'Mechanical Maid' Combination Sweeper-Upper on Wheels and Bed Warming Pan: £200

It's becomin' 'arder and 'arder these days to find good servants, or so I'm told. No doubt gentry like yourselves is used to 'avin' servants about; can't say I've ever 'ad one meself, though I've been a boot boy in me time. Now, the gentleman or lady of means can relax - on account of the Mechanical Maid. Guaranteed to clean, sweep and beat tirelessly, she is, and never to steal the silver!

It may look like a little railway trolley with a lady's 'ead and an 'at on, sirs, but underneath you'll find a set o' brushes. Set 'er going, and she cleans up without supervision. Mind you, some have a tendency to explode if the cleanin' inside ain't right. You might want to get another maid to follow it about the 'ouse. Been known to knock the odd table, chair and vase over once or twice, and miss the odd corner.





Sam Clouston's expertise in mechanical matters was never in doubt. I was assured of that from the moment I discovered him on my sitting room carpet, frozen in the very act of opening the door of my wall safe. The portrait of me that had disguised its position (or so I had foolishly supposed) had been set carefully on a nearby card table.

'I do beg your pardon,' Clouston said. 'I thought you were out.'

My response to this is not printable.

The locks on my doors were not cheap, and yet he had bypassed them without so much as a sound, let alone a complication. Similarly, the safe itself should have afforded him some difficulty, and yet there it stood open, prompting me to wonder aloud if I had, in fact, forgotten to close and lock it that evening.

'Oh no, Sir,' he said. 'It were locked up good and tight. Splendid model, the Argus 1851. Nothing to match it, save perhaps the Brantingham 'Ladon', but that needs more attention to the works, 'specially in the hot months. Proper lubrication's somethin' one should never overlook.'

I berated him for his impudence and reminded him that it was myself, not he, who was carrying the shotgun; and yet I was acutely aware that had I not chanced to wander into my sitting-room at three in the morning in search of whisky to chase away a particularly lurid nightmare, he would have been away with the contents of the safe, and there would have been nothing I could have done about it.

Besides, I was supposed to have been out that evening. I had an engagement to give an after-dinner address to the recently formed Young Industrialists' Society of Stepney. The fellow had done his homework. He could not have known that the Young Industrialists would send a wire to cancel, following the breaking up of the society after an ungracious dispute over a public house tab.

It struck me, then, that Clouston had no weapon at all. Nor, indeed, was he carrying anything so crude as a crowbar. I made a cursory examination of the room. Nothing was broken. It would have been much more efficient for a thief to have smashed a window and opened the patio doors, or even blown the safe open with dynamite. I was supposed to be in Bradford, and that house was somewhat isolated.

Unable (as usual) to contain my curiosity, and doing my best to brandish the shotgun as if I meant to use it, I asked Clouston why he had not been more forcible in his approach. Surely it would have been much faster to smash his way in and blow the safe door off?

He stiffened, offended. 'That there would be a hinsult, Mr. Faulkner. A hinsult to the ingenious men who designed your locks, and who laid out the plans, and the workmen who crafted the pieces so that they fit within a hair's breadth, and the fellows who measured the window panes and the door jambs, and the carpenters who chiselled them, and the fellow who finally set everything where it was meant to be, all oiled up and reliable, like. There's a trust involved in that, Mr. Faulkner. It's like the trust involved when a man brings up his daughter, if I might say so.'

I spluttered. I began to choke. Clouston patiently waited for me to compose myself, while the door lay

open and unused behind him, and when he saw that I was well recovered, he went on.

'A young lady who's been brought up proper, well, she'll not give herself up to just anyone. Nor should she. No matter how much you may like her, you've got to respect her. She's her father's darling, not some common tramp for any Tom, Dick or Harry to help himself to. Nobody worth the winning could ever be won easy. But here's my point, sir: if a man resorts to force, well, that makes him the worst of all beasts. Such men as that are fit for the gallows, and nothing else.'

I lowered the shotgun. 'Look here. You would appear to be a rather singular breed of crook. I admit, your point of view is refreshingly unorthodox; though for all that you have laid out your intention to woo my valuables away from me rather than carrying them off, you remain a criminal, and it's a damned impudence for you to stand there and philosophise with me about it. I am sorry, but I shall have to call for the police.'

He sighed. 'Believe me or not as you like, Sir, but I wasn't going to take nothing.'

I left the double negative uncorrected. 'What do you mean?'

'Mr. Faulkner, I'm a worker in metals. Machinery is my trade. I can make you a clockspring as fine as a butterfly's tongue, or a gearbox so vast and robust it could turn St. Paul's around like a cake on a dish. If you'd not interrupted me here, then next time you came to open up your safe, you'd have found a set of blueprints in there.'

'Blueprints?'

'My designs. Locks and securities you could genuinely trust in. Without a demonstration like this, how would you 'ave any idea of what I was capable of?'

I spluttered again, but managed not to choke. 'Are you saying it was never your intention to steal anything?'

In response, Clouston silently produced a roll of plans.

'But... you devil, if it was my attention you wanted, why in the world didn't you just write?'

He smiled, sadly. 'Mr. Faulkner, I've written to you two dozen times these past two years, asking for a little of your time, with an eye to your investin' in my work. I've heard not a word until last week, when your secretary sent a formal letter tellin' me to leave off with the "begging letters", or the authorities would 'ave to become involved.'

I felt rather unwell at this. A man of my means does receive many begging letters, damn it. I am always being respectfully directed to this sure-fire capital growth scheme or that 'unique investment opportunity'. It was hardly my fault that a genuine artisan had slipped through the net, was it?

'I've no title, Sir, nor any rank,' the young man went on. 'But I've got my pride, and I'll not be called a beggar by anyone. So, if you'd care to discuss workin' together, then perhaps we could meet up on a more convenient occasion.'

He laid a calling card on the table and tipped his hat to me.

'Don't worry, Mr. Faulkner,' he called back over his shoulder. 'I'll see meself out.'

- from the journal of Joseph Faulkner

MECHANICAL ASSISTANTS

Mechanical Maid: £200

Greedy Gilbert: £80

The Master Gardener: £40 (£50 with back seat)

Clockwork Mixologist: £30

Perambulatory Coolie: £35

Still, at the end of the day, with the work all done, there's still a lot of 'eat left in the chassis, so you can pull off the top 'alf like this, and by means of the 'andy telescopic pole, slip 'er between the sheets to warm the bed up. Now there's not many 'ousemaids as'll let you do that, gentlemen! ... I beg yer pardon, I'll refrain from further levity.

The maid requires a Guild artificer to recharge its battery once a month if used every day. It does clean very well, but isn't really reliable enough to leave unsupervised. So you still need to keep a maid to watch the damn thing. However, where the mechanical maid does well is that it shines floors a treat and can be used to scrub tirelessly at the most troublesome stains.

Greedy Gilbert the Gobbling Gourmand, or the Mechanical Hog: £80

So you've got yer Mechanical Maid for the kitchen, and out back in the yard, you've got one of these. As you can see, he's a big black iron pig on wheels. The kiddies love 'im, but he 'as more than a merely decorative role. Let me find the pamflit, 'old on...

'A magnificent contraption who delights in scoffing the household's refuse, packing it down into somewhat odiferous bricks that can be burned on any garden fire. Now includes 'plankton filter' style safety grille, to prevent the accidental consumption of children.'

Gilbert can compress matter of all kinds; he is effectively a steam-powered trash compactor. He can take up to 20 cubic feet of material and reduces it to dense blocks around 2 feet on a side.

The Master Gardener and Lawn care automaton: £40 (£50 with back seat)

For all its grand title, this ain't nothing but a jumped up lawnmower, but it's a damn useful thing if you ask me. Anyway, with more space outdoors it ain't likely to break the china or furniture. Basically, all it does is cut the lawn, real nice if you got a big estate like some that do. You fills it up and sets it going along one edge, and it sets off and works its way around the garden. If you got a funny shaped place you might 'ave to set it right now and again, but it'll do the job

in most places. The poshed-up versions have a long seat on the back so you can sit there with a lady friend and take a turn around the garden. It's steady enough not to spill your drink, and quiet enough you'll not need to shout, but a little too long on the machine and you'll not feel too well.

Clockwork Mixologist: £30

Another fad from the States, Mixologists h'impress the crowds with their dancing and shaking. Mind you, this thing can mix up loads o' diff'rent cocktails for your guests. Makes a pretty rum talkin' point too. Bit of a stupid expense if you ask me, can't mix a drink as well as a decent bartender, but some folks would rather 'ave a machine in their drawin' room than a servant, if ya takes me drift. Be warned though, these contraptions need proper maintainin' with heavy use. They can get real forceful if they don't wind down. Then you got shakers and gin flying about the room, which is a damn waste if you ask me.

The sturdy man-shaped frame can be dressed and painted as you like. The arms have the same basic range of motion as a person. So long as the liquor bottles are placed in the right slots, the clockwork can provide any of a number of refreshing beverages. Caution is advised though, as anyone who comes within range of the hands could be in for quite a buffet as he goes about his motions. Anyone too close (at Gamemaster's discretion) will be subject to an attack roll by the machine against their Dexterity + Dodge (if they are paying attention).

Perambulatory Coolie: £35

One of the great difficulties in foreign travel is findin' enough strong backs to trek the necessities into the bush. The upper classes need some locals to drag their table and chairs up mountains for their dinner parties after all. Ain't no good if they can't speak the lingo of the natives or know if they's any good either. The Perambulatory Coolie sorts that kinda trouble. It can do the work of ten bearers, and ain't got no hunger, fear or desire to trouble you. Just keep it in working order and well maintained and the piston-driven legs will march efficiently along. The upper body is constructed to hold several steamer trunks and barrels or baskets. The internal boiler is top notch, needing to be tended at most twice an hour under regular speeds.

These devices do need regular care from an engineer. The boiler has a sizeable appetite as well, consuming fifteen to twenty pounds of coal in a day. Getting in the way of one of these things could easily get you trampled to the tune of five dice of damage. There are rumours of binding spirits to these devices to make them cognisant of their surroundings and orders.

CLOCKWORK MIXOLOGIST

Rank: 3

Mental Competence 1

Physical Competence 3

Health 4 (8 pips)

Signature Skills – Entertainment +2,

Mixing Drinks +2

Armour 5d (wood and metal)

Perambulatory Coolie

Rank: 4

Mental Competence 1

Physical Competence 6

Health 10 (5 pips)

Signature Skills – Might +4

Armour 7d (Metal Plating over gearworks)

POWER HARNESSSES

This selection comprises what we used to call our power ‘arnesses. They ‘as to be buckled on, which I don’t mind tellin’ you can take a fair while, but once they’s on, they supplement your natural power an’ potential something formidable. All of them ‘as a little chimbley right here, on the back, and a tiny wee oven here, for the fuel to go in. Don’t ever let the chimbley get bunged up, and don’t let water get in the oven, whatever you do. That invalidates the guarantee, y’see.

Every one of ‘em ‘as a quick release toggle, right here in the middle of the chest piece, so’s you can free yerself from the ‘arness in a trice, in the event of a calamity, such as the boiler overheatin’ or you getting stuck in a tree or some such.

All power harnesses count as 2 points of additional armour for anyone wearing them. Removing one or putting one on is impossible without help or pushing the emergency release. The release effectively makes the unit fall apart, making it unusable again until reassembled.

Wings of the Gentleman Aviator: £14.

This is the first of ‘em, the Wings. It’s not uncommon, so I’m told, for the ladies to faint clean away when they spies a fellow swooping from the ‘avens, wearing one of these. What with all the steam an’ smoke, and those ruddy great wings beating away, why, it’s as if Beelzebub ‘imself ‘ad appeared, fresh from Hell an’ ‘ungry for souls.

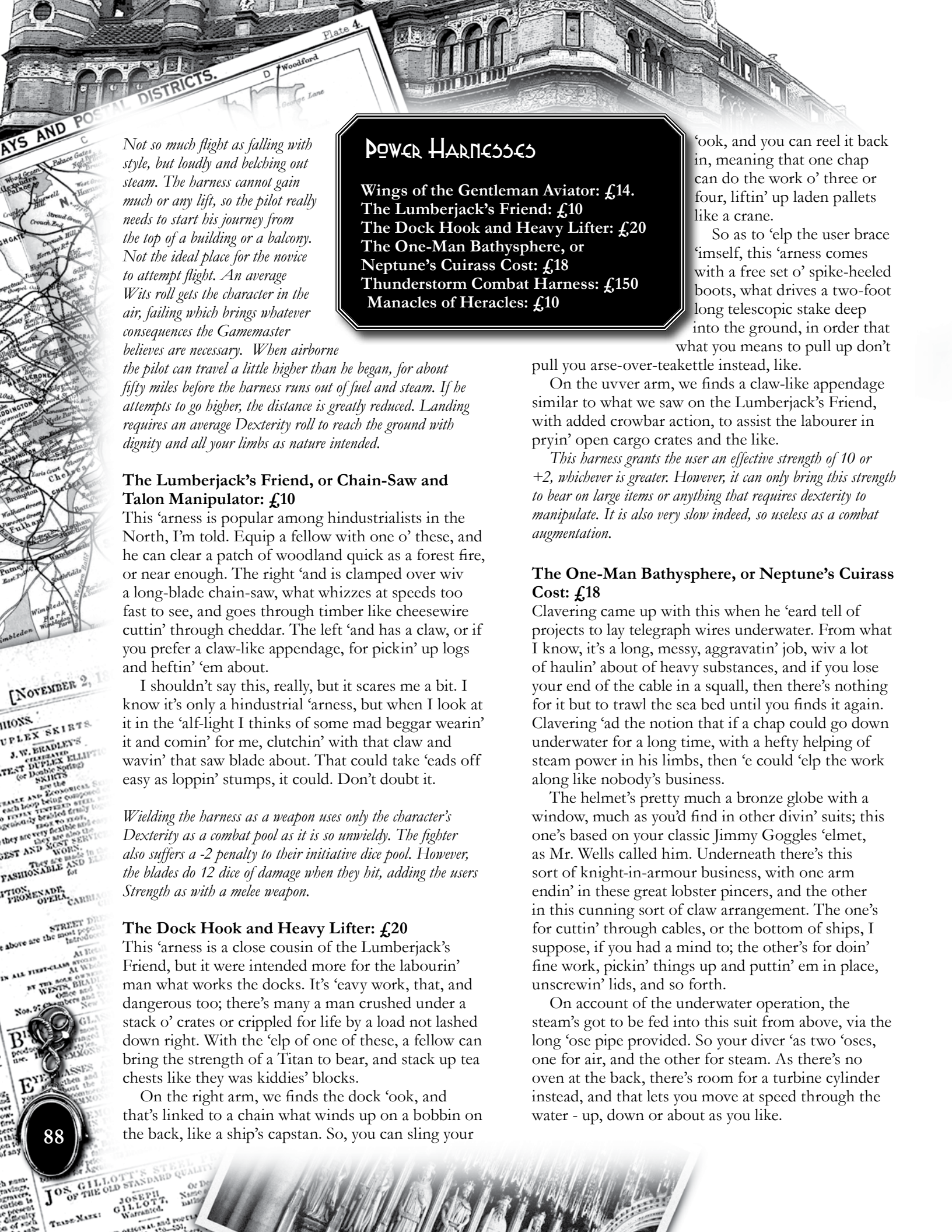


‘Scuse me, I didn’t mean to alarm nobody.

As you can see from the photogravure, this engine fulfils what old Clavering used to call mankind’s oldest dream, that of soarin’ above the treetops with the grace of a swallow, with the sun in ‘is eye and the wind in ‘is ‘air. Yes, folks, these wings, what look like nuffink so much as great big umbrellas when folded up, can bear a man up into the strattysphere. You buckles it on securely across yer torso, and the string on the right turns the power up, with the string on the left crankin’ it down. Get the settin’ right, and you can ‘over like a ‘ummingbird. Power it right up, and whoosh, you go ‘ammerin’ through the clouds fast as a steam train.

It ain’t exactly graceful as a swallow, though. Can’t claim that. It huffs and puffs, and flies more like a bat than a bird, and leaves a trail o’smoke be’ind it. Hangs in the air a fair old while, the smoke does. One clever fellow in Berkshire can write messages in the clouds, so they say.





POWER HARNESSSES

Wings of the Gentleman Aviator: £14.
The Lumberjack's Friend: £10
The Dock Hook and Heavy Lifter: £20
The One-Man Bathysphere, or
Neptune's Cuirass Cost: £18
Thunderstorm Combat Harness: £150
Manacles of Heracles: £10

Not so much flight as falling with style, but loudly and belching out steam. The harness cannot gain much or any lift, so the pilot really needs to start his journey from the top of a building or a balcony. Not the ideal place for the novice to attempt flight. An average Wits roll gets the character in the air, failing which brings whatever consequences the Gamemaster believes are necessary. When airborne the pilot can travel a little higher than he began, for about fifty miles before the harness runs out of fuel and steam. If he attempts to go higher, the distance is greatly reduced. Landing requires an average Dexterity roll to reach the ground with dignity and all your limbs as nature intended.

The Lumberjack's Friend, or Chain-Saw and Talon Manipulator: £10

This 'arness is popular among hindustrialists in the North, I'm told. Equip a fellow with one o' these, and he can clear a patch of woodland quick as a forest fire, or near enough. The right 'and is clamped over wiv a long-blade chain-saw, what whizzes at speeds too fast to see, and goes through timber like cheesewire cuttin' through cheddar. The left 'and has a claw, or if you prefer a claw-like appendage, for pickin' up logs and heftin' 'em about.

I shouldn't say this, really, but it scares me a bit. I know it's only a hindustrial 'arness, but when I look at it in the 'alf-light I think of some mad beggar wearin' it and comin' for me, clutchin' with that claw and wavin' that saw blade about. That could take 'eads off easy as loppin' stumps, it could. Don't doubt it.

Wielding the harness as a weapon uses only the character's Dexterity as a combat pool as it is so unwieldy. The fighter also suffers a -2 penalty to their initiative dice pool. However, the blades do 12 dice of damage when they hit, adding the users Strength as with a melee weapon.

The Dock Hook and Heavy Lifter: £20

This 'arness is a close cousin of the Lumberjack's Friend, but it were intended more for the labourin' man what works the docks. It's 'eavy work, that, and dangerous too; there's many a man crushed under a stack o' crates or crippled for life by a load not lashed down right. With the 'elp of one of these, a fellow can bring the strength of a Titan to bear, and stack up tea chests like they was kiddies' blocks.

On the right arm, we finds the dock 'ook, and that's linked to a chain what winds up on a bobbin on the back, like a ship's capstan. So, you can sling your

'ook, and you can reel it back in, meaning that one chap can do the work o' three or four, liftin' up laden pallets like a crane.

So as to 'elp the user brace 'imself, this 'arness comes with a free set o' spike-heeled boots, what drives a two-foot long telescopic stake deep into the ground, in order that what you means to pull up don't

pull you arse-over-teakettle instead, like.

On the uvver arm, we finds a claw-like appendage similar to what we saw on the Lumberjack's Friend, with added crowbar action, to assist the labourer in pryin' open cargo crates and the like.

This harness grants the user an effective strength of 10 or +2, whichever is greater. However, it can only bring this strength to bear on large items or anything that requires dexterity to manipulate. It is also very slow indeed, so useless as a combat augmentation.

The One-Man Bathysphere, or Neptune's Cuirass Cost: £18

Clavering came up with this when he 'eard tell of projects to lay telegraph wires underwater. From what I know, it's a long, messy, aggravatin' job, wiv a lot of haulin' about of heavy substances, and if you lose your end of the cable in a squall, then there's nothing for it but to trawl the sea bed until you finds it again. Clavering 'ad the notion that if a chap could go down underwater for a long time, with a hefty helping of steam power in his limbs, then 'e could 'elp the work along like nobody's business.

The helmet's pretty much a bronze globe with a window, much as you'd find in other divin' suits; this one's based on your classic Jimmy Goggles 'elmet, as Mr. Wells called him. Underneath there's this sort of knight-in-armour business, with one arm endin' in these great lobster pincers, and the other in this cunning sort of claw arrangement. The one's for cuttin' through cables, or the bottom of ships, I suppose, if you had a mind to; the other's for doin' fine work, pickin' things up and puttin' em in place, unscrewin' lids, and so forth.

On account of the underwater operation, the steam's got to be fed into this suit from above, via the long 'ose pipe provided. So your diver 'as two 'oses, one for air, and the other for steam. As there's no oven at the back, there's room for a turbine cylinder instead, and that lets you move at speed through the water - up, down or about as you like.

Thunderstorm Combat Harness: £150

Shame that it is, as much as machines can do a power of good, there's plenty use them for killin' other folks. This here harness is one for the soldier boys, but even I can see it's a damn fine piece of workmanship. The structure is a lot bigger than most other harnesses, so you strap yourself into it rather than strapping it onto you!

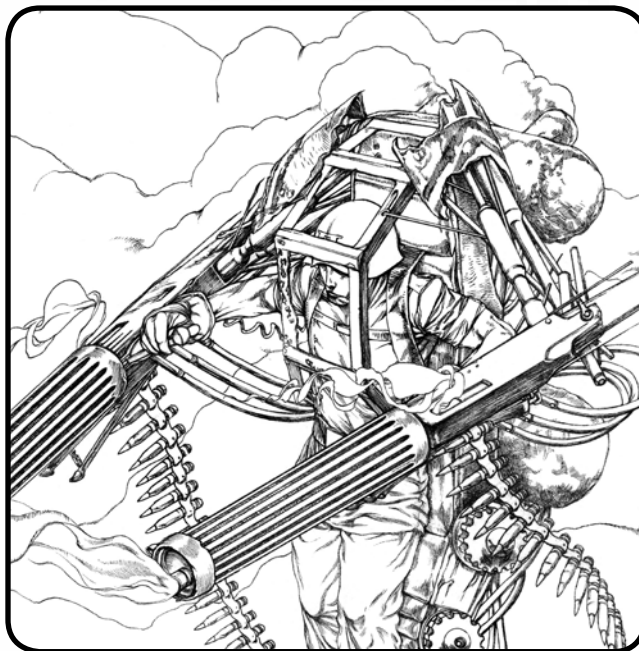
Once you are in, you're an impressive sight though, that I'll say. The machine has massive thick legs, like clockwork stilts that let you stride about the place like an ogre. However, bein' able to look at the top of an ogre's head ain't the most frightening thing about the Thunderstorm. No, that honour goes to the two great steam driven gatling guns, one for each arm you are strapped into. Both weapons are balanced and weighted by the frame, letting you swing them about like you was carrying a revolver.

The whole thing is powered by a Guild boiler that balances the 'uge frame and powers the movement. The ammunition is stored in the legs, but you still get through it at a powerful rate. The other problem is that there is no armour or protection for the bloke inside it. Any more metal and the damn thing'll fall over. Plenty of armies facing the Thunderstorm target their cannons at 'em; one reasonably lucky cannonball can stop this slow machine quite easily, as can a well placed sniper. Without an operator it's just a big pile o' metal afta all.

This is a frightening weapon to be faced with, but it isn't all powerful. The guns have a tendency to jam (anytime the GM decides she wants them to) given there is no one to properly feed the ammunition. While you can walk, the movement is very slow and even with the long stride it barely manages a walking pace. Having said that, the Thunderstorm's ability to cover an area in bullets and follow targets with accuracy makes it a fearsome device. The twin Gatling guns work just the same way as a usual Gatling gun does, but need no crank handle as pressurised steam spins the barrel. The operator has a switch to spin the barrels and a trigger to fire them. When spinning, the steam can't provide as much power to movement reducing the movement rate by a half. However, the guns can cover any targets in front of them and even to the side, including airborne attackers. As the operator has 2 guns, he has 50 damage dice to cover the area with, and can choose to cover everywhere in front of him. However, he can choose to cover two separate smaller areas with 25 dice each. The guns are wielded using the operator's Dexterity + Firearms skill, but with a penalty of 3 Black Dice as their momentum is difficult to control.

Manacles of Heracles: £10

This sort of light 'arness is fine for sortin' a broken wheel on a deserted country lane. With the Manacles



of Heracles, you can lift a wagon and replace the wheel without no help. Made by a top engineer, Devlin McMurty, the Manacles allow you to lift ten times what you normally can. Ol' Devlin has sorted a right clever clockwork balancing system and the manacles fit comfortably over your shoulders.

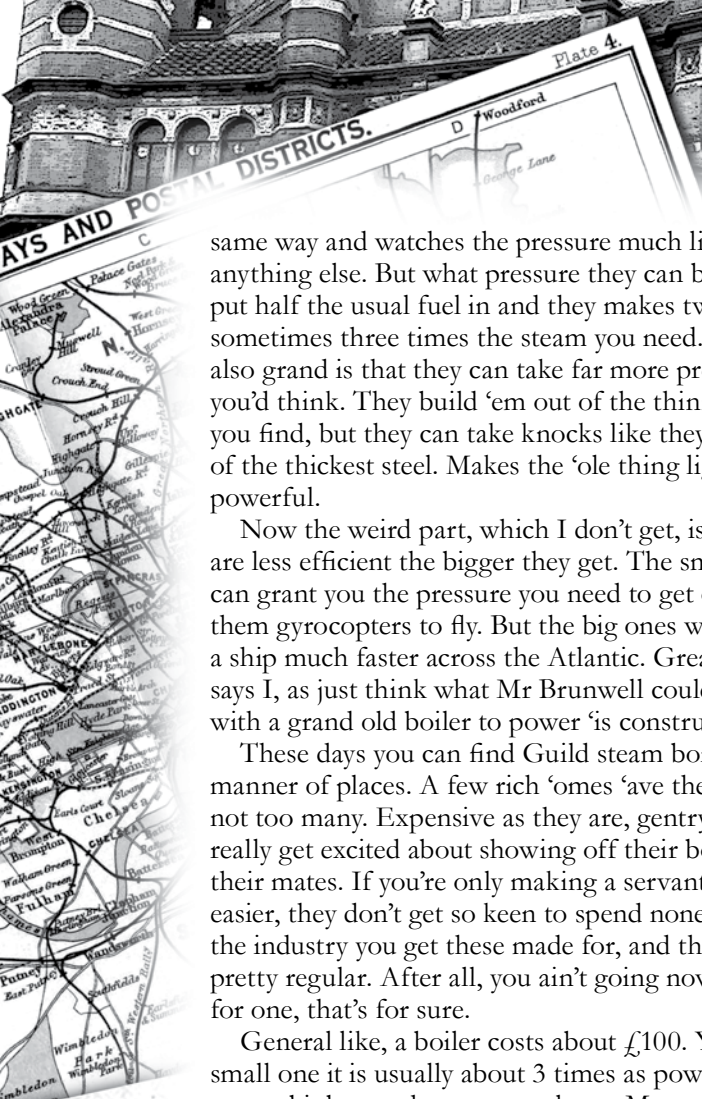
The Manacles of Heracles are bulky, but do increase the wearer's strength by +5. This increase comes at a price, however, drastically reducing the user's dexterity by -5. When overworked, the Manacles may seize up, preventing the wearer from moving his arms. The Manacles then have to be disassembled while the user is still wearing them in order to unlock the gears.

GUILD STEAM BOILERS

Well, I don't know why they's askin' me to talk about these great things. But turns out that Lady wot's doin the magical chattering don't like to get 'er 'ands too dirty. So they leaves this to me.

Well, you hears all manner of talk about these things powerin' all kind of stuff. Now, I can't tell you hows it is you make one of these, or even 'ow it works. Magic just ain't my thing. So you'll forgive me if I can't get too technical. Mind you, the Guild artificers don't let their secrets out, I can tell you that for less than sixpence. So don't expect to find owt else that can 'elp you figure out what the goings on in one of these things is.

Still, what I can tell you is that they basically work like any other boiler. You hooks them up in just the



same way and watches the pressure much like you do anything else. But what pressure they can build! You put half the usual fuel in and they makes twice and sometimes three times the steam you need. What's also grand is that they can take far more pressure than you'd think. They build 'em out of the thinnest metal you find, but they can take knocks like they is made of the thickest steel. Makes the 'ole thing light and powerful.

Now the weird part, which I don't get, is that they are less efficient the bigger they get. The small ones can grant you the pressure you need to get one o' them gyrocopters to fly. But the big ones won't get a ship much faster across the Atlantic. Great shame, says I, as just think what Mr Brunwell could o' done with a grand old boiler to power 'is constructions.

These days you can find Guild steam boilers in all manner of places. A few rich 'omes 'ave them, but not too many. Expensive as they are, gentry don't really get excited about showing off their boiler to their mates. If you're only making a servant's job easier, they don't get so keen to spend none. So it's the industry you get these made for, and the prices are pretty regular. After all, you ain't going nowhere else for one, that's for sure.

General like, a boiler costs about £100. You want a small one it is usually about 3 times as powerful, big ones a bit better than a normal one. More magic in the small ones, more metal in the big ones, so the cost don't change too much. What really adds to the price is the feelings of the Guild mages. If they don't fancy making one, you might need to spend a bit more to convince 'em. Nothing on the price label, that is, just a lot of donations and presents. You see, if you got a Guild artificer certificate, you don't need to work for the money, and some just get bored of making boilers as they ain't so intrestin'.

Well, you wants one, you go chatting to the Guild. I'll make do with what's freely available and works by good old fashioned spit and grind.

ODDITIES AND GADGETS

The age bein' what it is, there's plenty of folks trying to make all kind of gizmos and gadgets to make modern life easier. I can't say I'd find a use for all of them, but they seem mechanically sound to me. So if ya wants 'em that's up to you.

Umbrella cum Beef Tea Maker: 6s. Pack of concentrate pellets: 6d.

Here's an 'andy little gadget. Seems on first inspection to be a regular brolly for keeping the rain off, but you'll note this 'ere depression at the top, like a bowl.

ODDITIES AND GADGETS

Umbrella cum Beef Tea Maker: 6s. Pack of concentrate pellets: 6d.
Automatic Hat Lifter: 6s
Piston-Heeled Boots: £4
Snapdragon, or Pickpocket's Nemesis: 8s
Bonzo's Battle Bonnet: £12
Gyroscopic Stabiliser, As Used By High Wire Artistes: £3 6s
Magnetophonic Autodictator: £15
Automatic Telescoping Detention Device: £8
Mobile Agricultural Tripod: £28
Automatic Sentinel Cannon (Prototype): £50
Articulated Self-Propelled Bed, for the Comfort of Invalids and the Elderly: £18
Steam Powered Velocipede: £10

Well, that gathers the rain up, and runs it through pipes in the 'andle down to the flask in the bottom – that would be that round bit there – and by means of these ingenious pellets o' concentrate, you soon 'as pipin' 'ot beef tea. So it keeps you warm on the inside as well as dry on the outside. Policemen on the beat loves 'em, they does. I've got a cousin in the Force and he's always cheery 'cos of 'is beefy brolly!

Automatic Hat Lifter: 6s

Pure fancy, this is. Ain't nothing to it but a Lazy Susan arrangement like you find in fireside tongs, connected to a sort o' skull cap, what's connected in turn to a couple o' wires. When you meets a lady in the street, you smiles, and you presses the button in yer pocket, and up goes your hat, and down it comes again, as if by magic, and you not seemin' to move a muscle. A fine way to show off your gadgetry, and an even better way to start a conversation wiv a pretty woman as you've taken a liking to.

Piston-Heeled Boots: £4

You'll have 'eard of Spring-Heeled Jack, the Fiend of Faringdon? Well, Clavering used to say that even if he did exist, he'd 'ave been 'ard-pressed to fit springs into 'is 'eels powerful enough to lift 'im off the ground. Summink to do with weight-to-pressure ratios. He explained the whole thing to me, but I confess I nodded off 'alf way through.

Anyway, Clavering got it into 'is 'ead that he'd improve on the putative spring-heeled boot, and so we 'ave these. They look big and clunky, and indeed they are. I wouldn't try runnin' in 'em. Jumpin', mind

[NOVEMBER 2, 1911]
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TIGHT DUPLEX ELLIPTIC
(or Double Spring)
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each loop being composed
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and is firmly fastened
to the body by a
strongly braided firm
edge to edge
they are very flexible and
they are also the
BEST AND MOST SERVICE
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They are made in the
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above are the most popular
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you, is another matter entirely. Pressurized steam jets send you 'igh into the sky, and the clever bit is, they cushion your descent, too, so you don't break your ankles. You could jump clear over an 'ouse with these on! I wouldn't want to try it meself, mind, but I bet you could.

While these boots can allow you to jump up to 30 feet vertically up from a standing start, you need a bit of skill to guide them and land properly. If the user fails a Dexterity + Athletics (with 2 Black dice) roll, he either jumps in a different direction or fails to land properly and ends up in a heap on the roof. Using them to escape pursuers triples the running speed of their operator; although the roll noted above still applies, and failure lands you in a crumbled mess ready to be caught by your pursuers. Users should also remember the cushion effect only protects them for jumping up or jumping along. If you jump off a roof into the street, you are actually just falling!

Snapdragon, or Pickpocket's Nemesis: 8s

A pellet of compressed steam, gents. That's what powers this nasty little item. Looks a little like a man-trap, don't it? Well, that's what it is. Clavering were gettin' sick of pickpockets, and so he put together this little beauty, so's the next fingersmith to dip into his pocket would get a bit more than he bargained for.

As it is lined with leather, the snapdragon feels like an open wallet. If a person puts his fingers inside, the contraption snaps shut, its sharp prongs digging into the thief's fingers while at the same time a jet of scalding steam hisses into his palm. It hurts a lot, doing 3 dice of damage instantly. Once discharged, must be recharged from any source of steam before it can be used again.

Bonzo's Battle Bonnet: £12

I'm a dog-lover, good reader, as I'm sure you all are. I don't 'old with dog-fighting; it's cruel and unusual, so it is; but I'm told that Clavering got the idea for this item from a dockside dog fight. The 'elmet claps on top of your dog's 'ead, thus, and you do up the strap. It's a bit 'eavy, so there's this brace thing 'ere to keep his 'ead upright. They don't like it at first but they soon get used to it.

Now, this 'elmet not only offers protection, it gives your hound jaws of steel! I've seen one of these take a burglar's leg *clean off*! What's it say on the box, let me read it... 'ere we go...

"Transforms the meanest cur into a gladiator of steam-driven severity! Should not explode in ordinary use. Has been known to crush some smaller dogs during operation."

Any dog fitted with this contraption can double their biting damage. However their combat rolls suffer 2 additional Black

dice, and foul failure means a sticky end for Fido. They are best fitted on larger dogs and although you can soup up a poodle with them it is not advised.

Gyroscopic Stabiliser, As Used By High Wire

Artists: £3 6s

Now this is a cunning little contraption indeed. Even children is familiar with the gyroscope, and with 'ow it goes whizzin' round and around, and keeps its balance perfickly. This is an 'elmet, with rather a military style to it, and the globe on top of it contains a gyroscope of specially precise manufacture, along wiv a little 'ole in which to insert a key.

What you does is you winds it up, and you puts it on your 'ead, makin' sure it is securely buckled in place, and then you sets it going. The gyroscope's rotation keeps you balancin' exactly where you stand. You becomes as stable as a rock.

It's been field tested, this has, on a tightrope over a waterfall. The great Blondin were persuaded to use it instead of 'is 'abitual tightrope walker's pole, and 'e went skippin' gaily across that rope as if 'e were walkin' down the street to Church of a Sunday mornin'. Amazing, it is. Thing is, it only runs for about five minutes before it needs windin' again, so make sure you're back on solid ground before that 'appens.

Using the stabiliser does, indeed, make balancing easier, although we don't recommend trying to cross Niagara on a tightrope. All balancing rolls are made at 1 difficulty level easier than usual, while the unit is properly wound up...

Magnetophonic Autodictator: £15

Now, this might look like a gramophone 'orn connected to a secretary's typewriter... well, to be perfickly 'onest, that's exactly what it is, but for this queer canister object in the middle, and all the valves and whatnots on top.

You'll be familiar, no doubt, with the old wax cylinder method of recordin' sound, whereby you speak and your words is graven upon a surface? Clavering's device takes it a step further. What you say out loud is written down, exactly as if a young lady were typin' it all up for you. The machine is educated in a variety of languages, and can compre'end all but the thickest of dialects. It don't come cheap, but consider this: you need never employ a secretary to take dictation again, so in a year or two, it'll have paid for itself.

The Autodictator can clearly bear (and type out) words spoken within 10 feet. When left running, it will take down whatever is said nearby, whether the speaker intended for it to do so or not.



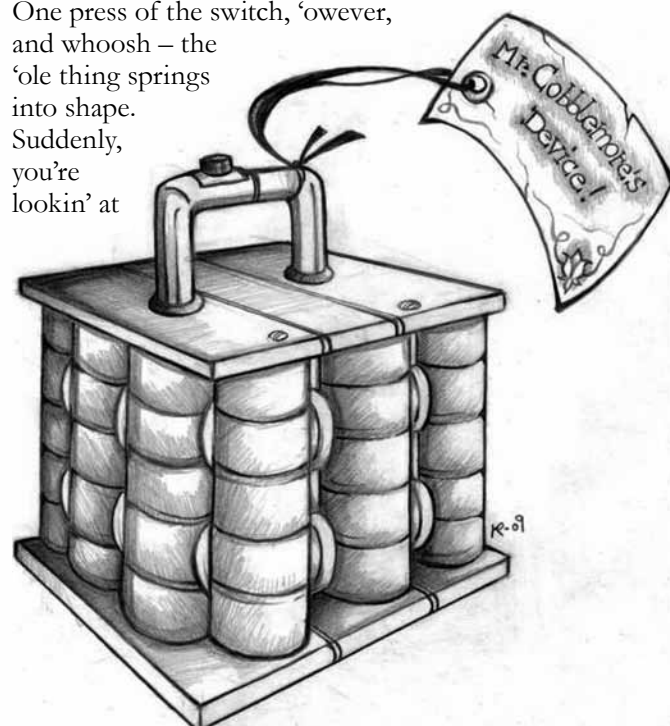
*It cannot distinguish between different persons, so if two people speak at once, the machine garbles their words together. It can recognise simple sounds, and records them by typing the sound in asterisks, thus: *birdsong* *gunshot* *unidentifiable sound*. The device isn't entirely mechanical, and the processing of sound is done by low level Guild sorcery. The Autodictator has, in the past, played a part in a murder investigation, when Professor Arbuthnot McGrundy was clubbed to death by burglars. The entire horrible fracas was recorded verbatim, which helped to convict the miscreants responsible.*

Automatic Telescoping Detention Device: £8

As Considered For Use By The London Constabulary! This was a popular one, gents. One o' Clavering's best. It were so popular that the Evening Standard 'ad a little poetry competition to see who could come up wiv the best bit o' doggerel to commemorate it. I learnt the winnin' verse by 'eart, 'ere we go:

"When the Bobby on the Beat
Needs a Prison in a Trice
Here's the answer swift and neat:
Mr. Cobblemore's Device!"

Isn't that a peach? The device is simply a cage, made o' specially strengthened Victorium alloy bars, all telescoped up inside one another so's you can carry it easily. The beauty of it is, the alloy is strong enough that the bars can be 'ollow, but still nigh impossible to bust. Packed down, it's naught but a cube o' metal with an 'andle, such as you could carry with one 'and. One press of the switch, 'owever, and whoosh – the 'ole thing springs into shape. Suddenly, you're lookin' at



a six-foot 'igh prison, complete with door and slidin' bolt, for padlockin' from outside. You'd 'ave to be an escapologist and an 'alf to get out of one of these!

What's the secret? Steam, o' course, produced by a cunnin' chemical reaction, and fillin' up the 'ollow spaces in the bars. Less than ten seconds it takes to put one o' these up. You can collapse it in just as short a time.

Editor's Note: Despite Mr Clouston's enthusiasm for the device, our lawyers have suggested we include the following warning.

SAFETY WARNING: Not to be used in thunderstorms or in close proximity to galvanic discharge, as Victorium eagerly invites the embrace of electricity, and as such may electrocute the occupant. N.B. Following field testing, the Device is now reinforced with telescopic locking cross-braces to reduce risk of spontaneous recompression.

Mobile Agricultural Tripod: £28

This is truly a spectacular vessel, gentlemen. Spectacular. No other word'll do. As Clavering once said to me, 'Why, Sam, the gamekeeper might stride above the treetops, and the farmer survey his fields with a falcon's eye, from the heights of this formidable transport.' I remember those words well; he spoke them to me on the very day he blew himself to chops, God rest his soul.

The countryside, as you'll be well aware, is an 'azardous place to travel. Roads are boggy, fields are full of loose turves and sods, and there's 'edgerows and ditches all over the place. It's bad enough on 'orseback if you stick to the roads; as for carriages, there's been all too many o' them capsized into sodden troughs, or stuck fast in deep mud overnight, or finding their way blocked by fallen trees. For those what keeps land, it can be a right challenge to traverse it every day and keep it in order. And chances are that while you're off at one end of the fields, there's some chancer slippin' in at the other end to bag himself some of your pheasants for 'is pot. If only there was some way of simply steppin' over all the obstacles! Well, now there is.

The Tripod stands fifteen foot 'igh, 'as room for a single pilot, and 'as a spotlight on top so's you can use it after dark. It ambulates with an exceedin' ingenious sort of rolling motion, one foot movin' around to replace the last, so that it always looks like it's about to fall over, though it never 'as done to my knowledge. Because it walks on these slender legs rather than on wheels, it can just bear you right over anythin' that might stand in your way, and it tackles steep 'ills and deep water with never a complaint.

Automatic Sentinel Cannon (Prototype): £25

Clavering was approached by the Ministry regarding the possible military use of 'is Tripod, but he wanted nothin' to do with that. He was a man of peace through and through, dedicated to improvin' life, not takin' it. I remember 'im sayin that a gun walking about on legs would look like summin comin' from Mars so it would.

Can't say as I fully agreed with 'im in that particular, though; sometimes you just 'as to fight. With that in mind, I've a little project of mine that Faulkner's 'as taken on, and it's next on our list.

It's a sort of Gatling gun, as you can see, rotary barrel, automatic feed, steam-powered, o' course. A fellow can man it as if it were a regular emplacement if need be. The clever thing is, nobody 'as to man it. This trumpet 'ere on top and this lens are like an ear and an eye. Got meself a right good mage to lay a charm on them, that I did. Any noise in the vicinity, and the cannon swivels to face it. The lens can pick up on bright light, or dark shapes; you can choose which with a toggle, so the cannon will point towards someone with a lantern at night, or a shadow comin' across its view by day.

I can't say it's perfect as yet. We've done some tests, and... well, we let a flock of sheep run down the 'ill towards it, as that was as close as we could come to an infantry charge. It hit the mark six times out of ten, which isn't bad going for a turret with no gunner, and only a couple of sheep got through. Can you imagine a whole bunker with these cannons sittin' sentinel around the walls? It would change warfare forever!

The sentinel gun works like any other Gatling gun. However, it has a combat dice pool of 8 and a Perception dice pool of 6 rather than an operator. The gun isn't clever enough to concentrate its fire and blankets the area in front in bullets when it detects movement. It will basically attempt to hit anything that tries to go past it, unable to distinguish friend from foe. Characters can attempt to sneak past by reducing their size and moving slowly (a Difficult Dex + Hide and Sneak roll against the gun's perception), but that takes a lot of guts and luck!

Articulated Self-Propelled Bed, for the Comfort of Invalids and the Elderly: £18

It's a terrible thing to be bedridden. Dear old souls spendin' their last days cloistered up inside some stuffy room – it makes me tearful to think of it. Nowadays, of course, they don't 'ave to. They can go for a morning constitutional, or pop down to the lake to feed the ducks, without ever gettin' out of bed.

A little bit of magic steam, and presto! Gran's old brass bed becomes a chariot, rocketin' along the highway as fast as a gallopin' 'orse. The bedknobs on the four corners controls the whole thing: you can

turn the speed up or down, apply the brakes, or even raise the height by up to ten feet if you need to lift the chassis up, to pass over an obstacle in the road, for example.

Steam Powered Velocipede: £10

If ya think yer bike ain't goin' fast enough, you need one o' these! We stuck an easy to maintain steam engine on this normal velocipede and it goes like the bleedin' clappers. Ya never know, might soon replace carriages as the way the elite travel around London.

The steam powered velocipede is capable of moving with a speed of 40 (see Chases in the Core Rulebook p225). It requires a Difficult (3 Black Dice) Dexterity + Drive (Velocipede) roll to ride and operate the throttle at the same time. Failure will either stop the vehicle or the driver loses control and crashes (which, is up to the Gamemaster). If the rider rolls a foul failure, the throttle is stuck open and the velocipede continues to accelerate until something (usually something very solid) brings it to a stop, or the operator succeeds in a Very Difficult (6 Black Dice) Dexterity + Drive (Velocipede) roll. Drive (Velocipede) is a new specialty skill used to control the device, but if the user doesn't have the skill they can still roll using their Dexterity.

CLOCKWORK AUTOMATONS

Well, I don't hold no truck with these silly things, but there's folks rather like 'em and I can't say they ain't clever. The best bloke making this stuff is Mr Devlin MacMurtry. So I just told Faulkner's to copy some of 'is catalogue for the next bit. Jus' remember to keep 'em wound up!

Clockwork Cat: £1

Looking for a mouser that won't run away? Look no further than the mechanical wizardry of the clockwork cat straight from the workshop of Devlin MacMurtry. A lifelike feline that will outrun and out fight even the most vicious of rats, the clockwork cat can also be set to purr and curl up on your lap.

Anything but lifelike, the clockwork cat is made of steel and iron. By changing the gear settings, the clockwork cat can function as a mouser – catching small items that are directly in front of it and returning them to its trainer, with Hide & Sneak skill of +4, but an Athletics of +2, or as a household pet.

Clockwork Dog: £2

Not sure if your Tosher hound is as faithful as he could be? Well, now you can have a faithful companion that will never leave your side.



CLOCKWORK STATISTICS

As they are not designed for combat, all these clockwork devices have minimal skills and abilities. For each device, assume every attribute is effectively zero. Some have skills that will allow them to do their job, which is their entire dice pool. They are only programmed to do certain actions, so if they do not have the skill they cannot do it, no matter what the skill is. Each device must be wound once a day, taking about ten minutes. If this isn't done, the machine will wind down and stop working after a couple of hours. However, simply winding it up will start it again with no problems.

The devices are hard to destroy, but relatively simple to stop as the body is solid metal but the clockwork mechanism inside is precise and easily misaligned. Hitting any clockwork device twice and doing 2 or more damage each time will cause it to fail and freeze up. They can be repaired, but the technician suffers a Black Dice to the repair roll for each die of damage the machine has taken. Failure still drops the amount of Black Dice by 1, but only until half the Black Dice are gone. Foul failure means the machine is permanently broken. A roll to repair the device can be made once every 2 days of work.

The clockwork dog can be set to carry items that will fit in its mouth or stand guard. When standing guard, the clockwork dog barks if someone passes within 10' of its position. This is achieved by sensitive gyroscopes in the dog's body that set off the barking when vibrations caused by human footsteps or anything heavier unbalance the gyroscopes. Much like a real dog, this dog will bark at practically anything. The Dog has a Perception of +3 and an Athletics of +2.

Clockwork Tiger: £15

Devlin McMurtry originally made this fierce predator for the greatest carnival in the Empire. The tiger's appearance in the show was such a resounding success that we have his permission to sell the prototype. This majestic beast will make a wonderful addition to any clockwork menagerie. As sleek and powerful as one of the man-eaters that prowl the jungles of India, the clockwork tiger can now prowl your home.

CLOCKWORK AUTOMATONS

Clockwork Cat: £1

Clockwork Dog: £2

Clockwork Tiger: £15

Clockwork Bird: £2

Clockwork Mannequins: £3

Singing Clockwork Mannequins: £4

Song Roll for Singing Clockwork

Mannequin: 6s

Devlin McMurtry has truly outdone himself with this clockwork wonder!

The clockwork tiger is made of iron and polished steel and clanks loudly as it pads around. The clockwork engineering behind the tiger is so sophisticated that it is able to attack on its own. When attacking with its jaws or claws, it has a skill of Fists+5 and an Athletics of +3. On a successful hit, its jaws inflict 5 lethal damage and its claws inflict 4 lethal damage.

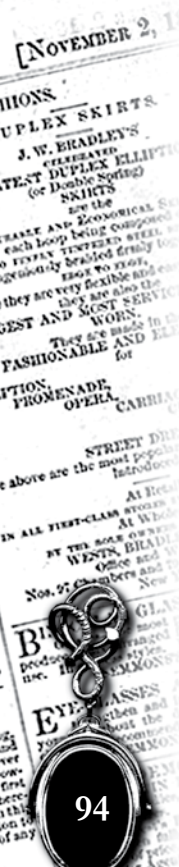
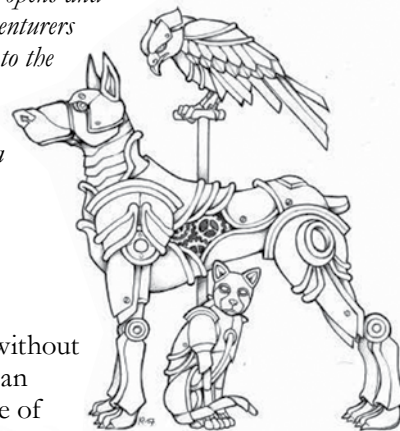
Clockwork Bird £2

With the clockwork bird, you can entertain your children for hours, allowing you some precious private time! Wind up the bird and it will fly around, chirping and singing. A single winding will provide children with almost twenty minutes of activity. Made by master clockwork engineer Devlin McMurtry, the toy is guaranteed to last long past your children's attention span.

For the most part, the description is true. Given how much energy is required for flight a winding here does only last 20 minutes. The bird's flight pattern is random and generally circles overhead. Winding up the bird will start the bird's wings fluttering and its beak chirping. Since it's made entirely of metal, there's the potential for cuts and severed fingers as the wings flap and the beak opens and closes. Enterprising adventurers will realize there's more to the clockwork bird than entertainment should they ever need to create a distraction.

Clockwork Mannequins: £3

What doll collection would be complete without a lifelike child that can walk and talk? Made of



the finest iron and clothed in the nicest silks, the clockwork mannequin will entertain your children for hours. Different mannequins can be set to say different phrases, so be sure to request what phrases you want your new family member to know.

Singing Clockwork Mannequins £4

Entertainment at its finest! A singing mannequin at your next social engagement will ensure that your soiree is the talk of the town. Each lifesize mannequin is fully articulated and moves its arms and torso in time to the music. All the popular songs are available and even an ogre can change the roll, allowing you to switch songs at the drop of a hat.

These things are actually pretty damn spooky. There is potential for them to be used to deliver bombs and the like as they can be given a programmed route to walk. However, any use they weren't designed for requires a clockwork engineer. Each Mannequin has an Athletics of +2 and Singing of +6.

Song Roll for Singing Clockwork Mannequin 6s

Any song you can think of has been put on a roll for our singing clockwork mannequins. A simple 'click' and your mannequin is singing as though she were the diva of the opera.

Much like a Pianola, the sheet contains holes to make the right musical notes in the mannequin's mechanisms. To change the roll in the mannequin requires an average Ad-hoc repair roll.

CLOCKWORK LIMBS

Well, wiv the wars and new machines, there's plenty of folk lost a limb in service to the Empire. So some right rum clever folks figured out 'ow they might replace them. No, my area is steampower, not them tiny clockwork things, and I sure ain't no Guild mage that's fer sure. But I had meself a good chat to Mr Vlademir of Vauxhall, who makes the finest replacements. He knows his stuff does Mr Vlademir and his London artisans and mages can sort you out right.

Now, dependin' on yer injury, you got a few options. You might need a new leg, or just a foot. You can buy a hand or a whole arm, if that's what you need. Mind you, when I say hand, it's still half an arm. Yer needs to give the unit a decent anchor on you or you just ain't got the strength to use it. So the attachment for a clockwork 'and covers most of yer forearm and a full arm links inter yer shoulder quite a way. Same sorta thing fer yer foot or leg too.

CLOCKWORK LIMBS AS ASSETS

To have a clockwork limb at character creation costs Asset points, and is really only available to the riches of the upper class. Middle class characters may buy them, but they must take one of the Clockwork Limb complications listed below as one of their potential complications. Generally, lower class characters have no chance of getting such a limb, but the Gamesmaster might allow it if presented with a good reason. They will defiantly have to take a complication for the attachment, and possible a second one which gains them no points as well.

A clockwork limb costs 4 Asset points for an arm or a leg, and 3 points for a hand and 2 for a foot. The additional cost for adding modifications is noted after the prices above. A leg or arm has enough space for 2 modifications, a hand or foot has space for only one. Certain modifications may be available only for certain types of limb, so as usual the Gamemaster has the final say on which ones can and cannot be fitted to any particular limb.

CLOCKWORK LIMBS

Basic Arm: £40
Basic Hand: £25
Basic Leg: £50
Basic Foot: £30

Modifications

Arm with Concealed Compartment: £30 (+1 Asset points)
Leg with Concealed Compartment: £32 (+1 Asset points)
Thaumically Compressed Actuator: £15 (+2 Asset points)
Retractable Dagger: £12 (+2 Asset points)
Allen 0.36 Special: £28.3 (+2 Asset points)
Mariette Surprise: £30 (+2 Asset points)
Climbing Arm: £28.4 (+3 Asset points)
Sword Arm: £28 (+2 Asset points)
Lighting power Sword Arm £34 (+3 Asset points)
Mana store: £40 (+2 Asset points)
Fine detail modification: £50 (+3 Asset points)
Detachable Socket: +£30 arm/leg +£20 hand or foot (+1 Asset points)



For twice the price the units can be made with a little more style. The elegant clockwork is exposed in artistic places and the casing is etched with designs to the user's taste. The whole unit is made of polished bronze rather than base steel and is both hardwearing and elegant. For three times the basic price, the unit might be made with more expensive materials (such as gold or silver) or even inlaid with jewels. In such a case, each part is hand crafted for a truly unique piece of finely tuned engineering.

If the limb gets wet or takes damage, it may fail and lock up. If a character takes 2 dice of damage from a single attack, the shock may damage the limb. Roll 1D6, and on a 6 it fails, becomes useless and requires a clockwork mechanic to fix it. If the character takes another 2 dice of damage in a single attack, they roll again but this time it fails on a 5 or 6. The next time the roll is a 4, 5 or 6 etc. In addition, if the character rolls a foul failure when making a roll that involves use of the limb, such as combat, Dodge or Athletics rolls the limb locks up. To repair the limb, a Wits + Engineering (Clockwork) roll is required, with 2 Black Dice for each roll that was made on 1D6 as above (or a straight 6 Black Dice if it was from a Foul Failure). If the roll is a success, the engineer can attempt a repair. This requires a Dexterity + Engineering (Clockwork) roll against 10 Black Dice minus the amount of successes gained on the Wits + Engineering roll beforehand. If the roll is a failure, the engineer can try again, with the same chance, or he can attempt to diagnose the problem again (Wits + Engineering (Clockwork) again) keeping the new successes result if it is better than before. Each attempt to diagnose takes 2 hours and each repair attempt takes 4 hours. It's up to you how much time you want to spend!

For Example: Lord Flashheart was in a fight with brigands and damaged his clockwork arm. They landed 3 blows on the soldier, one did only 2 pips of damage so had no effect on the arm. The second and third did 3 dice of damage each. Luckily, Lord Flashheart rolled a 4 the first time, and a 4 the second time so his limb continued to work. Sadly, he made a foul failure as he punched one of the brigands and the limb failed.

He takes himself immediately to Dr Wilson, who is a qualified clockwork engineer. Dr Wilson easily finds the trouble with a Wits + Engineering (Clockwork) roll. Even with 6 Black Dice against him (for the Foul Failure, which would have been 4 Black Dice had the limb failed from the attacks) Wilson easily sees the trouble netting 4 successes in total. Now he must attempt a repair. He rolls Dexterity + Engineering (Clockwork) against 6 Black Dice (10-his 4 successes). Luckily, he makes the roll and Lord Flashheart can return to his club to relate his tale of fistcuffs.

MODIFICATIONS AND ATTACHMENTS EXPLAINED

What makes clockwork limbs more interesting is the gadgets that can be installed. Gamemasters should feel free to create more potential modifications. Arms and Legs can take up to 2 modifications although some modifications count as 2 due to the space they take up. Hands and feet can take only a single modification.

Arm with Concealed Compartment: £30

This arm contains a compartment that is nearly invisible to the naked eye. If the arm is inspected closely, a difficult Perception roll is necessary to see the compartment. The compartment is large enough to hold a Lefraux revolver or similarly sized item.

Leg with Concealed Compartment: £32

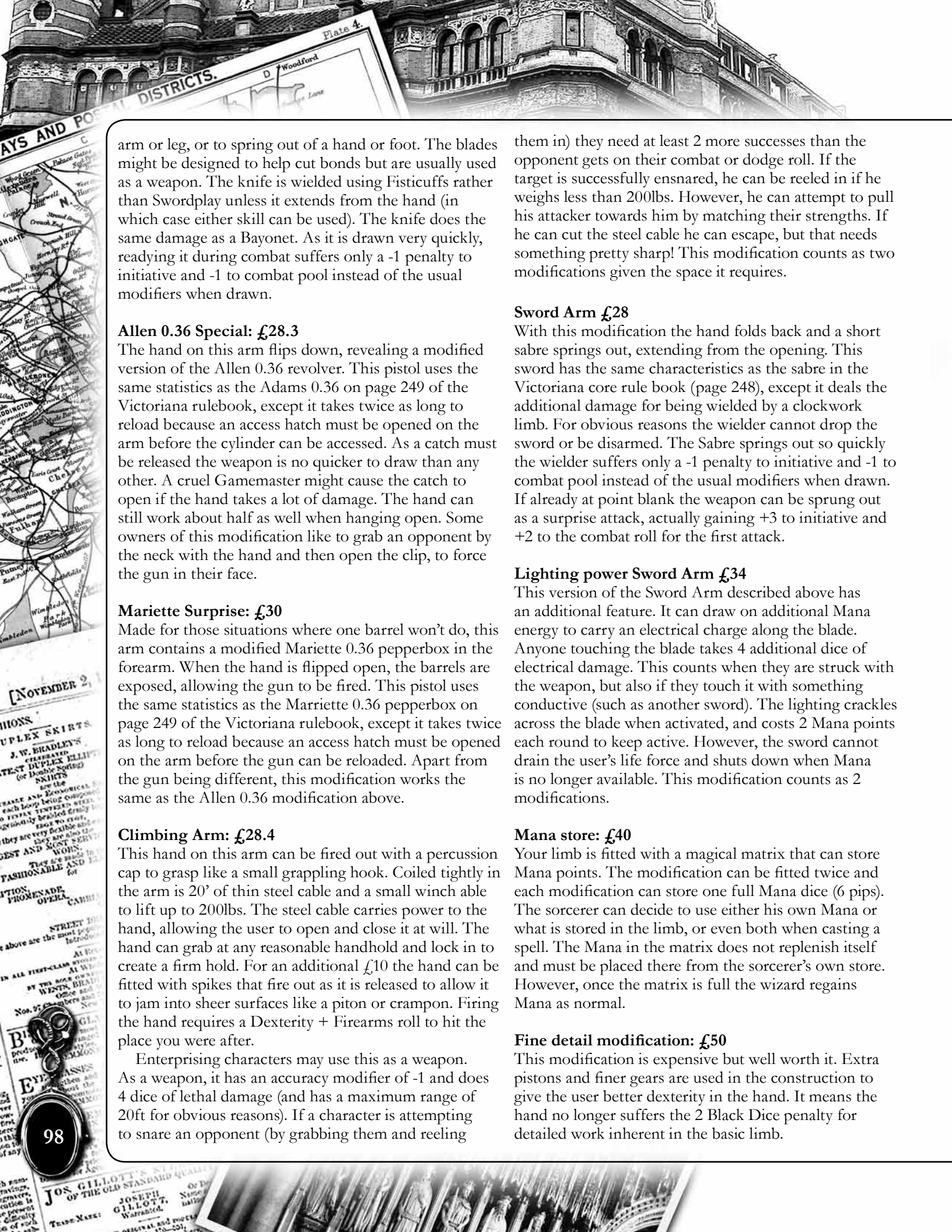
Similar in all respects to the Arm with a Concealed Compartment except the compartment is large enough to hold an Adams 0.36 revolver.

Thaumically Compressed Actuator: £15

Combining a tight gear ratio, several pistons and the power of the Power of Steam spell, this limb has greater power than the basic model. As this limb is put through its paces, it hisses steam and often belches smoke under pressure. The modification is too big to fit into a hand or foot. An arm with a Thaumically Compressed Actuator has +1 Strength, adding to melee damage and lifting ability. A leg with a Thaumically Compressed Actuator gives its user a +1 to the character's base movement, increasing running speed and vertical or horizontal jumping etc. The user also no longer suffers the reduction in running speed for an unmodified leg. If the character has 2 clockwork legs with this modification he can add their bonuses together. However, the same cannot be said for the strength bonus for arms. However, the Gamemaster might allow half of the bonus to be added from a second modified arm if the character is lifting a large item that requires 2 hands. This modification can be placed in a limb twice, making the bonus +2, but this counts as a second modification. This modification is complicated and difficult and is usually built into the limb during construction. If added to an existing limb the cost is doubled.

Retractable Dagger: £12

Spring blades can be fitted to the elbows or knee of an



arm or leg, or to spring out of a hand or foot. The blades might be designed to help cut bonds but are usually used as a weapon. The knife is wielded using Fisticuffs rather than Swordplay unless it extends from the hand (in which case either skill can be used). The knife does the same damage as a Bayonet. As it is drawn very quickly, readying it during combat suffers only a -1 penalty to initiative and -1 to combat pool instead of the usual modifiers when drawn.

Allen 0.36 Special: £28.3

The hand on this arm flips down, revealing a modified version of the Allen 0.36 revolver. This pistol uses the same statistics as the Adams 0.36 on page 249 of the Victoriana rulebook, except it takes twice as long to reload because an access hatch must be opened on the arm before the cylinder can be accessed. As a catch must be released the weapon is no quicker to draw than any other. A cruel Gamemaster might cause the catch to open if the hand takes a lot of damage. The hand can still work about half as well when hanging open. Some owners of this modification like to grab an opponent by the neck with the hand and then open the clip, to force the gun in their face.

Mariette Surprise: £30

Made for those situations where one barrel won't do, this arm contains a modified Mariette 0.36 pepperbox in the forearm. When the hand is flipped open, the barrels are exposed, allowing the gun to be fired. This pistol uses the same statistics as the Mariette 0.36 pepperbox on page 249 of the Victoriana rulebook, except it takes twice as long to reload because an access hatch must be opened on the arm before the gun can be reloaded. Apart from the gun being different, this modification works the same as the Allen 0.36 modification above.

Climbing Arm: £28.4

This hand on this arm can be fired out with a percussion cap to grasp like a small grappling hook. Coiled tightly in the arm is 20' of thin steel cable and a small winch able to lift up to 200lbs. The steel cable carries power to the hand, allowing the user to open and close it at will. The hand can grab at any reasonable handhold and lock in to create a firm hold. For an additional £10 the hand can be fitted with spikes that fire out as it is released to allow it to jam into sheer surfaces like a piton or crampon. Firing the hand requires a Dexterity + Firearms roll to hit the place you were after.

Enterprising characters may use this as a weapon. As a weapon, it has an accuracy modifier of -1 and does 4 dice of lethal damage (and has a maximum range of 20ft for obvious reasons). If a character is attempting to snare an opponent (by grabbing them and reeling

them in) they need at least 2 more successes than the opponent gets on their combat or dodge roll. If the target is successfully ensnared, he can be reeled in if he weighs less than 200lbs. However, he can attempt to pull his attacker towards him by matching their strengths. If he can cut the steel cable he can escape, but that needs something pretty sharp! This modification counts as two modifications given the space it requires.

Sword Arm £28

With this modification the hand folds back and a short sabre springs out, extending from the opening. This sword has the same characteristics as the sabre in the Victoriana core rule book (page 248), except it deals the additional damage for being wielded by a clockwork limb. For obvious reasons the wielder cannot drop the sword or be disarmed. The Sabre springs out so quickly the wielder suffers only a -1 penalty to initiative and -1 to combat pool instead of the usual modifiers when drawn. If already at point blank the weapon can be sprung out as a surprise attack, actually gaining +3 to initiative and +2 to the combat roll for the first attack.

Lighting power Sword Arm £34

This version of the Sword Arm described above has an additional feature. It can draw on additional Mana energy to carry an electrical charge along the blade. Anyone touching the blade takes 4 additional dice of electrical damage. This counts when they are struck with the weapon, but also if they touch it with something conductive (such as another sword). The lighting crackles across the blade when activated, and costs 2 Mana points each round to keep active. However, the sword cannot drain the user's life force and shuts down when Mana is no longer available. This modification counts as 2 modifications.

Mana store: £40

Your limb is fitted with a magical matrix that can store Mana points. The modification can be fitted twice and each modification can store one full Mana dice (6 pips). The sorcerer can decide to use either his own Mana or what is stored in the limb, or even both when casting a spell. The Mana in the matrix does not replenish itself and must be placed there from the sorcerer's own store. However, once the matrix is full the wizard regains Mana as normal.

Fine detail modification: £50

This modification is expensive but well worth it. Extra pistons and finer gears are used in the construction to give the user better dexterity in the hand. It means the hand no longer suffers the 2 Black Dice penalty for detailed work inherent in the basic limb.

Detachable Socket: +£30 arm/leg +£20 hand or foot

This is a modification that needs to be added before a limb is attached. Instead of grafting the limb directly onto the body, a universal socket is grafted on first. This means that if the limb is broken the character can just undo it and place another there instead without needing a doctor. When a new limb is replaced, a Guild healer still needs to activate its magic as before, but that is no more essential than usual. Some very rich clockwork limbed characters keep a selection of different limbs for different occasions and change them over as they see fit. If the limb is undamaged and had already aligned its magic with the user it can be switched over in moments with no further trouble. While it is very rare to find people who can afford to change whole arms or legs, it is not uncommon for the very rich to have a couple of spare hands with different modifications.

CLOCKWORK COMPLICATIONS

If you choose to have a clockwork limb, there are a few additional complications you can choose to take as well. Characters who acquire clockwork limbs during the game might still take complications from this list to reduce the cost.

Possessed Clockwork Limb

Unfortunately, your clockwork limb is possessed by a malign spirit. The spirit occasionally seeks to contradict the will of the character. For example, when you want to pick up a cup with your clockwork arm, the spirit may instead try to dash the cup against the floor. Whenever the spirit attempts to exert control over the limb, you must succeed at a Difficult Resolve roll to compel the limb to do your bidding. Should you ever fail five successive Resolve rolls, the spirit possesses you instead! The Gamemaster determines when the spirit attempts to control the limb. Exorcism spells can reduce the spirit's power, and some medium abilities might manage to contact it and ask what it wants. Banishing the spirit is possible but difficult, and always means the limb must be purged of its magical power. Re-empowering the limb can be a very expensive business, as the Guild knows you have no option but to pay their price.

Winding Down

The clockwork in your limb is not especially good. It needs winding up at least twice a day, if not more often. The Gamemaster can insist it is winding down and becoming useless after any heavy activity and it takes a good ten minutes to wind it up again.

Debt

You couldn't quite afford the limb you own. So you came to an arrangement. It might be that you owe a significant amount of money to the Guild. However, it is more likely you owe the money to a group of dangerous criminals who found you a black market limb at short notice. The penalty for not paying the debt is severe, the loss of a limb at least! The debt is also too large for you to pay off in anything but instalments. Until you pay them off you might be able to reduce the amount by offering your services in some way. The exact arrangement is up to the Gamemaster.

Remote Control

You have had an additional modification installed in your limb, a remote control. Someone else has a device that they can use to take control of the limb when and where they like. It may be that you owe them money or maybe they don't trust you with it. Usually they will have to be in line of sight to take control so they can see what you are doing. However, if they are really cruel they might just randomly use the remote just to remind you who's boss.

Tracer

Whether by magic or artifice, a tracking device is fitted to your limb. You may not even know about it yourself. However, it means there is nowhere you can go that this person cannot find you.

Unchanging

The limb you bought is a cheap model designed to simply replace something missing. It can carry one less modification than usual, 1 for an arm or leg and none for a hand or foot.

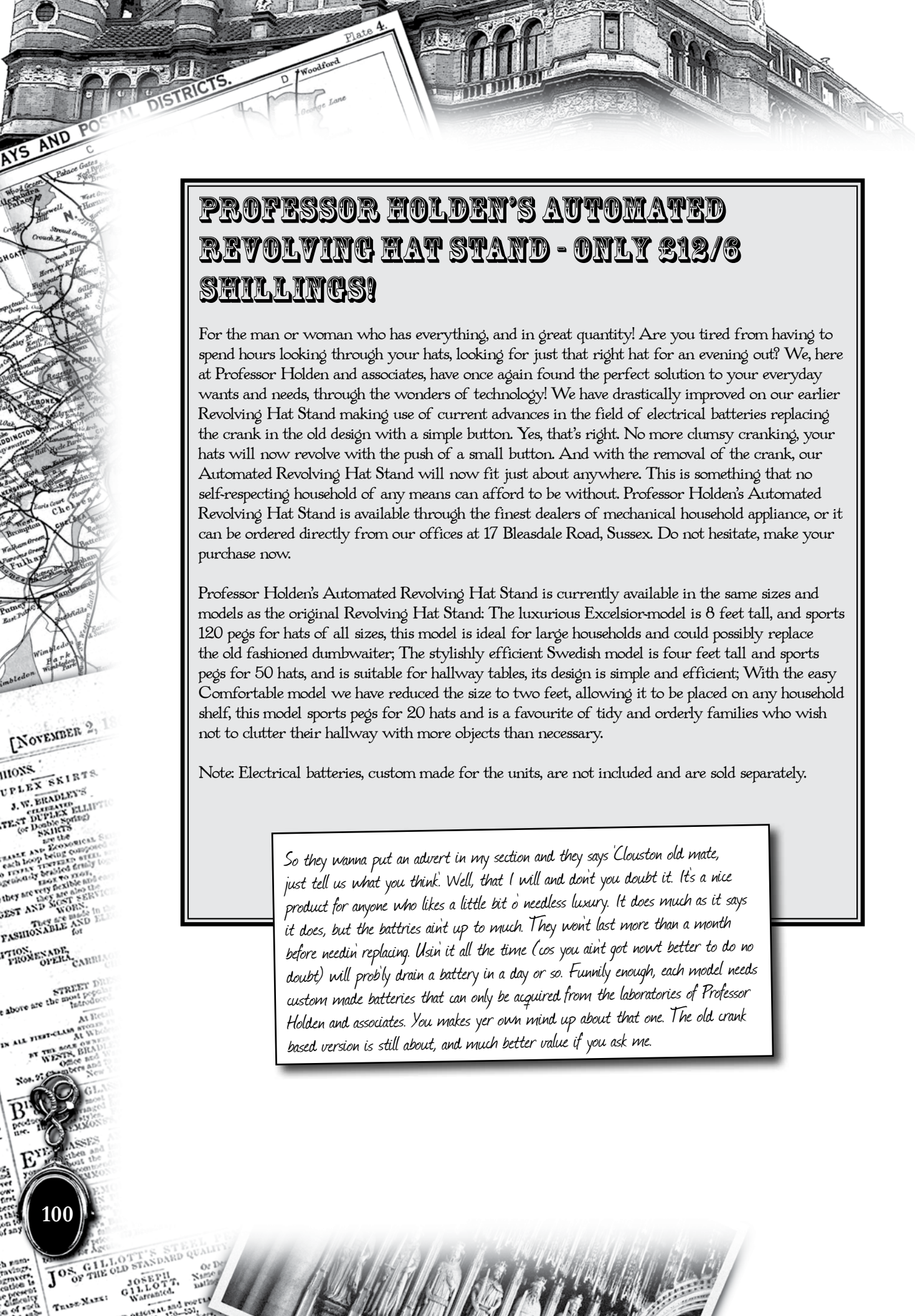
Other Clockwork Assets

Clockwork Engineering Lab (upper, 8)

The perfect place for the curious engineer or budding mad scientist, this lab contains the necessary vices, winches, pulleys, and furnaces to create clockwork items. An engineer with access to a Clockwork Engineering Lab gains a +2 Pool Modifier on his Engineering (Clockwork) rolls when using the lab's facilities.

Service Contract (Upper, Middle 3)

When you bought your clockwork limb you went to the best and got a guarantee. If it suffers any damage you need only visit an engineer who will repair it free of charge. The repair will still take time, but unless he is very busy you will be seen immediately. Adventurers should note that this servicing is only available in civilised hours unless the engineer is on very good terms with the character!



PROFESSOR HOLDEN'S AUTOMATED REVOLVING HAT STAND - ONLY £12/6 SHILLINGS!

For the man or woman who has everything, and in great quantity! Are you tired from having to spend hours looking through your hats, looking for just that right hat for an evening out? We, here at Professor Holden and associates, have once again found the perfect solution to your everyday wants and needs, through the wonders of technology! We have drastically improved on our earlier Revolving Hat Stand making use of current advances in the field of electrical batteries replacing the crank in the old design with a simple button. Yes, that's right. No more clumsy cranking, your hats will now revolve with the push of a small button. And with the removal of the crank, our Automated Revolving Hat Stand will now fit just about anywhere. This is something that no self-respecting household of any means can afford to be without. Professor Holden's Automated Revolving Hat Stand is available through the finest dealers of mechanical household appliance, or it can be ordered directly from our offices at 17 Bleasdale Road, Sussex. Do not hesitate, make your purchase now.

Professor Holden's Automated Revolving Hat Stand is currently available in the same sizes and models as the original Revolving Hat Stand: The luxurious Excelsior-model is 8 feet tall, and sports 120 pegs for hats of all sizes, this model is ideal for large households and could possibly replace the old fashioned dumbwaiter; The stylishly efficient Swedish model is four feet tall and sports pegs for 50 hats, and is suitable for hallway tables, its design is simple and efficient; With the easy Comfortable model we have reduced the size to two feet, allowing it to be placed on any household shelf, this model sports pegs for 20 hats and is a favourite of tidy and orderly families who wish not to clutter their hallway with more objects than necessary.

Note: Electrical batteries, custom made for the units, are not included and are sold separately.

So they wanna put an advert in my section and they says 'Clouston old mate, just tell us what you think'. Well, that I will and don't you doubt it. It's a nice product for anyone who likes a little bit o' needless luxury. It does much as it says it does, but the batteries aint up to much. They won't last more than a month before needin' replacing. Usin' it all the time (cos you aint got nowt better to do no doubt) will prob'ly drain a battery in a day or so. Funnily enough, each model needs custom made batteries that can only be acquired from the laboratories of Professor Holden and associates. You makes yer own mind up about that one. The old crank based version is still about, and much better value if you ask me.



MR SAMUEL CLOUSTON

Sam might have remained an unremarkable boy, his talents forever latent and undeveloped like a butterfly poisoned in the chrysalis, had

it not been for the death of Jeb Moorsby.

Sam worked with his friend Jeb in the steam looms of Bradford, where two score urchins laboured all day on the rackets-rackets-clack for a few pence and a dole of company bread that tasted of rust. If the machine broke down, the boys would be blamed for it, and the overseer, Belker, would pandybat their thighs until they bled. It was their job to knock the machinery back into order if it failed to perform, and the same applied to the boys who operated it.

Conway, the mill owner believed sloth was like arsenic to the spirit. Young boys should be fighting for their country or working for a wage, and if they died doing either, then it was a worthy end. Better that than shut down the machines and lose a day's production.

One day Jeb, was killed while trying to repair a machine that was in motion. The needless death incensed Sam, who laid into the foreman. It took three policemen to pull him off. All the while, Sam shouted about what was wrong with the machine, with all the machines, and what needed to be done to fix it. As luck would have it a friend of the owner, Mr Clavering, was visiting at the time. Seeing how much Sam cared for his friend, and how incisive (as well as rough and rude) his ability was he ordered the police to release Sam. He took him on as an apprentice on the spot; Sam's only demand was that Clavering made sure Jeb got a decent burial.

Sam apprenticed with the master engineer Clavering for nearly twenty years. He learnt all Clavering could teach and more besides. When Clavering died in an accident, it turned out he had left his firm to Clouston. Not wanting to leave the workbench, Clouston hired a manager as soon as possible and went back to the same work he'd been doing.

Sam has spent his life surrounded by oil, steam and clockwork. Despite his position as one of the most renowned (if rough) engineers in London he always talks as if he's the apprentice, minding the shop until the real engineer, (the long dead) Mr Clavering, gets back from lunch.

Rank: 9 **Race:** Dwarf **Social Class:** Lower

Nationality: Northern British

Age/Gender: 38/Male

Build: Stocky

Hair/Eyes: Brown/Brown

Childhood Experience: Factory

Vocation: Stylist and Bon Vivant

Social Ethics: Lower with a strong work ethic

Personality: Rough and uncultured, but dedicated and talented

Attributes

Strength: 3, **Dexterity:** 3, **Fortitude:** 3,

Presence: 1, **Wits:** 3, **Resolve:** 5,

Initiative: 12, **Movement:** 4,

Health: 5 (10), **Mana:** 7 (40), **Fate Pool:** 8

Special Abilities: Little Legs, Stubborn as a...

Common Skills

Blunt Weapons 3, Bull 3, Concentration 5, Dodge 3, Empathy 2, Etiquette 1, General Knowledge 1, Might 3, Perception 6, Streetwise 2

Specialties

Ad hoc Repair 8, Appraisal 2, Business 1, Engineer (Civil) 6, Engineer (Mechanical) 6, Pick Locks 5

Magical skills: None

Talents: Expert (Ad hoc Repair)

Privileges: Local Hero, Pub regular - Landlord's mate

Assets: Laboratory (Mechanical workshop)

Complications: None

Magical Abilities: None

Personal Effects

Large and heavy wrench, Leather apron, Scruffy beard, Oil (everywhere)



CHAPTER FIVE

ARCANÉ SUPPLIES

“The art is only arcane to those who don’t understand it. All the same, it is dangerous to touch what you don’t understand.”

- Miss Jessamine Golightly

ARCANE SUPPLIES

MYSTERIES OF THE ART AND SORcery FOR BOTH GIFTED
AND MUNDANE CLIENTS
EXPLAINED FOR THE UNFAMILIAR CUSTOMER BY MISS JESSAMINE GOUGHTLY

On behalf of Faulkner's, good reader, may I be so presumptuous as to congratulate you on your qualification to peruse this singular section of our merchandise? After all, not every gentleman or lady is born to the Art. Much like proper breeding, mastery of magic is sadly uncommon, and those who possess it have an instinctive regard for one another, do you not think? We are brothers and sisters in the best club of all.

Helas, I forget myself. My name is Miss Jessamine Goughtly, and I am the eldest daughter of Lord and Lady Saxifrage Fellghast-Goughtly. Quite the mouthful, *n'est ce pas*? As you have doubtless observed, my family's nomenclature tends toward the polysyllabic, even as our blood blends the disparate streams of magery and mundane rulership of men. But naturally, any reader of this section will have heard of *la vieille Famille*.

ARCANE ARTIFICES

Many sorcerers have turned their hand to crafting and enchanting. For some it is a hobby, for others it is a business. As we live in an age of science and discovery, is it any wonder that the arcane classes find the time to lock themselves away in laboratories like the scientists do? I have done my best to wade through the plethora of magical goods for sale in the modern age. Some are unique; others crafted en-masse by groups of entrepreneurial magicians or even the Guild itself. Most of these items can be located among the multitude of shops to be found in Wormwood Street in the Bishopsgate area of London. The street is packed with the most wondrous assortment of magical curiosities and it is a guilty pleasure of mine to wander the place for hours with a Guild-trained companion. However, you should always ensure the proprietor has a certificate from the Guild that proclaims the legality and safety of their wares.

Luminiferous Stylograph: £2.

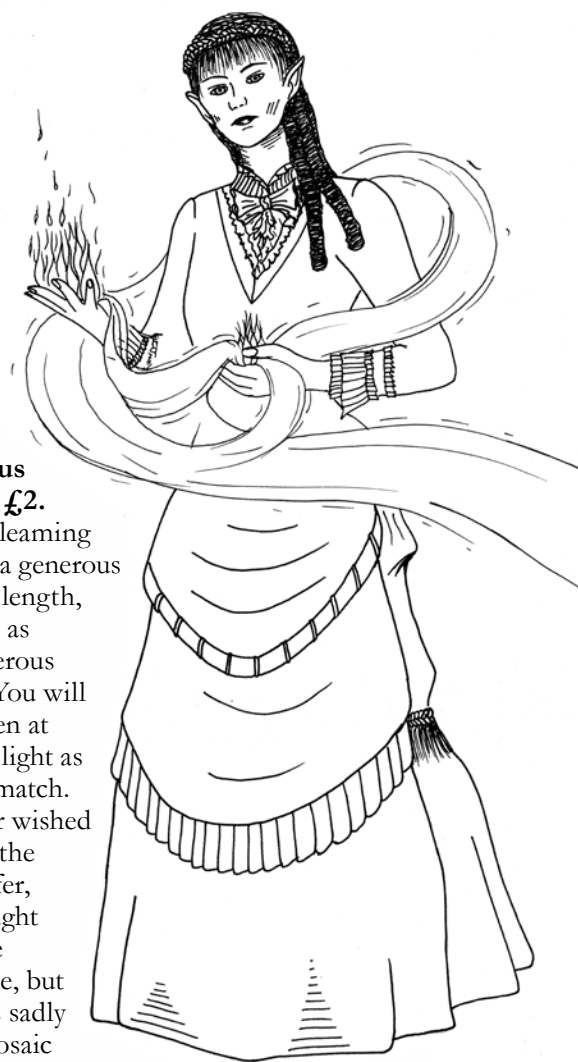
This green-gleaming rod of glass, a generous six inches in length, is referred to as the Luminiferous Stylograph. You will find that when at rest, it sheds light as reliably as a match. Mr. Faulkner wished to rename it the Crystal Lucifer, which I thought a much more evocative title, but the creator is sadly of a more prosaic bent.

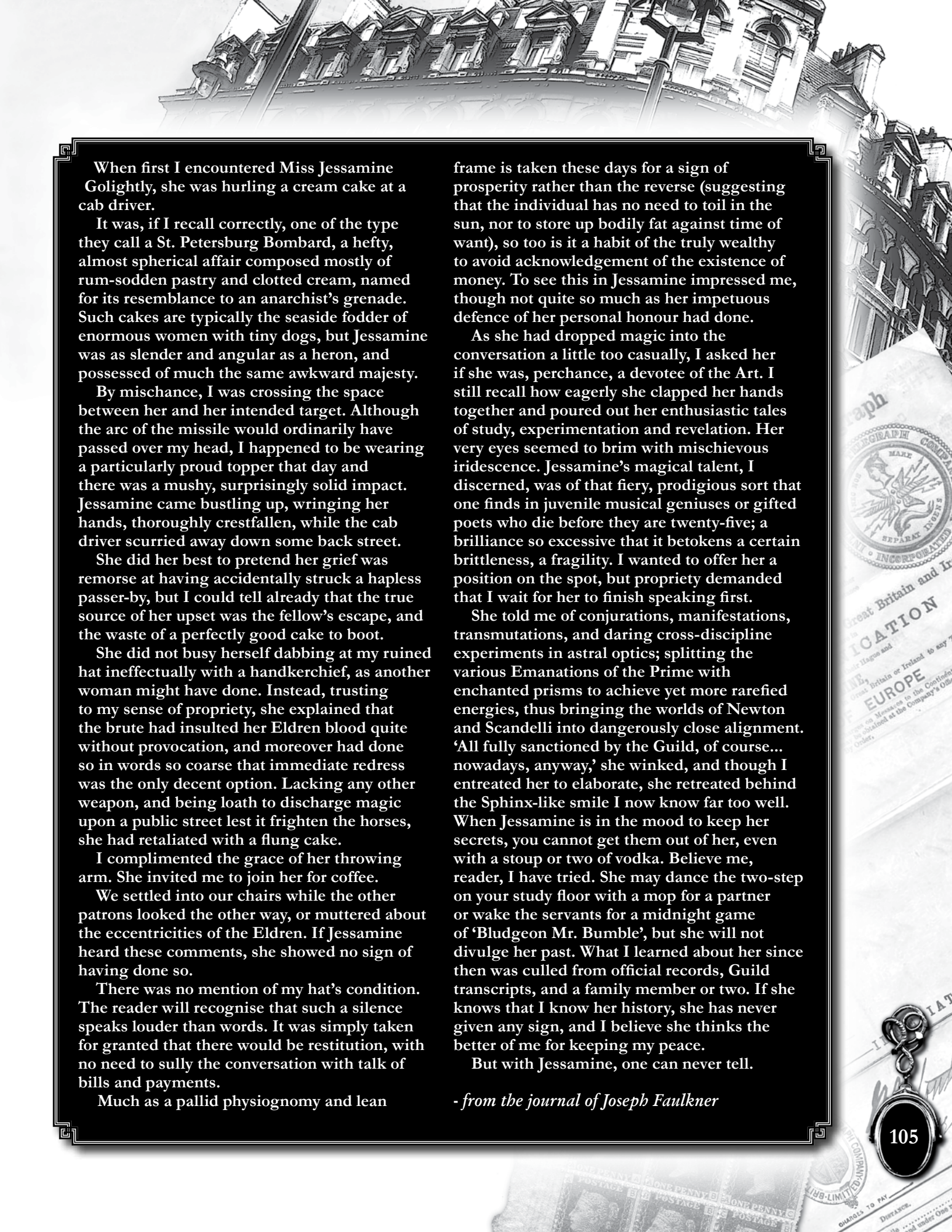
When wielded in the proper way, the Stylograph earns its title. I sign my name in the air, thus, in letters of smaragdine fire; and they do not fade! You are thinking, no doubt, of the sparklers that are given to children on Firework Night. This item was, indeed, so inspired. I shall draw a happy face; he glows bright as a cat's eyes in lamplight.

It is merely a fragment, but it persists, and physical force cannot dislodge it. I understand our customers use it to leave messages, create impromptu signs, and even to warn others away from danger. The uses are no doubt without number! The writing lasts for an hour, and a variety of colours are now available.

With regard to certain regrettable incidents in Soho, I am now obliged to mention that Faulkner's accepts no responsibility for antisocial or libellous use of the Luminiferous Stylograph.

Each Luminiferous Stylograph contains enough power to leave 10 messages of up to 10 words each.





When first I encountered Miss Jessamine Golightly, she was hurling a cream cake at a cab driver.

It was, if I recall correctly, one of the type they call a St. Petersburg Bombard, a hefty, almost spherical affair composed mostly of rum-sodden pastry and clotted cream, named for its resemblance to an anarchist's grenade. Such cakes are typically the seaside fodder of enormous women with tiny dogs, but Jessamine was as slender and angular as a heron, and possessed of much the same awkward majesty.

By mischance, I was crossing the space between her and her intended target. Although the arc of the missile would ordinarily have passed over my head, I happened to be wearing a particularly proud topper that day and there was a mushy, surprisingly solid impact. Jessamine came bustling up, wringing her hands, thoroughly crestfallen, while the cab driver scurried away down some back street.

She did her best to pretend her grief was remorse at having accidentally struck a hapless passer-by, but I could tell already that the true source of her upset was the fellow's escape, and the waste of a perfectly good cake to boot.

She did not busy herself dabbing at my ruined hat ineffectually with a handkerchief, as another woman might have done. Instead, trusting to my sense of propriety, she explained that the brute had insulted her Eldren blood quite without provocation, and moreover had done so in words so coarse that immediate redress was the only decent option. Lacking any other weapon, and being loath to discharge magic upon a public street lest it frighten the horses, she had retaliated with a flung cake.

I complimented the grace of her throwing arm. She invited me to join her for coffee.

We settled into our chairs while the other patrons looked the other way, or muttered about the eccentricities of the Eldren. If Jessamine heard these comments, she showed no sign of having done so.

There was no mention of my hat's condition. The reader will recognise that such a silence speaks louder than words. It was simply taken for granted that there would be restitution, with no need to sully the conversation with talk of bills and payments.

Much as a pallid physiognomy and lean

frame is taken these days for a sign of prosperity rather than the reverse (suggesting that the individual has no need to toil in the sun, nor to store up bodily fat against time of want), so too is it a habit of the truly wealthy to avoid acknowledgement of the existence of money. To see this in Jessamine impressed me, though not quite so much as her impetuous defence of her personal honour had done.

As she had dropped magic into the conversation a little too casually, I asked her if she was, perchance, a devotee of the Art. I still recall how eagerly she clapped her hands together and poured out her enthusiastic tales of study, experimentation and revelation. Her very eyes seemed to brim with mischievous iridescence. Jessamine's magical talent, I discerned, was of that fiery, prodigious sort that one finds in juvenile musical geniuses or gifted poets who die before they are twenty-five; a brilliance so excessive that it betokens a certain brittleness, a fragility. I wanted to offer her a position on the spot, but propriety demanded that I wait for her to finish speaking first.

She told me of conjurations, manifestations, transmutations, and daring cross-discipline experiments in astral optics; splitting the various Emanations of the Prime with enchanted prisms to achieve yet more rarefied energies, thus bringing the worlds of Newton and Scandelli into dangerously close alignment. 'All fully sanctioned by the Guild, of course... nowadays, anyway,' she winked, and though I entreated her to elaborate, she retreated behind the Sphinx-like smile I now know far too well. When Jessamine is in the mood to keep her secrets, you cannot get them out of her, even with a stoup or two of vodka. Believe me, reader, I have tried. She may dance the two-step on your study floor with a mop for a partner or wake the servants for a midnight game of 'Bludgeon Mr. Bumble', but she will not divulge her past. What I learned about her since then was culled from official records, Guild transcripts, and a family member or two. If she knows that I know her history, she has never given any sign, and I believe she thinks the better of me for keeping my peace.

But with Jessamine, one can never tell.

- from the journal of Joseph Faulkner



Bird Call / Voice Disguiser / Ventriloquism Tool:
£1 for bird call only, £3 for voice disguise, £6 for full ventriloquism

To the ill-educated eye, this item seems no more than a perforated disc of tin around the size of a penny. When held under the tongue, it will allow the mimicking of any species of bird. Delight the little ones by chirruping like a starling, or imitating the soft song of the nightingale!

What, is that not enough? Well, then. I see we must reveal the item's more mischievous aspects. For a small fee, a minor adjustment will allow distortion of the voice. If you have ever desired to pipe in fluting tones, gentlemen, or to bellow basso-profundo, then this miraculous little disc will grant you that power. Why, if your face could not be seen, you might be taken for someone else altogether. You could even – how it shocks me to say it – easily pass for a woman, if the night was dark! I quake to think of how such an innocent toy might be abused!

Again, heartless reader, you demand more? I see I must reveal the disc's full potential if you are to be at all satisfied. For a less small fee, then, the device allows throwing of the voice. Yes, the arts of the ventriloquist are entirely yours, all for nothing more than a little bit of tin. You may make your voice – altered, if you so wish – emanate from any spot within twenty feet. Astound your friends! Confound your enemies! Drive the household pets insane!

The Lampbearer, a Mysterious Bronze: £120 (unique item)

Let us turn our eyes to the engravings and gaze for a moment upon this grand lady, who so obligingly lights our page with her blue lamp. Her origin, reader, is mysterious; I understand she was recovered from a shipwreck, where the bones of all the sailors were found tangled in a woven spiderweb of weed, as if some great sea-spider had ensnared them.

The torch she bears burns with neither wick nor fuel. It is said that it burned even while underwater, casting its moony rays over the blind scuttling things of the deep. Perhaps in former centuries she stood in a Grecian temple, holding her mystic lamp aloft, pronouncing oracles for the priestly caste. Now it is her pleasure to receive calling-cards in her offering bowl, and to announce the fates of visitors and party guests in her strange bell-like tones. What might those unblinking eyes have seen in ages now past?

When a given person's name is placed into the statue's offering bowl, such as a name printed on a formal calling-card, the Lampbearer will utter a brief prophecy concerning that person. She will only do this once for any given individual.

ARCANE ARTIFICES

Luminiferous Stylograph: £2.
Bird Call / Voice Disguiser / Ventriloquism Tool: £1 for bird call only, £3 for voice disguise, £6 for full ventriloquism
The Lampbearer: £120 (unique item)
Shadowmaster's Cape: £100+
Book of a Thousand Dreams: £50
Bottled Blood Imp: £25 per blood imp
Hangman's Bane, or the Second Windpipe: £1
Peacock Feather Turban: £20
Steaming Scarabeus: £45
Ring of the Binding Oath: £5
Animic Kitten Portrait: 2s
Everspinning Top: 1s
Genuinely Magic Lantern of Evocative Fancy: £15 (includes four plates).
Cigars of Obscuring: £5 for a box of 4
Mirrorcane: £15
The Top Hat of Concealment: £20
The Monocle of Magic Detection: £60
Carlyle Project Industries Handbomb (grenade): £6 each (crate of 20 for £100)
Carlyle Project Industries Journeyman Wizard's Staff: £25
Wadding of Concussion: £2 for 5 shots worth
Glove of the Pugilist: £2





The prophecies, while infuriatingly vague in many cases, will inevitably come true. She is valued more as a novelty or as a prestige piece, useful for breaking the ice at magicians' parties, than as a practical magical item.

The owner of the Lampbearer is entitled to a degree of respect and envy from the magicians of his city. This respect carries with it a social obligation; he is expected to invite other magicians around for evenings of Scotch and cigar smoking, or in the case of the ladies, cream tea and scones, in the course of which the guests who have not yet received a prophecy from the Lampbearer may do so.

The Lampbearer seems to have a fondness for nemesis (and some have even theorised that she represents that Goddess in an unfamiliar guise). Her prophecies are often predicated upon inescapable fate, the notion of deeds eventually bearing fruit, and all things coming round again, sooner or later.

Although she is treated lightly, she has made some prophecies of dark import. One, which predicted a wife's infidelity (and the identity of her Romeo) in rather less vague terms than usual, even led to a fatal duel.

Shadowmaster's Cape: £100+

Gentlemen readers, you will no doubt have heard tales in your clubs of the Shadowmasters, the elite association of aristocratic thieves whose specialty lay in relieving titled ladies of their heirlooms. All London was agog at these mischievous rogues, and I am sure I do not need to remind you that many considered them to be magicians, able to elude pursuit and laugh at the bumbling police. The Shadowmasters' reign is now over, fortunately for all.

In commemoration of their jolly japes we may now offer you an item that is, let us say, inspired by these master thieves of yore. The cape is, as you have every right to expect, exquisitely tailored. The weave and weft are of distilled darkness, and those light silvery traces you can see are threads woven of moonbeams and good old-fashioned London fog. The language of fairy tales, you say? I shall not venture to correct you...

When embraced by the cape's folds, you are at one with the darkness. You lose substance for a time, and become able to flow like ebon mercury, passing over any surface where the darkness touches. Material hindrances offer no more resistance to you than they would to a passing shadow. You may skate like a moth up and down the walls of high towers, or seep spectrally under doors. Have a care, though, for if the light should catch you, you will return abruptly to your solid form, and outraged gravity will resume her clutch upon you!

The wearer of a Shadowmaster's Cape may take a turn to stand in total or near-total darkness and concentrate. This must be uninterrupted; he cannot do it while moving, attacking or

taking any other action. Starlight counts as near-total darkness, as does the light of a new moon, but anything brighter than that will prevent the cape's function.

At the end of his action, he becomes insubstantial and shadowy. He may move at his normal movement rate in any direction where the region darkness extends, as described by Jessamine, above. Several limitations apply while in this state. He is not vulnerable to attack, nor can he influence anything himself. All he can do is move. While moving, he is dimly perceptible as a flat silhouette, somehow uncannily darker than the surrounding darkness. In addition, he can make no noise at all. The shadow-form is completely silent.

If the wearer enters a region that is lit, even dimly, or if light falls upon him (such as, from the moon coming out from behind a cloud) then he snaps back into full dimensionality. This can be disastrous if the shadow-form had entered a region that was too small for the whole body to fit into.

There is no limit on the time that can be spent in shadowy form. So long as the darkness lasts, the wearer may remain in shadowy form therein. While insubstantial, the wearer does not need to eat or drink. There is at least one case of a magician in shadowy form becoming trapped in an underground cave and forced to abide there as a silently screaming shape of darkness, unable even to age or die.

Book of a Thousand Dreams: £50

I cannot in all sincerity claim that this volume, encrusted though it is with golden curlicues and Arabesque geometric flourishes inlaid with lapis lazuli and tourmaline, is that very same tome from which Scheherazade read to her Sultan; but it was certainly inspired thereby. It contains one thousand tales, gathered from across the world, and illustrated with the most startlingly vivid colour plates. But it is not merely a story-book.

Each tale is a concentrated sliver of dream. When the tale is read (or heard read aloud) within an half hour of retiring for the night, the reader or listener finds himself cast into the events of the story, in the role of protagonist. It is he who fights the desert demons with scimitar and whip, he who spurs the star-bright destriers across the burning sand, and he who ultimately receives the favour of grateful princesses and their sisters. I am sure I do not now need to explain to you, gentlemen, why this volume is so prized.

It is said that it was in the keeping of one lone madman for fifty years; the wretch dwelled alone in a ruined tower, with no possessions but his precious book, begging during the day for a crust of bread and spending the nights in the arms of fiery-eyed dream-houris. That man in his solitary madness died happier, they say, than even the Sultan himself, and who are we to say otherwise?



Bottled Blood Imp: £25 per blood imp*

We come now to the first of our living items, the bottled blood imp; this one, as you may see by the caption beneath his picture, is named Boblufax. See how he squats, the berry-red Buddha in his little bell jar! What a face!

Fear not; this is no true imp of Hell, but a manufactured homunculus. His joy is to taste, though not to drink, the blood of others. He delights in sucking the blood out of one pipe, gargling it, and spitting it back out through the other. This has the serendipitous effect of cleaning the blood of toxins, the germs of disease, and other impurities.

Those among my readers who practice medicine in addition to magic, and doubtless there are many such among you, will readily understand the significance of this. The little imp acts as a purifier, allowing those who are bedridden because of disease or serious blood infection to recover far more swiftly than they would have done unaided.

He may also be used as a device to facilitate transmission of blood from one person to another. Blood loss, as we know in our enlightened age, is a frequent cause of death, and it is often tragically difficult to reintroduce blood back into a body that has expelled it. With the help of Boblufax, all that one needs is a willing donor. I have seen the victim of a vampire restored to rosy health in minutes, after the fiend had left her thin and white as vellum. No need for clumsy syringes and pumps when a blood imp is in one's employ!

He also has another application, which I find distasteful, but I can hardly omit it. Boblufax digests alcohol in blood as readily as any other impurity. You may thus use him to cleanse the drunkenness from a comrade who has succumbed to drink. We do not advise this, however, as Boblufax greedily absorbs the extracted alcohol and has himself been known to become inebriated as a result of this practice, whereupon he will inevitably attempt to smash his glass jar, conduct himself in an intimate fashion with the cat, and run away.

*Boblufax himself is available for the discounted price of £20, owing to his unfortunate behavioural tendencies.

Using a bottle imp is simple, but attaching the supply of blood is not. The patient must insert a needle into a vein (carrying deoxygenated blood) and another one to an artery (carrying oxygenated blood) to provide the imp with a supply and return it to the patient. To do this correctly requires the character to make a Very Difficult Wits + Medicine roll. Without the Medicine skill the roll cannot be attempted. If the imp is connected

MAGIC SHOPS IN VICTORIANA

Although Jessamine mentions 'Magic Shops' the exact form such places take in your game is up to you. As Jessamine informs us, Wormwood Street in the Bishopsgate area of London is a renowned area for magical shopping. However, this does not mean Wormwood Street is much the same as Diagon Alley, full of magical devices and powerful wizards casting spells.

Most magic shops are, in fact, rather mundane. Wizards have a greater need for books, laboratory supplies and herbs and incense rather than magical items. However, most magical emporia also sell potions and powders, and have a few odd items of magical interest for the more discerning customer. With much of their stock being mundane, many shopkeepers are non-magicians, although a few have studied magic but have little or no spell casting ability.

What magic shops are in your campaign is up to you. If you want places like Wormwood Street to be entirely mundane, then that is what they are. Alternatively, you could just as easily decide each shop is run by a magician and is full of every kind of magic item. It is up to the Gamemaster to decide how commonplace magic has become in the game and who can afford it. However, Thaumaturgy is usually always the preserve of the rich upper classes, and the items it creates are expensive. Even so, plenty of Petty Magicians find the sort of supplies they need in the same shops.

properly it will purify the patient's blood of toxins over a period of 2 hours. However, any damage a poison has already done will not necessarily be fixed by purifying the blood alone.

Hangman's Bane, or the Second Windpipe: £1

In the courts of the East, execution is generally carried out by means of a silken cord. It is said that this curious little item was first invented there by a wily Emir who wished to escape his just punishment. Nowadays, I am told that it is a typical possession of gentlemen whose business takes them to unsavoury habitations, such as public houses and wharves, where any scoundrel might try to rob them of their life with a garrotte from behind.

In appearance, it is merely an inch-long pipe of silver. When partly swallowed and lodged in the throat – you will forgive me if for dignity's sake I do not demonstrate – it absolutely prevents strangulation,

[NOVEMBER 2, 1891]

THOMSON'S
DUPLICATE SKIRTS
J. W. BRADLEY'S
CELEBRATED
TEST DUPLICATE ELLIPTIC
(or Double Spring)
SKIRTS
EACH PAIR
MADE AND ECONOMICAL
each pair being composed
of FINEST STRETCHED STEEL
and being fitted with
strongly braided firm
ELEGANT NO SEAM
they are very flexible and easy
they are also the
BEST AND MOST SERVICE
WORN.
They are made in the
FASHIONABLE AND EASY
for
PROXIMATE
OPERA
CARRIAGE

STREET DRUG
above are the most popular
introduced
At Retail
IN ALL FIRST-CLASS HOTELS
BY THE SOLE OWNERS
WESTON, BLAIR & CO.
Office and
Nos. 97, 99, 101, 103, 105, 107, 109, 111, 113, 115, 117, 119, 121, 123, 125, 127, 129, 131, 133, 135, 137, 139, 141, 143, 145, 147, 149, 151, 153, 155, 157, 159, 161, 163, 165, 167, 169, 171, 173, 175, 177, 179, 181, 183, 185, 187, 189, 191, 193, 195, 197, 199, 201, 203, 205, 207, 209, 211, 213, 215, 217, 219, 221, 223, 225, 227, 229, 231, 233, 235, 237, 239, 241, 243, 245, 247, 249, 251, 253, 255, 257, 259, 261, 263, 265, 267, 269, 271, 273, 275, 277, 279, 281, 283, 285, 287, 289, 291, 293, 295, 297, 299, 301, 303, 305, 307, 309, 311, 313, 315, 317, 319, 321, 323, 325, 327, 329, 331, 333, 335, 337, 339, 341, 343, 345, 347, 349, 351, 353, 355, 357, 359, 361, 363, 365, 367, 369, 371, 373, 375, 377, 379, 381, 383, 385, 387, 389, 391, 393, 395, 397, 399, 401, 403, 405, 407, 409, 411, 413, 415, 417, 419, 421, 423, 425, 427, 429, 431, 433, 435, 437, 439, 441, 443, 445, 447, 449, 451, 453, 455, 457, 459, 461, 463, 465, 467, 469, 471, 473, 475, 477, 479, 481, 483, 485, 487, 489, 491, 493, 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merging its substance with the bearer's trachea. The wearer cannot be choked, hung nor suffocated, nor may his neck be broken. A simple cough ejects the device when the user wishes it.

The Second Windpipe is failsafe protection against strangulation or hanging, or any other form of crushing injury to the neck, but not suffocation, decapitation or drowning. It cannot be worn for more than an hour at a time, and at least twelve hours must pass between uses, or its magic lapses and it becomes an obstruction in the throat, possibly causing death by choking. When speaking with the device in the throat, those with sharp ears can detect a slight whistle in the voice of the speaker.

Peacock Feather Turban: £20

You may recognise this item, reader, as similar to that worn by mind readers and mesmerists in catchpenny sideshows. Do not be offended. It is the charlatans who have copied the design from this, the original, which they covet and cannot afford to look upon, much less possess. Do you see how the feathers shimmer golden and blue in the light of the photographer's magnesium flare, like the manifold eyes in the wings of the fabulous Djinn? Eyes they are, indeed; eyes to see into the very inmost thoughts of another.

Have a care, and take a lesson from the alienists, for we are accustomed to think of ourselves as clean, upright persons, and the turban may shock with its revelations. One who looks below the surface of another's mind may encounter atavistic monsters, all naked and bestial, and thoroughly, thoroughly indecent. It is said that there are other versions of this item, indistinguishable from each other. In some rumours, the other type of turban can only see the most lascivious thoughts in those around them. In other tales, the turban also broadcasts the darkest thoughts of the user to all those around them.

The wearer of the turban may read the thoughts of another person, with certain provisos. The target must be both within line of sight and no more than thirty feet away. He must also be unaware of the mindreader's intentions. A person who is mentally 'on his guard' cannot be telepathically probed at all. While reading the other person's mind, the wearer must concentrate. He can hold a simple conversation and move about, but anything requiring a refocusing of attention will break the mindreading attempt.

The depth of probing achieved depends on the amount of time that the wearer is able to spend concentrating. Surface thoughts and emotions can be read within ten seconds.

A full minute allows access to the target's internal dialogue and 'mind's eye', though not to memory associations; for example, the mindreader might know that the target is thinking

angry thoughts about a man with a cloth cap and sad face called 'Albert' and intends to do him in, but he will not necessarily know who Albert is. The experience is as if mental chatter were being overheard without context.

Twenty minutes of concentration allows comprehension of associations as well as internal dialogue and mind's eye. The mindreader automatically becomes familiar with each person or reference as it arises, and knows who is being referred to. In the above example, he would not only know everything that the subject knew about Albert, but would also discern the subject's recent history with him, accessing those memories effortlessly as if they were footnotes to the flow of thought.

Sleeping or comatose persons are not good subjects for mindreading. The turban can, however, give access to a sleeping person's dreams.

Steaming Scarabeus: £45

And now we come to the most revolutionary, the most controversial of all our items. This Scarabeus, a thing so tiny, and yet so very, very mighty.

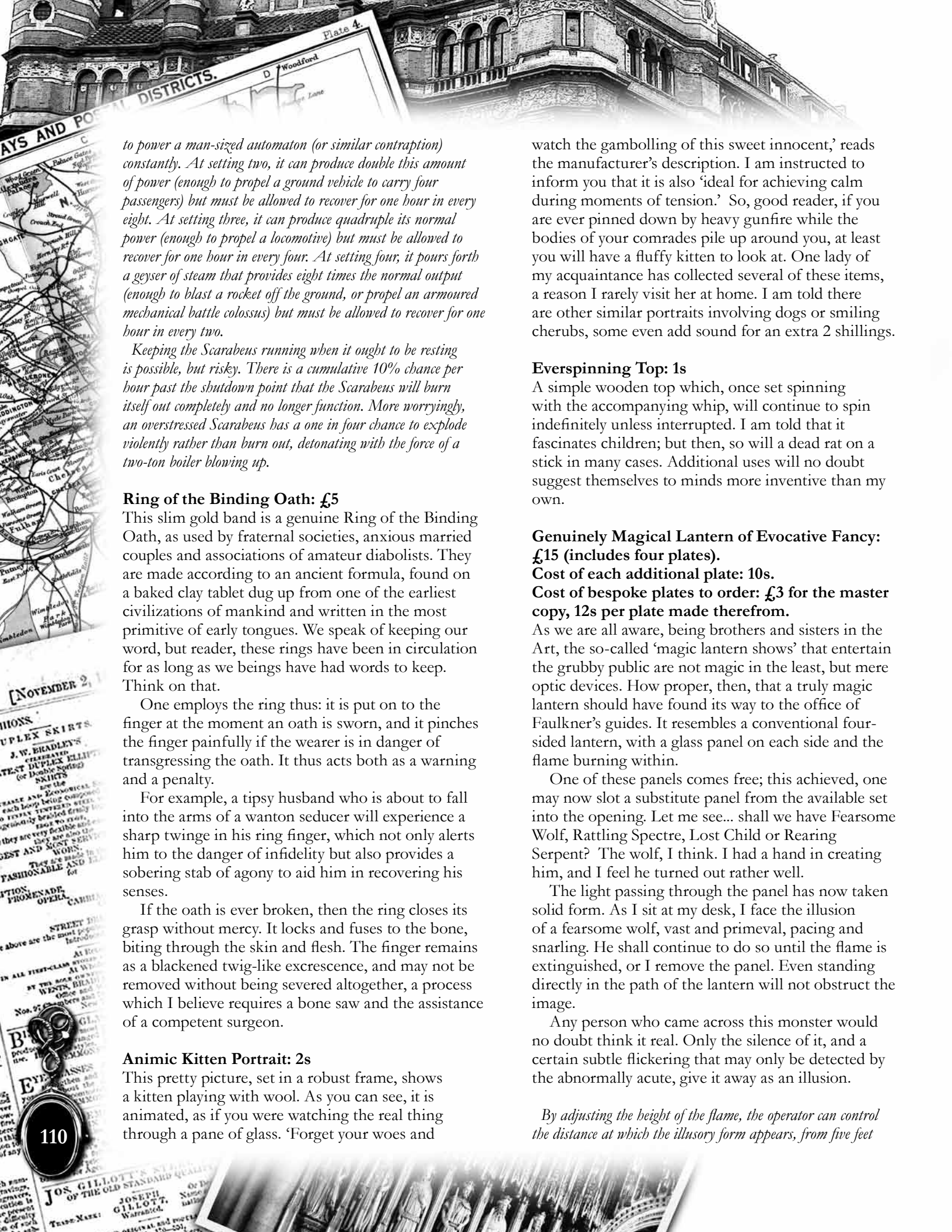
The master technicians of steam, be they never so ingenious, require cumbersome equipment, piles of coal and massive reserves of water in order to generate power. Many of them scoff at magic, preferring what they consider to be the more honest, sensible discipline of engineering. How sad for them that they are denied the Steaming Scarabeus.

What is the secret of this fist-sized beetle of brass, reminiscent of an ornament from a Pharaoh's tomb? That secret is found in the tiny toggle beneath his hinged wings. Press it, and behold! How angrily he hisses, like the bombardier beetle! The vapour hissing from beneath his carapace is nothing but ordinary steam, produced spontaneously by means of magic. Yes, this demonic little creature has the power to produce pressurised steam by himself, without any need for fuel, fire or water.

I am sure I do not need to explain to you all the economies that may be affected thereby, not merely in terms of fuel costs, but of space. A Scarabeus is the answer to an engineer's prayers, a rare and marvellous piece of magical craft. However, they are rare, rumour has it that only twenty were crafted by the Guild before outraged engineers insisted no more were made. So you should ensure that upon purchasing one, you are also given its accompanying certificate of authenticity. In the Scarabeus, we see the two great powers of our age united as one: a magical entity that has harnessed the might of steam.

Jessamine has exaggerated slightly for dramatic effect. The Scarabeus, astonishing though it is, does have limitations. The dial on its back has four settings.

At setting one, it can produce continual jets of steam sufficient



to power a man-sized automaton (or similar contraption) constantly. At setting two, it can produce double this amount of power (enough to propel a ground vehicle to carry four passengers) but must be allowed to recover for one hour in every eight. At setting three, it can produce quadruple its normal power (enough to propel a locomotive) but must be allowed to recover for one hour in every four. At setting four, it pours forth a geyser of steam that provides eight times the normal output (enough to blast a rocket off the ground, or propel an armoured mechanical battle colossus) but must be allowed to recover for one hour in every two.

Keeping the Scarabeus running when it ought to be resting is possible, but risky. There is a cumulative 10% chance per hour past the shutdown point that the Scarabeus will burn itself out completely and no longer function. More worryingly, an overstressed Scarabeus has a one in four chance to explode violently rather than burn out, detonating with the force of a two-ton boiler blowing up.

Ring of the Binding Oath: £5

This slim gold band is a genuine Ring of the Binding Oath, as used by fraternal societies, anxious married couples and associations of amateur diabolists. They are made according to an ancient formula, found on a baked clay tablet dug up from one of the earliest civilizations of mankind and written in the most primitive of early tongues. We speak of keeping our word, but reader, these rings have been in circulation for as long as we beings have had words to keep. Think on that.

One employs the ring thus: it is put on to the finger at the moment an oath is sworn, and it pinches the finger painfully if the wearer is in danger of transgressing the oath. It thus acts both as a warning and a penalty.

For example, a tipsy husband who is about to fall into the arms of a wanton seducer will experience a sharp twinge in his ring finger, which not only alerts him to the danger of infidelity but also provides a sobering stab of agony to aid him in recovering his senses.

If the oath is ever broken, then the ring closes its grasp without mercy. It locks and fuses to the bone, biting through the skin and flesh. The finger remains as a blackened twig-like excrescence, and may not be removed without being severed altogether, a process which I believe requires a bone saw and the assistance of a competent surgeon.

Animic Kitten Portrait: 2s

This pretty picture, set in a robust frame, shows a kitten playing with wool. As you can see, it is animated, as if you were watching the real thing through a pane of glass. 'Forget your woes and

watch the gambolling of this sweet innocent,' reads the manufacturer's description. I am instructed to inform you that it is also 'ideal for achieving calm during moments of tension.' So, good reader, if you are ever pinned down by heavy gunfire while the bodies of your comrades pile up around you, at least you will have a fluffy kitten to look at. One lady of my acquaintance has collected several of these items, a reason I rarely visit her at home. I am told there are other similar portraits involving dogs or smiling cherubs, some even add sound for an extra 2 shillings.

Everspinning Top: 1s

A simple wooden top which, once set spinning with the accompanying whip, will continue to spin indefinitely unless interrupted. I am told that it fascinates children; but then, so will a dead rat on a stick in many cases. Additional uses will no doubt suggest themselves to minds more inventive than my own.

Genuinely Magical Lantern of Evocative Fancy: £15 (includes four plates).

Cost of each additional plate: 10s.

Cost of bespoke plates to order: £3 for the master copy, 12s per plate made therefrom.

As we are all aware, being brothers and sisters in the Art, the so-called 'magic lantern shows' that entertain the grubby public are not magic in the least, but mere optic devices. How proper, then, that a truly magic lantern should have found its way to the office of Faulkner's guides. It resembles a conventional four-sided lantern, with a glass panel on each side and the flame burning within.

One of these panels comes free; this achieved, one may now slot a substitute panel from the available set into the opening. Let me see... shall we have Fearsome Wolf, Ratling Spectre, Lost Child or Rearing Serpent? The wolf, I think. I had a hand in creating him, and I feel he turned out rather well.

The light passing through the panel has now taken solid form. As I sit at my desk, I face the illusion of a fearsome wolf, vast and primeval, pacing and snarling. He shall continue to do so until the flame is extinguished, or I remove the panel. Even standing directly in the path of the lantern will not obstruct the image.

Any person who came across this monster would no doubt think it real. Only the silence of it, and a certain subtle flickering that may only be detected by the abnormally acute, give it away as an illusion.

By adjusting the height of the flame, the operator can control the distance at which the illusory form appears, from five feet



away to a maximum of eighty feet away. The illusory figure acts out a simple but plausible cycle of actions. If the illusion is interfered with, it does not disappear. Objects pass through it as if it were what contemporary optical science would call a 'hologram'.

There are several standard plates available for the Genuinely Magic Lantern: Fearsome Wolf, Rattling Spectre, Lost Child, Rearing Serpent, Barren Tree, Old Village Well, Dancing Harem Girl, Lordly Vampire, Coiling Dragon, Majestic Ship, High Tower, Ruined Tower and Prancing Harlequin.

Sorcerers with the correct skills will also take commissions for bespoke plates, though many refuse on principle to create a plate depicting a living person (unless that person is willing to sit for them) for fear it should be misused. Some will create images of the deceased, but many believe this to be too close to an act of Necromancy. Most artificers do a good line in Family Pet plates. To engage the services of a qualified sorcerer, Faulkner's can supply a list of approved Guild artificers for 6d.

Cigars of Obscuring: £5 for a box of 4

As odious as this gentleman's habit is, it can sometimes have its uses. These magical cigars, when illuminated, obscure the smoker in a thick ball of smoke; perfect for daring escapes, cunning traps and after-dinner larks and japes. Although one hopes, desperately, that such 'japes' will be saved for after the ladies have retired from the dining room.

When lit these cigars produce a dense cloud of thick black smoke, which obscures the smoker and anyone within a 10-foot radius of the cigar. The cloud is roughly spherical in shape and appears as a thick billowing amorphous ball of smoke. The cloud is impervious to any wind, either natural or magical.

Within the cloud there is absolute darkness, which no light, magical or otherwise, can penetrate. If the cigar is moved when lit then the cloud moves correspondingly with its centre point on the cigar. After a period of 10 minutes the smoke dissipates leaving no trace of its existence.

Mirrorcane: £15

A truly unique piece of thaumatological genius. Crafted from highly polished Sterling Silver and formed in the shape of a tall well-dressed gentleman, the Mirrorcane has every appearance of a Gentleman's walking cane of the finest workmanship. However, upon the use of a single secret command word, the enchantments within the Mirrorcane create three illusory images of its wielder, which are designed to baffle and confuse would-be attackers, pickpockets, thieves and villains of every description.

When activated the Mirrorcane produces three illusory images of its wielder. The images are identical to the wielder in every respect including features, clothing and items carried.

The images move as the wielder of the Mirrorcane moves. As they are illusions they take or inflict no damage. If the wand is destroyed or removed from the grip of the wielder then the images disappear immediately.

The Top Hat of Concealment: £20

Ah, one of the classics. Who amongst us has not smiled at the tricks of the stage prestidigitator, apparently pulling rabbits and all manner of things from his top hat? Now, the Guild approved London Sorcerers' Collective has created a special piece for Faulkner's, allowing its owner to replicate these feats for the amusement of others.

This item allows the wearer to utilise an extradimensional space bound into the fabric of the hat for concealing items. The hat may be used to conceal anything that will fit through the headband opening; a typical hat is about 8 inches wide. The space within will hold items with a total weight of 100lbs and objects no longer than 2 ft.

The space is such that when items are placed within they must be physically withdrawn rather than tipped or shaken out; this allows the hat to be worn without fear of all hidden pieces falling out. In addition, the extra dimensional space exists independent of the hat's orientation, allowing concealed items to remain in an upright position once placed within.

The Monocle of Magic Detection: £60

We have here a finely crafted piece, which allows its wearer to see magical and enchanted items. The glass is manufactured and hand polished by Gnomish artisans, the frame is solid Dwarven gold.

The Monocle allows its wearer to see magic and magical auras. The auras appear through the Monocle as a shimmering multi-hued haze, which surrounds the item or creature in question. The range of the monocle is 20 feet. The vision rendered through the Monocle lasts for 10 rounds per use and the item may be used once per day. To use it more often gets no result and strains the eyes.

Carlylse Project Industries Handbomb (Grenade): £6 each (crate of 20 for £100)

Forgive me if I simply transcribe the manufacturer's missive at this point, for I fear I cannot trust myself to give a worthwhile appraisal of this... object:

'Never again will you have to back down to overwhelming odds; never again will you hesitate before facing large groups of less pleasant elements. Finally, after much tweaking and testing, the renowned weapons manufacturers at Carlylse Project Industries have released their ultimate in portable self-defence units: The Carlylse Project Industries Handbomb. Whether for dispersing that pesky



band of Orcish rebels or getting the attention of a distracted Mountain Giant, the explosive electrical discharge of the CP Industries Handbomb will do the trick.

'This small electrical battery has been treated with the magic of the Guild to increase its shocking effect. Simply press the button and throw; your foes will never know what happened. The CP Industries Handbomb releases an unspeakable amount of electrical and thaumaturgical power; quite enough to clear whatever area you wish of unfriendly thugs. The ultimate in self defence; simply press the button, throw, and run for safety. We guarantee no one will dare to follow you, or twice your money back! The CP Industries Handbomb can be ordered in singles, or for the active consumer in crates of twenty. Don't delay, get your CP Industries Handbomb now, and feel secure.'

This metal plated egg shaped grenade releases large amounts of magical electrical current, and deals 10 dice of lethal damage to ground zero (a diameter of 2 yards); remove two damage dice for each yard outside ground zero. For the ultimate effect, throw into water: outside the immediate explosion the grenade will do 4 shocking stun damage to everyone in touch with the water. The grenade's timer can be set manually with a small dial next to the small round button that starts it. Be careful using this one, it can easily bounce back at you.

Carlyle Project Industries Journeyman Wizard's Staff: £25

This exquisite staff is, as you have no doubt guessed, a weapon in disguise. It has been crafted from the finest available metals and designed with a remarkable artistic sense of style, in compliance with the aesthetic sensitivities of the magely-born.

The staff, as you cannot fail to note, has a.... knob upon its end. This is but a small orb seated on an insulated pedestal, which makes sure the electrical current does not travel down the shaft to harm its wielder. The resplendent orb, available in gold, red and blue, releases a thaumaturgically enhanced electrical blast powered by a small, battery in the shaft itself. Most Guild artificers can recharge such a battery for 3 shillings.

The staff is ordinarily six feet tall, though the ingenious construction of the metal shaft allows the length itself to be adjusted to as low as four feet. The shape and form of the staff makes it the most comfortable walking staff a gentleman may possess, and the design on the shaft itself can only convey the possessor's immaculate sense of style to those outside the guild.

The staff is thus perfect for every thaumaturge,

whether actively seeking dangers or just for that extra touch of style while promenading. The staff has also proven itself the perfect gift for the newly qualified thaumaturge, as a mark of achievement and status.

We counsel that for safety's sake, the staff is not discharged near water, and issue the usual disclaimer in the event of anyone being silly-headed enough to do so.

The Wizard Staff can be used as a walking stick as well as a weapon. As a metal staff it does 4 dice of lethal damage and has an accuracy of +1, pressing a small button on the hilt releases an intense electrical discharge from the knob, anything touching the staff takes 6 additional dice of lethal electrical damage. The battery contains enough charge for 10 uses, or 10 continuous rounds of discharge before it must be replaced. The staff comes with a fine silk bag that can be tied over the end, to protect from unwanted discharges. And as the advertisement says, keep away from the water unless you want to electrocute everyone in it... which might be a good idea, but it usually isn't.

Wadding of Concussion: £2 for 5 shots worth

The unnecessary loss of life is tragic, and to say so is such a truism that it reeks of banality. We are now able to prevent this by means of this ingenious pistol wadding. When a shot is packed down with it, the bullet loses all its lethal force and becomes spongy, much like an overcooked Brussels sprout. Naturally, the laws of the cosmos apply, and the lethality must go somewhere. Through magic, it is translated into a shock to the nerves.

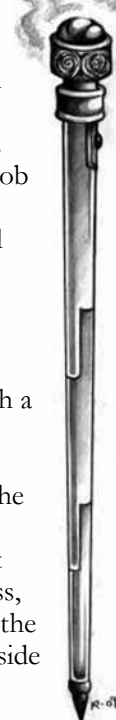
Reader, you express incredulity? I assure you, I have seen a lady stop a rampant hashish-fiend cold in his tracks with a single shot. He simply fell, limp as a marionette, and in due course recovered, showing no mark of injury but the bump on his head where he had struck the cobbles.

The Wadding of Concussion allows a pistol, rifle or other powder weapon to stun instead of kill. The attack is resolved as normal for the weapon type, but the damage dealt is considered 'Bruise damage' rather than lethal, and merely renders the victim unconscious.

Glove of the Pugilist: £2

Ah, the noble sport of boxing! How the sight of fresh blood on the canvas brightens a young woman's eye! What pastime more godly, what effort more heroic, than to meet a fellow young man in his prime and pummel him flat?

If you do not intend to abide by the Queensbury Rules, then this is the item for you. Be aware that it is not intended as a mere cheat, but as a training accessory. Its use in an actual match is, of course,



strictly against both the letter and the spirit of pugilistic law. In the ring, it would be an abomination; when set upon in a back alley by three brutes, it would be a godsend. Even the most fallow milksop could deal a knockout blow with this item.

Please ignore the garish label on the box, which declares that the glove contains an 'authentic Lucky Horseshoe from the Emerald Isles'. I do wish that the manufacturers would not affix these labels.

In the reverse of the Wading of Concussion, the Gloves of the Pugilist convert the Bruise damage normally delivered by bare fisted attacks into lethal damage. While the gloves feel like any other normal boxing glove, when they strike it is as if the fist is coated in concrete!

SORCEROUS FAIR FOR THE OUTWARD BOUND

Collapsible Armoire: £12.

A favourite feat of many of our magical brethren is to take that which is large and ungainly and make it neat and compact. Take, for example, the armoire – an indispensable article of furniture, which we ladies must perforce abandon when we travel on long journeys. How much more convenient it would be if we were able to bring our entire collection of dresses, hats and muffs along with us, instead of a set of battered tea-chests hefted about by sullen, unwilling roustabouts!

This wondrous device solves that problem. What you see here is the size of an ordinary suitcase, yet you will no doubt have observed that being made apparently from solid oak, it is no such thing. It is light enough that one such as I may carry it, by means of the handles here and here. Do you see the little knot in the wood? I press upon it thus, and pull the handle so, and... behold! Where a compact case once lay, a whole wardrobe now stands!

With but two or three of these collapsible armoires, one may take several hundred items of clothing on a trip, which should suffice for any weekend break. A word of caution, though. It is best not to entrust them to curious menservants, for they will go prodding about trying to find how Master's magic case folds and unfolds. And on no account allow anyone to climb into the device. Faulkner's will not be held responsible for persons who are folded, spindled or mutilated as a result of irresponsible use of the Collapsible Armoire.

Anyone unfortunate enough to be trapped inside a Collapsible Armoire when it is compressed down to suitcase size is dealt 8 points of Health damage (10 if an Ogre, 4 if a Dwarf, Halfling or Gnome). Clothes can be subjected to interspatial folding a little more readily than a human being. However, they may make an extremely difficult Fortitude check, reducing the damage by 1 point for each success. More worrying though is the lack of air in the case, which will run out in around 5 hours. If more than one person is trapped in the case it simply will not close, and this may occur if only one person is placed inside with a sizable collection of clothes. A trapped individual may break free of the Armoire by making a Very Difficult Strength + Might roll to pop the clasp and force it open. As it closes using magic the lock cannot be picked from the inside.

Preservation Jar: £4

This ordinary-seeming glass specimen jar has been specially imbued with life-giving properties, and is the very antithesis of the naturalist's usual killing jar. Whereas previously, the collector of specimens would be obliged to poison or suffocate his Lepidoptera or arachnids in order to preserve them, he may now keep them alive for an indefinite period. Simply pop the specimen inside and clap the lid on.

I should mention that the jar has had another, less orthodox use. If it is placed upon the head, it allows the wearer to breathe underwater for an indefinite period. I have heard that Professor Halfirth used it thusly, hiding in a lake for eight hours to escape the ire of savages in the Pelican Islands, whose sacred butterfly he had recently exterminated. It must have been an uncomfortable experience as the jar is not especially large, making it a cramped experience for even a Gnome, such as Professor Halfirth. Humans and Ogres are likely to find the jar is unable to go over their more ample heads.

Kite of Storms: £30

Hailing from the Mystic East, this splendid artifice of bamboo and tissue paper appears delicate, but is sturdy as sailcloth. As I write the description for you, my eye is drawn to the quality of the colours, especially the ribbons of the tail: the blue like the core of a thunderbolt, the pink as rich as summer roses.

OUTDOOR MYSTERIES

Collapsible Armoire: £12.

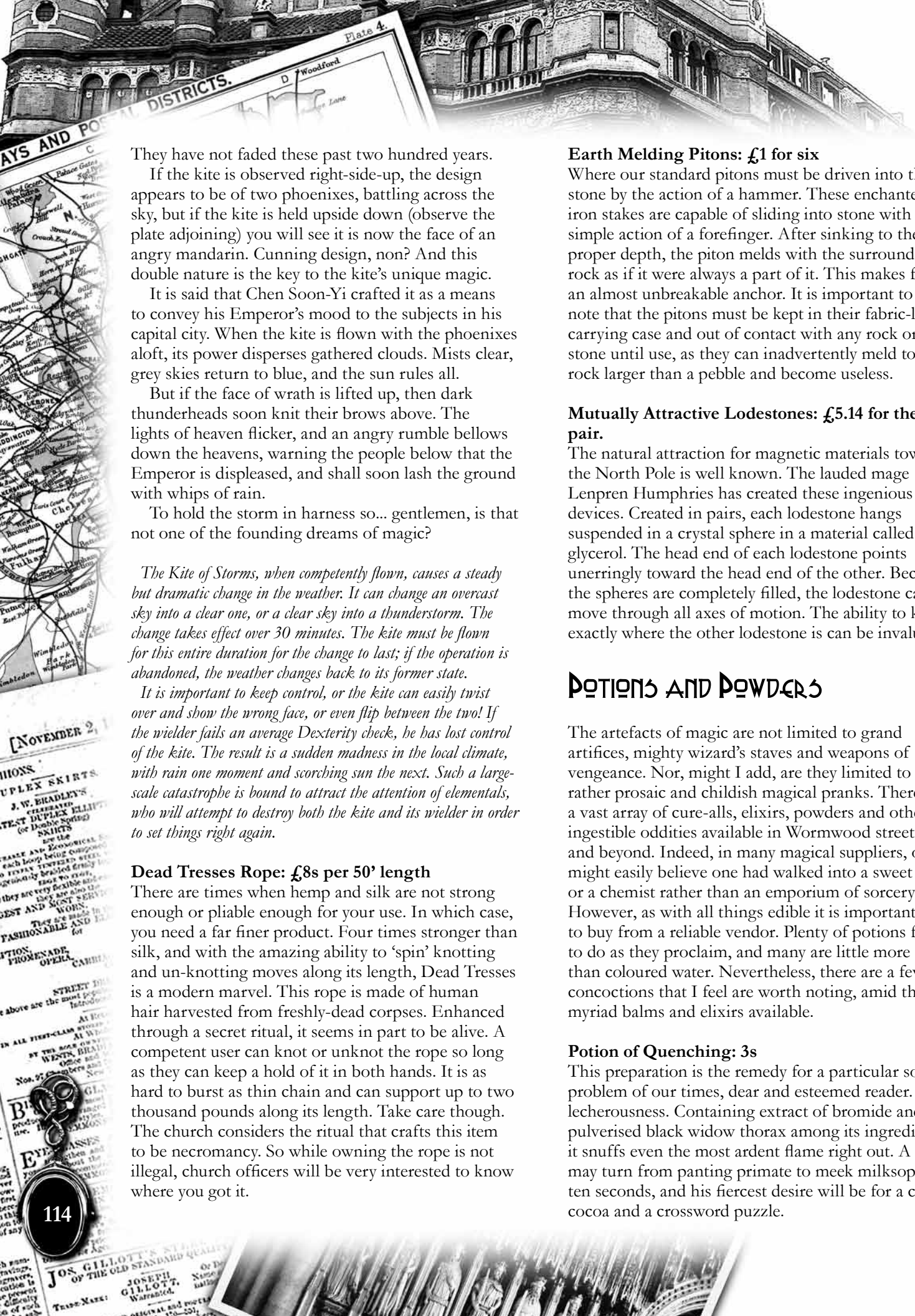
Preservation Jar: £4

Kite of Storms: £30

Dead Tresses Rope: £8s per 50' length

Earth Melding Pitons: £1 for six

Mutually Attractive Lodestones: £5.14 for the pair.



They have not faded these past two hundred years.

If the kite is observed right-side-up, the design appears to be of two phoenixes, battling across the sky, but if the kite is held upside down (observe the plate adjoining) you will see it is now the face of an angry mandarin. Cunning design, non? And this double nature is the key to the kite's unique magic.

It is said that Chen Soon-Yi crafted it as a means to convey his Emperor's mood to the subjects in his capital city. When the kite is flown with the phoenixes aloft, its power disperses gathered clouds. Mists clear, grey skies return to blue, and the sun rules all.

But if the face of wrath is lifted up, then dark thunderheads soon knit their brows above. The lights of heaven flicker, and an angry rumble bellows down the heavens, warning the people below that the Emperor is displeased, and shall soon lash the ground with whips of rain.

To hold the storm in harness so... gentlemen, is that not one of the founding dreams of magic?

The Kite of Storms, when competently flown, causes a steady but dramatic change in the weather. It can change an overcast sky into a clear one, or a clear sky into a thunderstorm. The change takes effect over 30 minutes. The kite must be flown for this entire duration for the change to last; if the operation is abandoned, the weather changes back to its former state.

It is important to keep control, or the kite can easily twist over and show the wrong face, or even flip between the two! If the wielder fails an average Dexterity check, he has lost control of the kite. The result is a sudden madness in the local climate, with rain one moment and scorching sun the next. Such a large-scale catastrophe is bound to attract the attention of elementals, who will attempt to destroy both the kite and its wielder in order to set things right again.

Dead Tresses Rope: £8s per 50' length

There are times when hemp and silk are not strong enough or pliable enough for your use. In which case, you need a far finer product. Four times stronger than silk, and with the amazing ability to 'spin' knotting and un-knotting moves along its length, Dead Tresses is a modern marvel. This rope is made of human hair harvested from freshly-dead corpses. Enhanced through a secret ritual, it seems in part to be alive. A competent user can knot or unknot the rope so long as they can keep a hold of it in both hands. It is as hard to burst as thin chain and can support up to two thousand pounds along its length. Take care though. The church considers the ritual that crafts this item to be necromancy. So while owning the rope is not illegal, church officers will be very interested to know where you got it.

Earth Melding Pitons: £1 for six

Where our standard pitons must be driven into the stone by the action of a hammer. These enchanted iron stakes are capable of sliding into stone with the simple action of a forefinger. After sinking to the proper depth, the piton melds with the surrounding rock as if it were always a part of it. This makes for an almost unbreakable anchor. It is important to note that the pitons must be kept in their fabric-lined carrying case and out of contact with any rock or stone until use, as they can inadvertently meld to any rock larger than a pebble and become useless.

Mutually Attractive Lodestones: £5.14 for the pair.

The natural attraction for magnetic materials toward the North Pole is well known. The lauded mage Lenpren Humphries has created these ingenious devices. Created in pairs, each lodestone hangs suspended in a crystal sphere in a material called glycerol. The head end of each lodestone points unerringly toward the head end of the other. Because the spheres are completely filled, the lodestone can move through all axes of motion. The ability to know exactly where the other lodestone is can be invaluable.

POTIONS AND POWDERS

The artefacts of magic are not limited to grand artifices, mighty wizard's staves and weapons of vengeance. Nor, might I add, are they limited to rather prosaic and childish magical pranks. There is a vast array of cure-alls, elixirs, powders and other ingestible oddities available in Wormwood street and beyond. Indeed, in many magical suppliers, one might easily believe one had walked into a sweet shop or a chemist rather than an emporium of sorcery. However, as with all things edible it is important to buy from a reliable vendor. Plenty of potions fail to do as they proclaim, and many are little more than coloured water. Nevertheless, there are a few concoctions that I feel are worth noting, amid the myriad balms and elixirs available.

Potion of Quenching: 3s

This preparation is the remedy for a particular social problem of our times, dear and esteemed reader. Male lecherousness. Containing extract of bromide and pulverised black widow thorax among its ingredients, it snuffs even the most ardent flame right out. A man may turn from panting primate to meek milksop in ten seconds, and his fiercest desire will be for a cup of cocoa and a crossword puzzle.

The civilising influence of this brew can thus not be underestimated. I understand that we are shipping it by the crate to the armed forces, though our most grateful customers are weary married women with too many children, who (I am reliably informed) slip it into their husbands' tea, leaving them more time for making chutney and other such more agreeable pursuits.

The potion's influence lasts for 24 hours. If taken by a woman it is possible it may have the opposite effect...

Ointment of Dermal Transparency: 10s

This little trifle is one of my favourites. A pot of ointment it is, as one might expect. When rubbed on the skin, it turns the dermal layers transparent. The musculature, blood vessels and bones are revealed in all their shocking nakedness. Thank you, I shall not demonstrate for the camera. To reveal an ankle is unseemly; to reveal one's ganglia would be barbarous heathenry!

What purpose can this serve, you ask? Perhaps you are not medical men. Any nurse would have been able to answer me instantly! The ointment allows examination of internal injuries without breaking the skin. We are all familiar with those interior wounds that kill slowly, 'showing no outward cause why the man dies', as Shakespeare had it.

By use of the ointment, broken bones can be detected and diagnosed, internal traumas discovered and all manner of injuries treated, without the need for drastic invasive surgery. And transparent skin makes for jolly fun for the children come Halloween.

Using this ointment on a patient makes any Medicine roll one difficulty level easier.

Transmutative Bonbons, by 'Granny Circe': 10s

A Deterrent for the Greedy Child, reads the label on the tin, and how true it is. The magician who created these sweets was not fond of children. Having been a governess myself, I share his distaste. I find that children are, with few exceptions, intrinsically nasty in a variety of ways. In these sickly pink bonbons, we discover a reliable means to teach the gluttonous variety of brat a hard lesson.

One sweet has no effect; two, similarly, are harmless; but if three are consumed within the space

POTIONS AND POWDERS

Potion of Quenching: 3s

Ointment of Dermal Transparency: 10s

Transmutative Bonbons, by 'Granny Circe': 10s

Snuff of Sleep: £2 for 3 doses

Dr. Fleischer's Revitalizing Elixir: £3

Elixir of Health: £5

Fragment of Lunar Substance: 5s

Prismatic Powders: £10 for 3 pinches of one colour

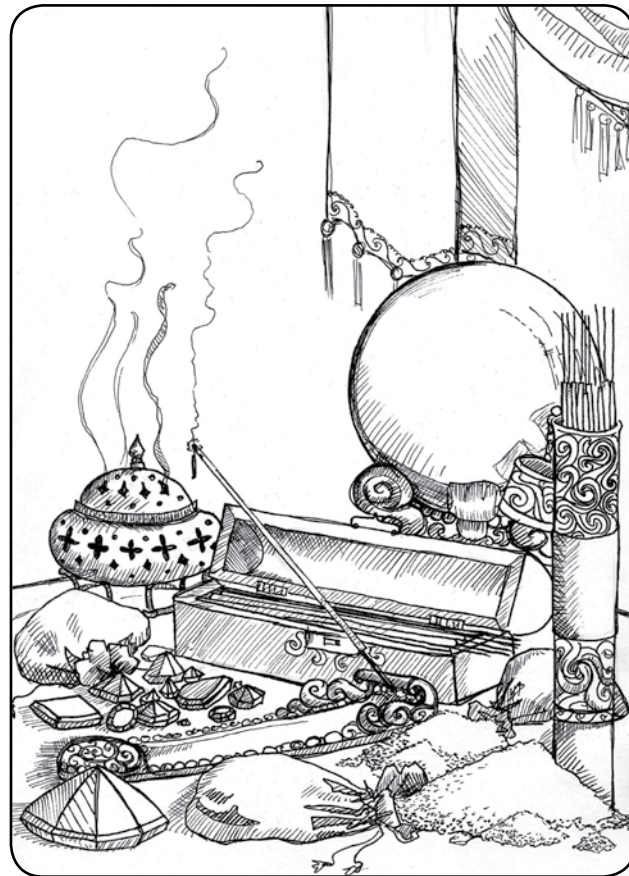
of ten minutes, then the infant begins to swell and turn pink. A curly tail pokes from his britches. He falls to his hands and knees, which have become cloven hooves. The child is revealed for what he truly is: a grunting little piglet.

The effect is not permanent, of course. The child is confined to this form for three hours at the most. So long as Cook does not have him killed for blood pudding and breakfast bacon, there are no lasting ill effects.

The sweets do work on adults, but one would have to consume at least ten of them for the same effect to occur. I do hope no unwitting postman has been helping himself to them.

Snuff of Sleep: £2 for 3 doses

Snuff, as we ladies well know, is a revolting habit. Nonetheless, this enchanted snuff has many uses, notably the cure of insomnia and other sleep related disorders. A single pinch will render those who inhale it into a deep and untroubled sleep.





When the snuff is inhaled the target must make a Very Difficult roll, using their Resolve + Fortitude. If the target fails then they fall into an instant deep sleep and cannot be roused normally. Even if they are successful they still feel exhausted.

The duration of the enchantment is 8 minus the target's Fortitude in hours. Those aware of the enchantment and who choose to inhale the snuff do not need to make the roll and happily fall asleep instantly.

Dr. Fleischer's Revitalizing Elixir: £3

The renowned Guild chemist Doctor Heinrich Fleischer has finally released his wondrous Revitalizing Elixir for public use, and we are pleased to market it for your consumption in these comical little bottles. No mere nostrum from the medicine shows, this is, indeed, the miraculous Elixir that has assured the respected Doctor Fleischer's fame and fortune all over the world. Accept no imitations, and we would be obliged if you would immediately notify us if you hear of any. We are pleased to reassure the consumer that owing to the efficacy of ordinary glycerin as a substitute ingredient, Doctor Fleischer's Elixir no longer contains wombat bile.

The Elixir is a dangerously potent mix of an assorted array of ingredients, including caffeine and cocaine, that combats fatigue and effects of sleep deprivation.

The effects of this potion are numerous. Initially it will remove any detrimental effects from fatigue of any kind, and even regain lost Resolve and enhance the imbiber's reflexes (+2 to movement rates). However, when the effect wears off, after six hours for normal-sized people and 12 hours for smaller people (including Halflings and Gnomes), the user will be drained from overextending himself. Whatever fatigue effects that were present before use will return. Add to this the effects of the extra hours of activity.

This can, of course, be prevented by taking another dose of the Elixir. Prolonged use (or extremely large dosages) strains the system. After three days of more or less consecutive use, the character must make a Difficult Resolve roll each time they take a potion or become addicted to the potion. The Black Dice that apply to the roll increase by 1 each day the use continues. Once addicted, the character will keep taking the potion unless stopped, and suffers twice the usual withdrawn effects noted above for an amount of time equal to half the time they have been taking the potion. In addition, the user's resolve is halved and the immune system is severely damaged, increasing the chances of infections and diseases. The user will probably show signs appropriate of mental complications such as jealousy, paranoia or rage!

On the other hand, prolonged use can also give the user access to abnormal mental talents such as acute sense, combat sense, high pain threshold, rapid healing, lightning calculation and so forth, at the Gamemaster's discretion.

Elixir of Health: £5

There are plenty of potions reputed to heal the sick and repair injuries. Buyer beware! At least eight out of ten of such potions are worthless coloured water or even dangerous magical concoctions crafted by amateurs. Even reputable sorcerers can get the mix of this difficult potion badly wrong. While the ingredients are quite simple to acquire, this is one of the most difficult potions to craft. The biggest problem being that you don't know it has worked until you drink it!

When a character buys an Elixir of Health the Gamemaster should roll 2D6. On a roll of 8 or above the potion is good. It will restore 1D6 worth of Health pips to an injured character. A result of less than that means the player has just bought a useless bottle of coloured water. However, should the Gamemaster roll 2 or 3 the potion is actually dangerous. In which case the imbiber takes 1D6 worth of Health pip damage. To gain the good or bad effects of the potion the imbiber must be able to drink, so unconscious casualties will have to find another method of getting better. The Gamemaster is free to adjust the roll to determine the quality of the potion by as much as +/-2 depending on the reputability of where it is bought. She might adjust the price in a similar manner too.

Fragment of Lunar Substance: 5s

Retrieved from the grave of a shooting-star, this luminous chip of frothy stone is doubtless fallen from Luna's very face. When powdered and rubbed upon a surface, the glow is transferred. You may, thus, render items phosphorescent. Music halls use this method to create clearly visible Exit signs, or so I am told, never having been to one.

The secondary application is much more exciting. When crumbled into a liquid and imbibed, the whole body shines with unearthly light! If you have ever wished to make a person glow in the dark for some reason – perhaps to avoid getting lost, or to pretend to be a vengeful phantom, or some such escapade – then this is the item for you!

When applied to items, the glow is lasts for around 5 years. When drunk by a living being, the glow lasts for two to four hours, and is as bright as full moonlight.

Prismatic Powders: £10 for 3 pinches of one colour

I am sure this deservedly famous range needs no introduction. What magician, from Flintscrew Tower to Applebum Grove, has not heard of the Prismatic Powders? No doubt, good reader, you carry a pinch or two upon your person even now.

But let me be thorough. The powders are



crystallised out in the seven colours of the rainbow: red, orange, yellow, green, blue, indigo and violet. Each, when flung upon the floor or otherwise detonated, will produce a violent flare of the powder's colour, along with additional singular effects, which are the mainstay of the powders' popularity.

One finds the powders issued in little folded paper envelopes, one inch square, sealed with sealing wax. Each packet contains three generous pinches of powder. I recommend you take care to keep your powders dry, as they are useless when damp. Few proprietors will be held responsible for product failure resulting from improper storage.

I should not really need to point this out, but as I am being thorough, note this well: a whole pinch is necessary to achieve any effect. Less than that, and nothing happens. Moreover, a maximum of one pinch may be in effect on any subject at any one time; use more than a pinch at once, and the surplus is wasted. Again, only the wielder can be held responsible for wastage incurred as a result of improper use.

Red Prismatic Powder

If we are to believe the rumours, there are black barges in Hell that ferry the damned across the lakes of fire to the cells of their eternal torment, piloted by devils whose beards are scorpions' stingers. From the hulls of those barges, scarlet barnacles are prised, and from the ground-up dust of those barnacles, this rich red powder is prepared.

A less well-known rumour involves only cochineal, cornstarch and an old family spell.

Whichever is true, the red powders are held in awe for one reason: they erupt in flame wherever they are thrown. Toss them into the grate, and in a trice your kindling roars into full fury; puff them from your hand, and you seem to breathe flame like a dragon; fling them on the coat of a pursuing foe, and he will burn like an effigy of straw. But, above all, use them wisely. No one but yourself will be held responsible, and so on and so forth.

The red powders are activated by hard impact. A good fling will usually suffice. They instantly start a fire, which if on a person does an immediate 4 dice of damage and sets them alight.

Orange Prismatic Powder

Brittleness and corrosion are the purview of the Orange. The preparation, which rather resembles old rust, has the power to render mineral-based materials temporarily more fragile. When sprinkled upon a bar of iron, that bar may be snapped in two as easily as a penny bar of chocolate. A sturdy door may be broken from its hinges in a trice. It has been murmured that

safecrackers prefer a bag of Prismatic Orange to their usual packs of dynamite, as being less noisy.

A pinch of the Orange prismatic renders up to a single cubic foot of material brittle (and easily breakable) for ten seconds. It is effective only upon completely mundane materials. Metals that have been enchanted, for example (such as mystical sabre blades or talismanic breastplates), are completely immune.

The orange powders are activated as soon as they encounter minerals. They are kept wrapped in parchment, so they do not accidentally go off. The structure points of the material they are scattered on are instantly reduced to a third of their current value for 10 seconds. After ten seconds, they return to their full value, minus any damage they have taken in the meantime.

Yellow Prismatic Powder

Such is the fame of this particular preparation that it has earned the affectionate name of 'Jack Dazzler' among the younger magicians and street-sorcerers, or so I am told. This is the bread and butter of your magical arsenal, gentlemen; the flash-and-bang spectacle that the public expect of you. Toss a pinch of Yellow to the ground, and a blinding flare results, which will leave those in the vicinity blinking the spots out of their eyes. Use it to cover an act of legerdemain, to befuddle pursuers, to blind an assailant, or even to vanish in the most dramatic manner!

Anyone staring at the flash from Yellow Prismatic Powder is temporarily blinded for 1 round. For the round afterwards any tests involving vision have their dice pools halved.

Green Prismatic Powder

The green crystals, which you will notice smell faintly of chrysanthemums, enrich plant life and imbue it with supernatural vigour. Have you ever noticed how the cottages of aged magicians always seem to have lush flowerbeds out front? What sorceress's home is ever bereft of a sheaf of lilies or a carpet of rose petals? Their secrets are hereby revealed.

A pinch of the green crystals will accelerate vegetable growth furiously. One pinch suffices to cover a single plant of shrub size or larger, or all smaller plants in an area ten feet square. A plant larger than twenty feet in height is not affected, nor can a single plant (or area of vegetation) benefit from the powder more than once. The powder takes effect over 60 seconds.

Plants affected by the powder triple in size: a lawn becomes waist-high grass, a hedge becomes a high barrier, a rose bush becomes a tangle of thorns. Magicians typically use this preparation to fortify their homes with thorny thickets, boost the growth of trees in order to make homes therein, or just to



produce a bumper vegetable crop.

The green powders are activated as soon as they come into contact with living vegetable matter. Dead vegetable matter has no effect.

Blue Prismatic Powder

The key ingredient of the blue crystals is morning dew, harvested from the misty lawns of our founder's own splendid estate. When activated, they yield up the mists once more, infusing the air with swirling clouds that convey a mystical, obscuring atmosphere, redolent of antique mysteries and the secrets of the deep forests.

Or so it says on the packet, anyway. I find it makes a sort of damp fog that turns everything soggy and can't be seen through, and smells faintly of ammonia.

The blue crystals are activated by contact with water. Even slight dampness activates them, whether the owner wishes it or not! One pinch of the blue crystals (when dampened) fills a sphere 30 feet across with watery mists. Vision is completely obscured while the mist lasts; strong lights are visible, but only just.

Exposed fires in the affected area are damped. Flames the size of an oil lamp or smaller are extinguished at the end of the first turn, while larger fires dwindle steadily away turn by turn, with even the fiercest bonfires completely quenched in ten turns. (The powder is thus useful in fire fighting, if the weather is calm.) Strong wind disperses the mist. The mist lasts for ten turns before dispersing.

Indigo Prismatic Powder

The indigo crystals are among our more arcane and specialist items. In truth, they are little used, but on occasions when one needs them, nothing else will suffice; and woe betide the magician who has no more Indigo powder when some invisible fiend comes calling for him.

A pinch of the Indigo, when sprinkled upon a flame, forces revelation of the concealed. The crystals are activated by flame, and by no other means. The flame immediately turns indigo, casting a strange rippling light in which all objects appear monochrome. Any invisible entities or objects in the area become partially visible in the light, but appear smoky and transparent rather than solid. Items that have been deliberately concealed, such as tripwires or secret panels, glow with a faint light. The powder's effect lasts for one minute.

It is not known how the powder is able to discern a deliberately concealed item; perhaps it reveals the conscious intent of the person who hid it. Nonetheless, it will not reveal accidentally concealed items or people, such as an object buried in a landslide or a pocket watch dropped by misfortune into a bog.

Violet Prismatic Powder

The strangest of all the powders, the mysterious Violet persuades the earth itself to loose her tenacious grip. With a pinch of this powder, one may float like a dandelion seed with no need for balloons or flying-contraptions. Logistics become simple, for weight is no longer an issue. I have seen a child of seven hoist a pianoforte into the air and send it sailing gracefully across the rooftops. The descent was less graceful, but fortunately nobody of any significance was crushed.

The violet powder imbues items or people with weightlessness. A pinch is enough for one creature or object that is no larger than ten feet in any one dimension. While weightless, an object will hang in the air without moving; however, if it is pushed or blown by wind, it will drift and continue to do so until something stops it. The powder's effects last for one minute. If they are being used to float something valuable and/or fragile, it is best not to let it get too high during this time!

The Violet powders are activated by impact, much like the Red.

LABORATORY SUPPLIES

As science is so popular these days, plenty of magicians love to build vast laboratories and study what many refer to as 'the science of magic'. As the fields of science have been expanded in this new age of learning, so too has magic benefited from new thought and experimentation. Personally, I have better things to do than lock myself in a stuffy room surrounded by potions and incense. However, if you find the idea attractive, I offer a few helpful details on the supplies you may need.

Lens: 2s

A simple lens of ground crystal, ideal for reading texts, examining gems or focusing planetary rays.

Glassware: 1s to £2

As with science, glass is usually the best material for containing noxious and sorcerous chemicals and the results of mixing them. Exactly what glassware is required will depend on the experiment. Small beakers and test tubes can easily be found for a shilling or two, with larger beakers or fine tubes costing around 4 to 6 shillings. If the wizard needs something large or specially made, the price can rise as high as £2. If the substances are especially toxic or contaminating, the glassware may need a small enchantment at the cost of 2 extra shillings per piece of glassware. Contamination is a consideration for any scientist. While washing glass usually removes all previous substances, some magical effects can





linger. Some wizards have developed spells to purify glassware for a new experiment, but plenty of others simply buy new glassware.

Inscription Chalk: 6d. pack of 10.

Magicians must often inscribe designs upon all manner of surfaces: sigils, protective circles, triangles of evocation and warding runes all occupy our attention. This Patent Inscription Chalk leaves a good clear mark behind, such as any discarnate entity will recognise and respect, without crumbling, breaking under pressure, or leaving those critical gaps through which all manner of crafty evil may seep.

Candles: 6d. pack of ½ doz.

Whether for invocation, evocation or dinner party, Faulkner's recommendations for stout candles are the brand to trust. A list of recommended suppliers can be purchased for 6d and all candle makers listed insist their coloured candles are dyed throughout, not dipped in the manner of cheaper manufacturers.

LABORATORY SUPPLIES

Lens: 2s

Glassware: 1s to £2

Inscription Chalk: 6d. pack of 10.

Candles: 6d. pack of ½ doz.

Charcoal Blocks: 2d. roll of 8.

Suffumigation Incense: 4s. per 6 oz. pot.

Bound Elemental Components: £12

Charcoal Blocks: 2d. roll of 8.

Our discs of charcoal are impregnated with saltpetre to enable easy and reliable lighting. They may be used to burn powdered incense, heat wires for branding minions, immolate parchment sigils, and so forth.

Suffumigation Incense: 4s. per 6 oz. pot.

All magicians prefer to work in a clean astral environment. Our Suffumigation Incense, which contains especially potent asafoetida, is an excellent all-round banisher.

Bound Elemental Components: £12

One of the truly astonishing things on offer from the Guild both to scientists and to everyday workmen. These small sigil-covered stones contain bound manifestations of minor elemental power. Properly released, they act to repair and reinvigorate mechanical devices. Depending upon the particulars of your needs, the powers of Air, Fire, Earth and Water are at your disposal for a reasonable price (for the Guild at any rate). In order to use them, merely rub the release sigil and speak a short phrase of directions to the newly released manifestation. One sighs to remember that these items are strictly controlled by the Guild and only grudgingly approved of by the Aluminant Church.

Any of the bound components can provide up to three extra dice when working with a mechanical device of sufficient complexity.

Air components are useful for flying machines, pressure-driven devices and as emergency air supplies (up to six minutes).

Fire Components can substitute in for missing fuel, as a spot-welder or to increase the pressure in a boiler.

Earth Components can repair damaged metal parts, strengthen a device (3 extra dice of structure for six minutes) or act as emergency brakes.

Water components can cool, lubricate and act as an emergency fire suppression system (putting out a 30' square fire.)



WANDS

Wands are one of the most elementary tools of the magician's craft. Even the most basic are crafted with the utmost care from fine materials by skilled craftsman. You can't just whittle down a stick and expect it to manage eldritch forces with any accuracy or ability. Using a wand grants a Thaumaturgist (or, dare I say it, Demonist or Necromancer) additional control when directing the magical forces used in spell crafting. Different types of material offer different effects, so a sorcerer should choose one that suits their style.

A wand is not essential for spell casting or weaving magic by any means. They simply assist the sorceress in her work. However, a magician must attune herself to a wand for it to be any use. A new wand must be carried on the person of the magician for a month and used for at least a few spells before it grants any bonus to its wielder. A magician can purchase a new wand, but it takes the same time to attune oneself to it, during which time the bond with the previous wand will fade. So, sadly, a sorcerer can only have one wand at a time. However, as this is the case it is not unknown for masters to pass their older wands onto their apprentices when they earn their doctorate.

Characters who wish to begin the game with a wand can buy one as an Asset. The wands cost 2 points for a Hazel/Blackthorn wand, 2 for a Specialist wand, 3 for a Twisted Hazel wand, 5 for an Ebony wand, 8 for a Silver wand, 8 for a Bone wand and 8 for a Shadow wand (although you must get the Gamemaster's permission to begin the game with a Bone, Shadow or Silver Wand). A wand bought as an Asset is assumed to be attuned to the wielder before the game begins.

Hazel or Blackthorn Wand: £1

The most basic wand, prepared and crafted according to the Royal Art and ready to be taken up by the duly instructed hand. Hazel has the best magical properties to create a good solid wand. Recommended for the amateur sorcerer.

A basic Hazel wand grants a thaumaturgist a bonus dice to their pool when targeting spells at a target, such as Etheric Bolt.

Specialist Wand: £2

Crafted in the same way as a basic wand, a specialist wand is made of a specific type of wood, designed to assist the energies of particular spells. Particular woods have particular properties and grant a boon to those who use them for a specific purpose. Some wand-makers might charge different rates dependant on the rarity of the wood involved, but generally they all cost much the same.

Specialist wands grant 2 bonus dice to any roll using a particular type of spell. The type of spell it grants a bonus to depends on what it is made of. The following examples are not an exhaustive list, and players and Gamemasters are encouraged to invent more. It shouldn't need to be stated that it is up to the Gamemaster to decide if the bonus applies in any particular circumstance. A specialist wand used for any other type of spell grants no bonus. However, given their tie to nature, all wands grant a bonus when manipulating plants and the weather.

African Bloodwood – Healing and Elemental (but not eldritch energy!) spells

Alder – Charm and influence spells

Ash – Communication and Investigative spells

Birch – Calming spells

Elder – Protection against evil influences

Hawthorn – Protection spells

Holly – Fire and Energy spells

Lignum Vitae – Resistance and Protection spells

Mahogany – Empowering and Constructive spells

Maple – Spells involving spirits and other planes of existence

Oak – Construction and Healing spells

Pear – Prosperity and money spells

Satinwood – Divination and Luck magic

Willow – Emotion influencing and Healing spells



Twisted Hazel Wand: £4

These wands are considered rather unsociable as they suit a sorcerer who wishes to do harm. The natural woods used to construct the wand are woven and twisted around each other to allow energy to build up in the folds of the wand. When these energies are released they do greater harm than usual.

Any spells cast using a Twisted Hazel wand do an additional die of damage.

WANDS

Hazel or Blackthorn Wand: £1

Specialist Wand: £2

Twisted Hazel Wand: £4

Ebony Wand: £6

Bone Wand: £10

Silver Wand: £20

Shadow Wand: £5*

(Necromancer or Demonologist) can draw on the power of the wand in the same way as a thaumaturgist, but only 5 times.

Each time the mana is used for dark magic the wand tarnishes and blackens, and upon using it for a fifth dark magic spell it crumbles to dust. The intent of the dark magic matter little, no matter how the spell is being used, the dark energies channelled through the wand still damage and stain it.

Ebony Wand: £6

An especially splendid example of the wandsmith's work, this gleaming black wand with subtle silver fittings is truly the mark of the magician of means. Not to be flourished by those of any less than expert rank.

An Ebony Wand is a very powerful device that grants the wielder a bonus die to any spell casting roll.

Bone Wand: £10

Considered by many to be the mark of a necromancer, those who own wands such as these keep them hidden. They are usually crafted from a single bone, but must at least be crafted from the bones of a single creature. Regardless of the bone used, most are made to resemble long knuckled fingers. While some sorcerers use their power against the undead, most would do well to hide such artefacts in polite company.

A bone wand grants a bonus die to any attempt to cast a necromantic spell. It also grants a bonus die to attempts to control undead. A bone wand grants a bonus of 2 dice instead of 1 when used to try to control undead creatures of the same species as the bone the wand is made of. So a wand made of wolf bone has an additional bonus to control zombie wolves. It is therefore unsurprising that most necromancers do their best to find someone to craft a bone wand from human remains...

Silver Wand: £20

A favourite among the more fashionable wizards, this wand has a Hazel core surrounded in crafted silver. Such wands are stylish and elegant, and are always impressive, if a little gaudy for every taste. Silver has been found to have powerful magical properties and grants some of its own energy to the magician who uses it to cast a spell.

A silver wand contains a certain amount of mana energy itself. It reduces the final mana cost of any thaumaturgy spell by 1 mana point (although it cannot reduce the cost to less than 1 point). Dark magic cast using such a wand tarnishes its purity, and stains the pure silver plating. A dark magician

Shadow Wand: £5*

These wands are never crafted by a reputable wand-maker. They are usually crafted by those who wish to use them, after instruction from a demonic master. A shadow wand is made of Cocobolo wood from South America. When crafted it is bathed in sacrificial blood and enchanted by demonic sorcery. After the ritual the wand is instantly attuned, and grants a boon to the casting of demonic sorcery. However, legend has it that such a wand makes it harder to control demons themselves, making the wielder more susceptible to their power

*Getting a Cocobolo wand crafted costs £5, if you can find someone who will make one for you. The rest is up to you. Few people sell Shadow wands, and those who do charge a very high price for them. Even those taken from fallen demonists are usually destroyed. It is said a little of the demonist's spirit, or their demonic master's remains in such wands. The influence of either is usually thought of as a dangerous thing no matter what use the wand is destined for later on.

A Shadow Wand grants a bonus of 1 die to any roll using Demonic magic. However, anyone attuned to a Shadow Wand suffers an additional Black Dice penalty when attempting to resist the powers of demons. They also suffer the same penalty in their attempts to bind and control them. In both cases the penalty applies whether they use the wand to do so or not...



MISS JESSAMINE GOLIGHTLY

The eldest daughter of Lord and Lady Saxifrage Fellghast-Golightly was abnormal even by the standards of the Eldren. She

claimed to see things that others could not, danced to music that others never heard, and terrified a succession of nannies by describing the shadowy, nebulous figures of dead relatives that she claimed hung around their heads. Doctors and Magicians were unable to reach an accord on whether Jessamine was deranged, gifted, or some combination of the two.

Her younger brother grew into the proud-jawed image of the ideal heir, so Jessamine retreated into the shadows. As she matured, what had originally been seen as juvenile eccentricity developed into a full-blown embarrassment. A special room was prepared for her in the attic and Jessamine happily busied herself there writing epic poetry and creating imaginary worlds.

This was no permanent solution. Jessamine would not sit quietly forever. The Guild was the obvious place to go for help, but they expected the bright and the talented, rather than people like Jessamine. Luckily, they recognised her ability, even though Jessamine's parents felt more as if they were sending her to Bedlam. Luckily, they could afford to pay the Guild a little extra.

Jessamine might well have become more of a curiosity than a student, something to be prodded at, and occasionally recaptured from nocturnal wanderings, had it not been for the influence of Armenias Bright. Bright immediately understood the acute social embarrassment that Jessamine was causing to her family, and arranged for her to be brought his private watchtower in Orkney, as his private protégée.

Away from the pressures of society, Jessamine found an internal equilibrium that allowed her mastery over her natural abilities. Bright's firm but compassionate tuition provided her with the intellectual framework through which to comprehend them. When his Guild commitments took him to the mainland, he and Jessamine would communicate by means of the fireplace, shaping the flames into pictograms that the other could see.

A year after she was given full recognition by the Guild, Jessamine and Bright announced their engagement. Tragically, Bright was a member of the ill-fated Sekumbah Expedition to retrieve examples

of Gondwalian fetish magic, and was counted among the missing following the massacre of Kunganyala. His body was never recovered, and Jessamine can still occasionally be found staring into fireplaces, hoping for some message from her mentor and fiancé.

Rank: 11 **Race:** Eldren **Social Class:** Upper

Nationality: British **Age/Gender:** 27/Female

Build: Slender

Hair/Eyes: Red/Mauve

Social Ethics: Disinterested Upper class

Personality: Unsettlingly unpredictable

Childhood Experience: Madwoman in the attic

Vocation: Sorceress

Attributes

Strength: 1, **Dexterity:** 4, **Fortitude:** 0,

Presence: 5, **Wits:** 4, **Resolve:** 4

Initiative: 12, **Movement:** 9,

Health: 4 (8), **Mana:** 6 (36), **Fate Pool:** 8

Special Abilities: Artistic Eccentricity (Rage), Planar Empathy (See the Supernatural)

Common Skills

Athletics 2, Charm 5, Concentration 4, Dance 3, Dodge 2, Etiquette 4, Firearms 1, General Knowledge 2, Hide & Sneak 4, Horse Riding 4, Intimidate 4, Perception 4, Swordplay 2, Throwing 3

Specialties

Art (Painting) 2, Conversation 3, Fashion 3, High Society 3, Instrument (Piano) 2, Lore 5

Magical skills: Sensate Medium 4, Thaumaturgy 5

Talents: Sensate Medium (Aura Reading, Glimpse, Magic Sense), Mana Manipulator, Swift Casting (2), Thaumaturgist

Privileges: Thaumaturgical Degree

Assets: Fashionable City Flat, Independent Income, Wardrobe

Complications: Absent Minded, Bad Reputation, Personality Flaw (Several)

Magical Abilities

Sensate Medium (Aura Reading, Glimpse, Magic Sense, See the Supernatural), Thaumaturgy (several spells)

Personal Effects

Silver knife, Fashionable clothes, Ebony Wand, Sorcerous treatise to read on the train



CHAPTER SIX

FOREIGN

ENTICEMENTS

“Mysteries of the East? They are no mystery to me, sir, they are secrets. Secrets that are mine to keep as I see fit.”

- Lady Priyadarshini St.John-Smythe

FOREIGN ENTICEMENTS

SOIOLOGICAL CURIOSITIES FROM THE ARTISANS OF THE SAVAGES

INTRODUCED AND DETAILED BY 'LADY' PRIYADARSHINI ST. JOHN-SMYTHE

Britain would not be great without its Empire and I feel there is a tendency to forget, here in the city, just how much of what makes Britain great derives from its Empire. India, especially. On the one hand, you wish to 'civilise' us, bring us government in your style, railroads, factories, law and order; on the other hand, you seem fascinated by our 'wildness', our art, our culture, our food.

As much as you give to us, you take from us. In the well appointed houses, you might find treasures of our lands and our cultures. Religious statues from the Hindu tradition, elephant's feet made into holders for your walking sticks, poems and books translated from our languages into yours.

The conservatory was stiflingly warm and filled with the fragrant scent of frangipani and the sibilant hiss of the frendal lizard, flitting from perch to perch in the high, vaulted glass. Her Ladyship (though the Inspector found it hard to use the term) was seated, carefully, in a high-backed wicker chair, the heat not seeming to bother her one jot as she sipped delicately at a cup of tea. Her voice spoke, good English but there was still a hint of her more exotic origins in her voice that made the whole scene seem even more far away and strange.

"You want to know about Tigers, gentlemen?" She asked, in an inappropriate tone, her dark eyes flashing as she leant forward. It was a good thing Inspector Quinn had asked me to join him, I could see her foreign manners were already shocking him. For my part, this small haven of India in London stirred welcome memories of my time in the Lady's homeland.

"The tigermen are often bodyguards and warriors back home, valued for their tenacity and courage, many of them Sikhs and many of them now fighting for the British crown. Of the true tigers, we respect them and even venerate them, save when they become man-eaters. When that happens men like my husband track them and kill them for sport and to protect the people."

Inspector Quinn set down his teacup with

a bit of a clatter, spilling tea from the cup into the saucer. Gesturing with his hands, he insisted. "But a tiger roaming the streets of London would be seen, surely! They're unusual animals, to say the least. As to the tigermen, there are barely any in London town and all can be accounted for, so what remains?"

She smiled at me, but spoke to Quinn as though she were speaking to a child and not an English gentleman. "Inspector, there are ways even normal men can take on aspects of the tiger. Properly prepared the claws have been used in the past to give men some of their fierceness, even give them claws themselves. I suspect that you seek a soldier recently returned from India, perhaps dishonourably discharged, but it seems he found something while he was posted that gives him certain... advantages."

"Can you provide us with a description of what these things might look like?" I asked, flipping open my notebook and getting ready to take down everything I could.

"I'll go one better." She smiled her charming smile. "I'll sell you one."

- from the journal of Joseph Faulkner



When men and soldiers return from our lands to yours they bring things back. Experiences, tastes, knowledge and they often miss what they had while they were away. Sometimes, they bring it with them as my husband brought me. Other times, they seek to have it brought for them. A few of us have come back and we can meet those needs: spices and silk, the unusual, even things that are only excusable because some 'savage' made them that otherwise would not be accepted in polite society one bit.

To you we are fresh, new, young, daring as all young people are and youth is always attractive, is it not? I have made it my... my husband's... business to cater to this need. This fascination. For our people, for your people, for the love of the exotic and mysterious, to let people explore without going to India or Africa or to let them relive their times there.

Come, let me tell you what we have.

FROM THE DARK CONTINENT

Animal Skins: from £3

My husband is a big game hunter. There is nothing he enjoys more than the hunt and the more challenging the prey the better. Not everyone is as accomplished a hunter as he is, though, and not all wish to keep their trophies. We buy skins and heads from hunters and natives alike, to sell them to the less successful, or the less adventurous. There's no real difference, so long as you don't tell anyone.

Africa is a favoured hunting destination of the Empire's elite given the amount of challenging and dangerous game that roams its plains and jungle. The fruit of these hunting expeditions, as well as those pursued by natives to fill the trade, is most often skins and, because of this, zebra skin rugs, lion skins and other exotica can be bought to lend character to a gentleman's study or drawing room or to make up for his lack of luck on his own expeditions.

Beaded Jewellery: from 2d

While far too crude and exotic for wear in polite company, the beaded jewellery of the tribal villages and settlements makes good talking points and decoration.



Carvings worked in Ivory - Letter Openers: 4s, Gentlemen's Combs: 2s

More subtle items, such as letter openers and combs, can display the interesting and altogether 'different' styles of Africa without causing social affront. These smaller items made of fine ivory, or added to more conventional combs and letter openers are, therefore, quite popular.

Ethnic Statuary: from £3

Varying in size from that of a cat or dog all the way up to the size of a man, these polished and carved wooden statues represent warriors, animals, spirits and gods of the tribes. Now, they are sold on to explorers, hunters and merchants of Empire and found gracing the rooms of gentleman and ladies as talking points and decorations and as the spoils of Empire.

Exotic Pets to delight and amuse: from £5

It is difficult to capture wild beasts and to bring them

STANDARD ITEMS

Animal Skins: from £3

Beaded Jewellery: from 2d

Carvings worked in Ivory - Letter Openers: 4s

Gentlemen's Combs: 2s

Ethnic Statuary: from £3

Exotic Pets to delight and amuse: from £5

Figurines in Mahogany and Ebony - Small: a wide range from 10s

Large: from £1

Iklwa (Assegai) Spear: from £4

Stuffed Beasts: from £4

Tribal Shield: from £3

Specialist Items

Fertility Figures – for gentlemen of impeccable character only: from £10

Ghost Shaker – Pride of the pagan shaman of the dark continent: from £5

Jungle Drums – Dreadful sound from the Congo: from £5

Juju bag: from 2s

Preserved Heads – Gruesome trophies of evil tribes: from £10

Tribal Masks – Representations of pagan spirits: from £3

White Ape – Mysterious denizen of the deep jungle: £1,000



all the way back to England but capture, even more than killing, is a challenge to hunters. There are zoos and private collectors who will pay handsomely to receive such a creature, even though the climate of Britain is unsuited to the poor brutes. Still, many persist in their desire to own, even briefly, some of the rarest of animals.

From parrots and other small and unusual animals all the way up to lions, leopards and other much larger beasts. The right amount of money – and some luck – can ensure that the truly wealthy can have some truly exotic pets. For the larger and more difficult beasts, the final price can rise as high as hundreds of pounds and they are less likely to survive and thrive in the British climate.

The guidelines for what such exotic pets might be trained to do are covered in the same way as other creatures under the 'Trained Pet' asset. However, the type of pet is left to the imagination of the player (and the limits the Gamemaster puts on what they can afford!). Some pets might simply be talking points, such as a parrot or monkey. Other pets might be less welcome at dinner parties (such as lions and venomous snakes). The price of exotic pets (however expensive) does not include training. The Gamemaster can easily double or triple the price of any trained exotic pet. Some may also require special habitats and food if you want to keep them healthy. Players should also remember that their prized animal may not be as welcome as they are on the streets on London. No policeman is going to ignore a gentleman taking a tiger for a walk.

Fertility Figures: from £10

These carved figurines show men and women with extremely exaggerated sexual characteristics and are only sold to men and even then only to men of at least middle class standing 'of good character', as judged by the seller. This often means scientists, doctors or clergymen who can be trusted with such things, or so it is thought.

Some of these figurines are infused with tribal spirit magic and are genuinely efficacious in the increase of fertility under the roof of the house in which they are kept. Pregnancies in such a house are roughly twice as likely to occur and the result being twins is much more likely as well. In some houses this is considered a blessing, in others a great burden.

Figurines in Mahogany and Ebony – Small: from 10s, Large: from £1

Smaller than the statuery but carved in the same exciting, primitive style these smaller figurines often end up used as paperweights or as the beginnings of collections of interesting and exotic obscuriana. One of the more acceptable faces of ethnic art and one of

the more affordable the presence of figurines is far more common than other crafts from Africa.

Ghost Shaker: from £5

Your Thaumaturgy here is a very strange thing. Categorised and subdivided, studied and understood. For most, it is something like science, thought about, not felt. In the colonies, amongst the indigenous peoples, magic is still something felt. It is woven into the very culture, despite the best efforts of your church and empire. That culture is fascinating and, you never know, you may find a herbal remedy, a ghost-rattle or some other local superstition that works very well.

There are many forms of rattle-type instruments that are made in different regions and most are used simply as instruments for tribal music and ritual. Some, however, are invested by their shaman with a little more power for the warding off of evil spirits and other dark interference. Made from sticks, gourds, beans, hooves, bones and other organic materials the rattles are eclectic and unique in appearance.

Ghost shakers are an African form of European Petty Magic (Enchantment). When shook, the magically invested rattles retard the capabilities of necromantic and demonic magics, causing them two black dice of penalty while the rattle is employed. The rattle can be shaken in the off-hand and cause no penalty to actions done with the main hand.

Iklwa (Assegai) Spear: from £4

The Iklwa is the short, stabbing spear employed by Shaka and the Zulu warriors for close combat against the longer, more traditional spear – or Assegai. The traditional spears are thrown to soften up the enemy before the warriors close ranks and employ the broader-bladed, short, stabbing Iklwa spear to dispatch their enemies. In this manner, the Iklwa can be seen as a brother to the Gladius shortsword in terms of use and efficacy.



The Iklwa has six damage dice and, against traditional spear wielders or users of other long weapons, the attacker receives a bonus dice to their attack pool.

Jungle Drums: from £5

Simple, small drums, crudely decorated these seem unassuming, but to explorers mapping the jungles of Africa the sound of these drums has a deservedly terrifying reputation of heralding attacks by tribal warriors.

The jungle drums are often invested with power by the shaman of these tribes and this is conveyed in two ways.

Firstly, the jungle drums, when used as part of a magical incantation, add a single bonus die for rolls involving Petty Magic as long as the practitioner understands the spirits of Africa.

Secondly, when used as part of a longer ritual the drums can provide the benefits of Second Sight within a fifty foot radius of the drums being played, allowing a group to all see the spirit world – and to discern its signs – together. However, such insight is only granted to those who surrender themselves to the pulse of the drumbeat.

Juju Bag: from 2s

Depending on who you buy these from, they are either a powerful and dangerous magical item or something gruesome to amuse tourists with. African tribal shamans are experts in manipulating luck (or the gullibility of foreigners, take your pick) and for centuries have been crafting items to hold onto good luck and banish bad luck. Juju bags supposedly draw bad luck to themselves and trap it inside. They are small pouches tied with either string or a lock of human hair and full of all manner of strange and unpleasant ingredients, which can benefit whoever carries it. However, should the bag be opened, or too much bad luck trapped within, then all the 'bad juju' floods out. Most of those sold for 2 shillings are fakes, if you want a real one you should pay at least £1 for it.

Anyone carrying a real Juju bag (plenty of those crafted for mere shillings are just bags of rotten herbs) can use it to store Black Dice. When faced with any roll, anyone carrying a Juju bag can elect to reduce any amount of Black Dice by 1. The Black Dice is 'stored' in the bag, which can carry up to 2D6 Black Dice. This number is rolled by the Gamesmaster when the bag is purchased and never revealed to the player. If the owner tries to store more Black Dice in the Juju bag than it can carry it splits open adding all its stored Black Dice to whatever roll is being attempted. If the bag is opened or cut by anyone, the bag also becomes useless and the next roll the person who opened the bag attempts suffers a penalty of all the Black Dice that were stored. Plenty of people use such a bag a couple of times and

NEW NECROMANCY SPELL

Headhunter

Difficulty: 4

Cost 4 + Normal

Action cost: See description

Range: Touch

Duration: Permanent (Requires use of other spells)

This spell traps the spirit of the deceased within their severed or shrunken head. The process takes several days of drying, rotting or other preparation depending upon the tradition from which the head-hunting ritual originates and, at the end of it, results in a well preserved skull or head, a prison for the spirit of the deceased which can then be communicated to through the use of other magics, as detailed under the 'Preserved Heads' entry above.

The spirits are compelled to respond to their owner, whoever their owner might be, but are limited to providing knowledge through conversation and are entirely unable to interact with the world in any other way. The spirits retain their full intelligence and knowledge but tend to go insane and, thus, become less useful as time goes on.

The Gamemaster might allow this spell to turn up as Enchantment, or possibly even Thaumaturgy if she wishes to tempt the characters with darker sorceries.

pass it onto a Shaman to dispose of, or simply bury it. A few disreputable travelling shaman resell mostly full bags to unwary travellers.

Preserved Heads: from £10

At best, these are simply uncouth grotesquery, collected only by the least discerning or darkest of souls, recovered from the jungles, where they are viewed as being representative of taking the power of the person killed. At worst, they are necromantic artefacts, the spirits of the slain still bound into them and able to be conversed with using Séance, Second Sight, Saint's Sight, See the Supernatural and any other abilities that allow one to perceive spirits, ghosts or demons.

The heads retain the knowledge and personality of the one killed and are compelled to obey their owner. Some enterprising necromancers have been



able to study and replicate this practice, which is also retained, culturally, in parts of the Middle East, India and South America.

Stuffed Beasts: from £4

Preserved trophies of the hunt, these animals represent the pride of Africa, expertly stuffed and posed they can compensate for a hunter's lack of success or form the start of gentlemen's collections of natural history and curiosities. Professional hunters can even seek out and bring down beasts to order, if the money is good enough. There are even rumours of certain 'Black Libraries' whose collections include stuffed and mounted examples of 'the fierce Zulu'.

Tribal Masks: from £3

The shamanic beliefs of the African tribes provide a bewildering array of gods and spirits, many of whom are represented in dances and shamanic ritual by men and women in masks, who embody the spirit during the rituals and even take on their aspects. Many of these masks have become of profound interest to European scientists and curious gentlemen and have ended up in their collections. The masks are also quite efficacious in ritual and provide a bonus to any social interactions with demons, ghosts or spirits by helping to hide the magician's identity and lending them some power of the spirits.

If a mask is enchanted as a focus and subsequently activated and worn it helps the wearer embody the spirit that the mask represents, providing them with two bonus dice in any action they undertake that fits the character of the spirit.

Tribal Shield: from £3

Tribal shields are made from stretched and toughened skin over a frame and are often decorated with distinctive patterns or simply allowed to show the pattern of the cattle from which they were made. Smaller shields are used for hunting and are considered to bring luck to the hunting party. Larger shields are used by the tribes in war to ward off spears at range or up close. The Zulus use a slightly heavier shield and are trained to use it to parry their enemy's shield and to create openings for the use of their short, stabbing spears.

Hunting shields confer one black dice upon opponents in melee combat, standard shields two black dice and Zulu shields three black dice.

White Ape: £1,000

A recent expedition, deep into the African jungle, returned with this strange beast that was discovered

in the ruins of a temple city. My husband and I are acting as agents for the seller as his experiences have rendered him a little... eccentric. It is a curious beast, apparently worshipped as a god back in its home land. It also seems quite intelligent for such a beast. There are those who say it is more man than ape and that its existence lends credence to the Darwinian idea that we are, perhaps, descended from the apes. It would be a fascinating exhibit for a zoo, but might also be trained as a personal servant. The beast has a wicked intelligence, you can see it in its eyes, but it also has a wild and lusty streak and, I fear, the creature could never be properly controlled. Even though we are selling it, I don't think I can suggest that anyone should buy it, though I would hope we could be rid of it soon.

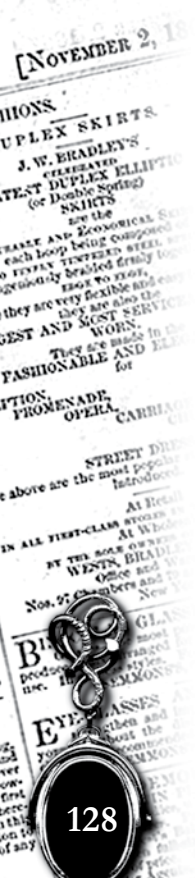
The White Ape is a curiosity of the animal kingdom, neither quite man, nor quite beast. It stands stooped, but erect, white-furred with leathery skin and great fists. In its home, it is treated as a god by the tribes around the ruined city and there were claimed to be others, besides the specimen, which was captured. The beast is intelligent, but entirely driven by animal lusts and, when enraged or attacked, fights with such frenzy as to be unstoppable, unless killed.

The beast can be trained, after a fashion, in its docile state it does feel pain as well as pleasure and can be coerced with either though it remains, at

WHITE APE

Rank: 8
Mental Competence: 1
Physical Competence: 8
Health: 5d (10 pips)
Signature Skills: Athletics (12), hide & sneak (12), Fisticuffs (12)
Talents: Unstoppable
Armour: Tough hide (2d)
Damage: Fists (4d)

More detail on the mysterious White Ape can be found in its entry in the text. Gamemasters may find themselves wondering if such creatures were always so, or are perhaps human beings cursed in some way to be driven by their desires and instinct. Those who wish to uncover the secret will have to face the temple in the depths of the jungle where the Cult of the White Ape persists to this day.



heart, both wild and yet also endowed with an almost human love of liberty, which drives it to rebel against any master. The beast is unashamedly bestial, despite its human qualities and a fine example of every sin run amuck without a true human conscience to balance against its animal lusts. Others involved in the expedition to capture it have called it evil; others have noted its lustful gaze towards human women and, while not articulating their fears, afraid of causing a scandal, have been very vociferous about the foolishness of bringing the beast to England.

One suspects the beast is destined to end up as a curiosity, owned by some irresponsible Lord, or trained as a 'henchman' by some criminal mastermind, or other person of perverse intellect who believes that they can tame the creature to their will. In all likelihood it will break free of any such controls and will seek to slake its bestial pleasures somewhere in the darkened streets or the wilds of the countryside. Once it leaves my hands, I shall certainly not inquire after any consequences for the purchaser.

FROM THE BAZAARS OF THE OTTOMAN

Arabic Coffee: 5d

Arabic, or Turkish coffee is served in small amounts in small cups and is made from a different type of coffee plant to that which most Europeans are used to. The coffee is most often served without sugar and is flavoured instead with spices – most often cardamom. Several blends are available for purchase in decorated tins but lack the fresh spice flavour of the real thing.

Cushions and Drapes: from 5s

England is such a grey country for so much of the year. So cold, so wet, so dull! Little wonder that many try to bring some light and warmth and heat to their homes with their furniture. I, for one, have turned the rooms my husband allows me into havens of colour, softness and brightness from all around the Empire. Simply glorious!

Sumptuous, brightly coloured and patterned, the curtains, drapes and cushions of the Middle East appeal to the Victorian's Byzantine decorative sense and can be found adding colour and interest to bedrooms, lady's chambers and children's nurseries. Some of the more exotic patterns and uses might be

considered somewhat vulgar however, though they can still find a place in the houses of those rich, or blue-blooded enough, not to have to care so much.

Djinn Favour: £500

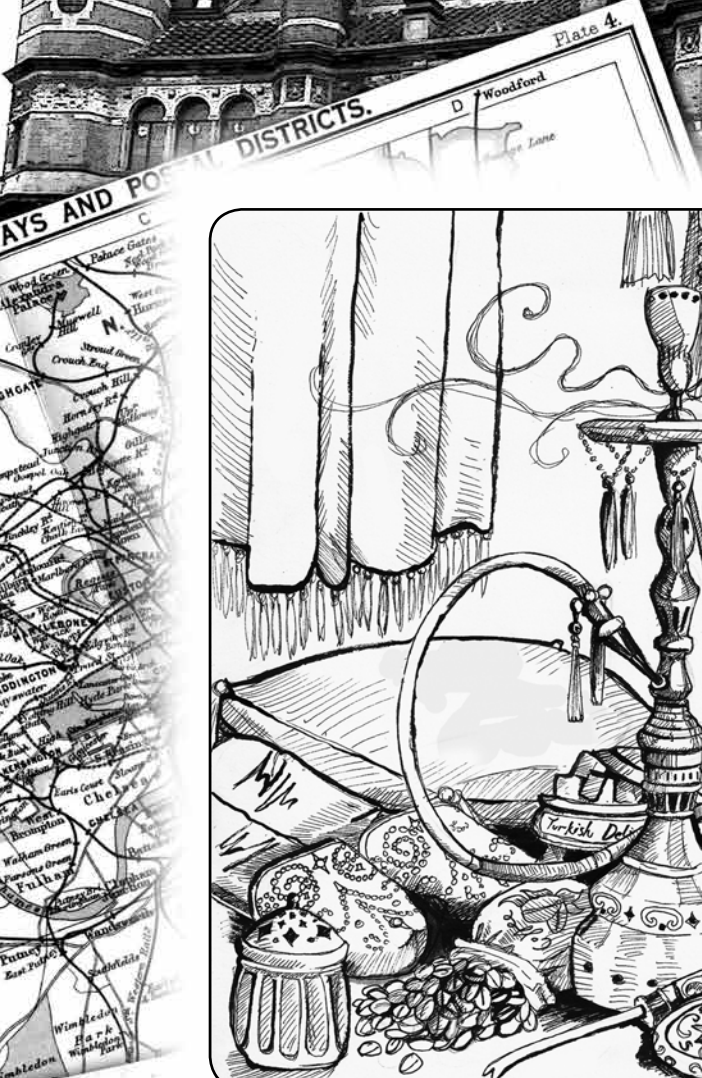
I find it a little, well, can I be honest? I find it a little arrogant of the Aluminat and The Guild to label anything and everything that they do not understand from the other lands of the Empire as being 'demonic' or 'sinful'. Other lands have different gods, different philosophies. To write off such as the Djinn of those of Araby as being demons is to not understand their role and place in the stories. They do not desire your soul and surely a chance of a wish come true is worth something.

Never sold openly, there are some from the East who claim to have spirits enslaved to their whim and the considerable powers of these spirits can be turned to a person's favour, if they can afford the price. The Djinn can indeed grant wishes after a fashion, though a person's heart's desire can easily be twisted around and turned against them. The Guild tends to believe that these Djinn are merely demons, taking on a different form to lure and entrap the unwary with their promises and there is good evidence to suggest that they are right. Still, the magicians of the East who bind the Djinn into their service never seem to be short of willing customers, risk to their soul or not.

Embroidered Slippers: 10s

Differently styled for men and women these slippers are made for indoor wear of comfortable silk and cotton and decorated with stitching patterns and fine beadwork. For gentlemen of leisure, a grand accompaniment to a smoking jacket to wear in their personal libraries. For ladies, a fine and delicate foot





Hashish: 1/6

Cannabis is used medicinally in tincture form for a great many ailments but its recreational use, by smoking, is not as widespread as that of opium. Some travellers returning from the Middle East retain a taste for the stuff, however, and it is specially imported to meet that demand. When smoked the drug causes good humour, lethargy and something of an otherworldly detachment, along with peckish hunger. Its use as a recreational drug is far more popular in France than it is in England.

Hookah Water Pipe: 10s

While originating in India, the hookah pipe is much more associated with the Ottomans and the Middle East than with India in the minds of Europeans. Having experienced the pipe in their travels many become accustomed to the habit of smoking tobacco, opium or hashish through the pipe, which renders the smoke far more agreeable to inhalation. The pipe consists of a central, often ornate, column and is lit with charcoal, heating and burning the mixture to be smoked, which is passed over water and cooled before being inhaled through a tube. Several tubes can be attached, making the smoking of the hookah a much more social occasion.

Merchant's Incense: 4s

This heady incense often fills the nostrils of anyone travelling the bazaars of Arabia. Its thick scent dulls the senses and reduces the mental resistance of those who drink in its perfume. It is so named as many merchants burn it at their stalls and employ boys to fan it into the thoroughfare. In this way the addled traveller pays just a little bit more, haggles a little bit less or buys what they don't really need. Those who know the smell find it pretty distinctive and often realise the influence they are under.

Anyone who gets a good waft of Merchant's Incense has their Resolve reduced by 1 while they are in the presence of the incense. The Resolve point returns between half an hour to an hour after the character leaves the area where the incense is being burned. The smell is quite heady, often producing dizziness. It is easily recognised by those who know it.

Ottoman Stool: from £1

The Ottoman Stool, or simply 'The Ottoman' is a padded and upholstered armless and backless stool or bench, patterned in the Arabic style. Comfortable and stylish they have been considered good taste in furniture since the early part of the century and even before.

attire for indoor wear, even at certain social functions with the more daring fashions.

Finder Compass: £100

The Ottoman Empire was once famous for many of its technical refinements in both the magical and physical fields with many wonders to show for it. While their status has declined many of the older apparatus still exist and are treasured or traded depending on the circumstances of the owner.

The compass is most often employed by treasure hunters seeking exhibits for museums or treasures to make their fortunes. Not everything one finds with the compass need be useful, helpful or welcome, however, which is why they still turn up for sale with fair regularity.

When the finely wrought box that contains the compass is opened the compass point spins wildly until it fixates upon the closest – or strongest – magical item, creature or spell effect in its vicinity. The compass has a maximum range of around five miles, but points to the nearest, rather than the most useful thing. Plenty of these devices carry curses, leading the bearer into wild animals, danger and some even to the horrors of the Pale itself...

[NOVEMBER 2, 1900]
UPLEX SKIRTS.
J. W. BRADLEY'S
CELEBRATED
TEST DUPLEX ELLIPTICAL
(or Double Spring)
SKIRTS
Etc. Etc.
TRADE AND ECONOMICAL
each loop being composed
of FIFTY TWISTED STEEL
WIRE, uniformly heated, fitted
together by a special process,
they are very flexible and
they are also the
BEST AND MOST DURABLE
WOOL.
They are made in
FASHIONABLE AND EASY
for
ACTION.
PROXIMATE
OPERA, CANNON
STREET DRILL
above are the most popular
Introductions
At 100
BY THE ROAD OF
WESTON, BLADE
Office and
No. 97 Chambers and
New
BUT
produced
the
EYE
ver
now
first
these
able
con to
of any
JOS. GILLOTT'S STATIONERY
OF THE OLD STANDARD QUALITY
JOSEPH
GILLOTT.
Warranted.
TRADE MARK:
ORIGINAL AND PROTECT
No. 501.

Patterned Rugs – Small: from £2, Large: from £4

The best rugs are considered to come from Persia, but rugs are also made in other nations within and around the Ottoman Empire. Due to the strictures of Ismal, art within the region has been away from the figurative and towards the abstract resulting in a plethora of different styles and geometric patterns, such as are also found within the architecture and clothing of the region. No home is complete without such a fine rug to be found upon its floor and they are much sought after leading to an ever increasing demand.

Pottery, Glassware and Ceramics: from 5s

Pots, vases, jugs, plates, cups and glassware in the distinctive style of the region. Tea and coffee sets are particularly popular and sought after by collectors, even those who do not care for the coffee or tea of the region.

Rosewood Trinket Boxes inlaid with Mother of Pearl: 5s

Intricate and charming, these boxes are suited for rings, jewellery, cufflinks and other small knick-knacks such as gentleman and ladies inevitably accrue. The dark wood, finely polished, compliments the light and shining mother of pearl wonderfully with the lighter colour of the mother of pearl, or other complimentary woods used to pick out geometric patterns or to represent scenes from mythology and stories.

Scimitar: £3

There are many curved swords throughout the region and into India but the scimitar is the most widely known and its shape and style speak for the similar blades of different names. Many blades are inscribed with poems, prayers and even the history of the blade in flowing Arabic script.

The scimitar is a little lighter and more wieldy than an army sabre and does eight dice of damage.

Special Reserve Hashish: 3s

Specially grown and prepared hashish is made

FROM THE BAZAARS OF THE OTTOMAN

Standard Items

Arabic Coffee: 5d
Cushions and Drapes: from 5s
Embroidered Slippers: 10s
Hashish: 1/6
Hookah Water Pipe: 10s
Ottoman Stool: from £1
Pottery, Glassware and Ceramics: a wide range from 5s
Patterned Rugs –
Small: a wide range from £2
Large: from £4
Rosewood Trinket Boxes inlaid with Mother of Pearl: 5s
Scimitar: £3
Tobacco Blends: 2d
Turkish Delight: 2d

Specialist Items

Djinn Favour: £500
Finder Compass: £100
Merchant's Incense: 4s
The Perfumed Garden – French translation by – for gentlemen of impeccable character only: £5
Special Reserve Hashish: 3s
Spirit Jar: £100

available to The Guild and other magicians at a premium and can see use in magical workings regarding perception or ritual.

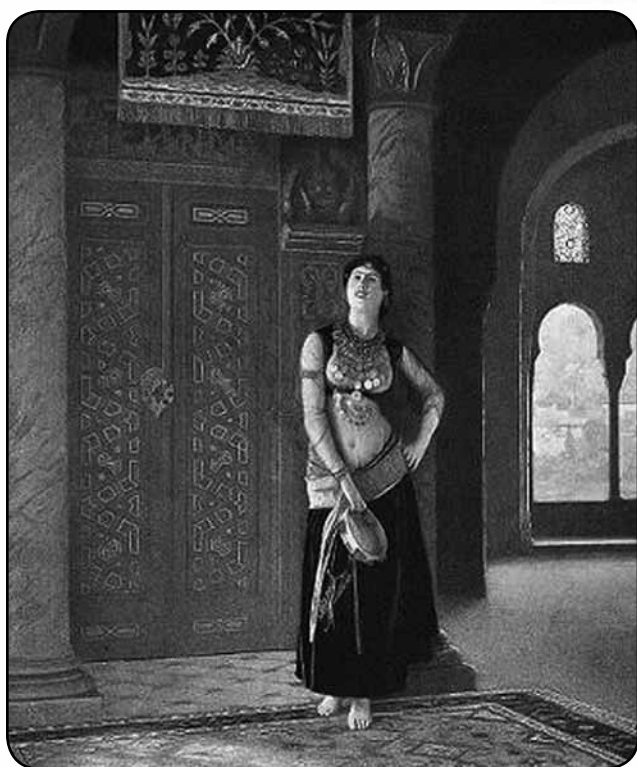
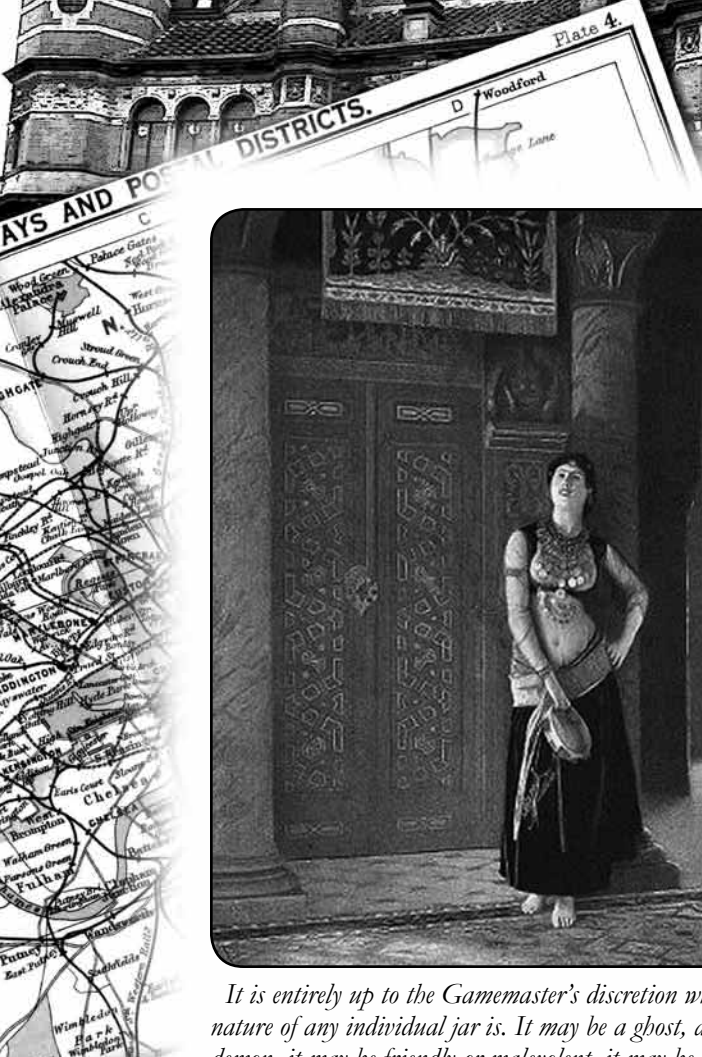
Using the mystically prepared hashish grants a bonus dice for perception or divination type magic and it can also be used as incense in longer rituals providing a bonus dice in such instances. However, those under its influence suffer a 2 Black Dice penalty to any mundane perception skill checks.

Spirit Jar: £100

The Spirit Jar is an earthenware pot, plugged and sealed with wax of a special formulation. The pots contain spirits, those of the dead and those strange spirits of the Arabian deserts, which are sometimes called Djinn, but lack the wishing power of many of their brethren. While they cannot grant wishes, they do have knowledge, knowledge that they can put at the disposal of those who own the jars, though there is no way – other than to offer freedom – to truly compel them to aid you or answer questions, or at least to answer questions truthfully.

Still, regardless of their limited utility the jars, when they can be procured, are sought after by magicians and historians, the former thinking they might gain some greater power from the jars, the latter hoping for insights into history from what the older spirits might know. The Spirit Jars are still made in small numbers by expert magicians within Ottoman's dominion but they were made in much larger numbers in ages past. Archaeologists have found whole pits and buried cellars, lined with these jars, though the reasons for the internment of so many spirits and ghosts have not yet been uncovered.

Should a jar get broken the spirit is released into the air. Most will choose to return from whichever realm they originally came from but others, the more wicked spirits or those treated badly by their owners down the many years, will instead remain in the earthly realm and use whatever spiritual powers they have to attack and harm their former owners. These attacks are typified by possession, nightmares and poltergeist activity though some of the older, desert spirits have more obscure powers and abilities.



It is entirely up to the Gamemaster's discretion what the nature of any individual jar is. It may be a ghost, a spirit, a demon, it may be friendly or malevolent, it may be helpful or hostile and it may lie, or tell the truth. Most will lie if they feel they don't have anything to lose. Freed spirits may attempt to possess anyone they can get close to.

The Perfumed Garden: £5

This is the French translation by the mysterious 'Baron R' and is the only version available in a European language. The book is scandalous, acting as a sex manual interspersed with stories and tales that give context to the topics being talked about, all of this accompanied by prints and illustrations of a salacious nature. As such, the tome is only sold to gentlemen of impeccable character and morals, who will treat the volume with due respect and caution.

Tobacco Blends: 2d

Tobacco from the region has a sweet, almost nutty flavour and is extremely mild and aromatic, leading to it having to be blended with other tobaccos to give it a full and more rounded flavour for the smoker.

Turkish Delight: 2d

I have a terrifically sweet tooth but many of the things I enjoyed in India as a child one simply cannot get, or make, here – even with my friends and suppliers. There are other things that one can find though, chocolates, boiled sugary sweets and, most delightful

of all, Turkish Delight. If I could not get such delightful sweet things, I should surely die!

A sweet confection Turkish delight, also known as loukoum, is made from sugar, starch and flavouring – most typically, rosewater or lemon. It is soft, gooey and sticky and is dusted with sugar to stop it all sticking together into one massive piece. Fragments of nut, such as pistachio, are found as part of it in some recipes.

FROM THE EXOTIC ORIENT

Accidental Magic: £1

Chinese calligraphy is beautiful, but it isn't all art. Some pieces of calligraphy are bound spells created by accomplished magicians and calligraphers so that the spells might be sent across the country by messenger to those who needed them and then unleashed by a less talented proponent of the arts. Some of these scrolls have been picked up by westerners, ignorant to their meaning and power and then sold on as art. When magic is cast in the vicinity of these scrolls there is a chance (*success using a spell or magical power causes it*) the magic stored in them will go off. This is benign when the spell in question is a healing spell but war magic was, occasionally, sent out to fortresses and towns and those spells are less welcome going off in such a circumstance.

Calligraphy Set: from £2

Calligraphy sets are fine boxes, ornamented or unornamented depending on the price. They contain a few sheets of Chinese paper, ink sticks (black and red), a brush, an ink stone and a paperweight. The art is not much practised in the west, save by Chinese immigrants, but the boxes are nice things to own and make good talking points.

Chinese Alchemical Medicines: £12

Made from rare and subsequently enchanted ingredients these Chinese remedies are as efficacious as spells from Guild healers, if somewhat more expensive. The healing mixture needs to be made up specifically for the illness or wound expected or suffered from though some enterprising alchemists have begun to 'mass produce' (a relative term) magical cures for some of the more common illnesses. However, this is not particularly lucrative since folk medicine, such as this, only appeals to the Chinese community, those who have served in the Far East and the desperate. Many jars and bottles of curatives simply end up as curiosities, chosen for their visual interest rather than their healing properties.

[NOVEMBER 2]
UNIONS
UPLEX SKIRTS
J. W. BRADLEY'S
TEST DUPLEX ELLIPTICAL
(or Double Spring)
SKIRTS
EACH LOOP BEING COMPOSED
OF FIVE PLATES STITCHED TOGETHER
AND BEING KEPT STRONGLY
TOGETHER BY THE
USE OF RUBBER
THEY ARE VERY FLEXIBLE AND
EASY TO PUT ON AND
OFF AND MUST BE
WORN.
THEY ARE MADE IN
FASHIONABLE AND
FOR
PROXIMATE
OPERA
CANNON
STREET
THESE ARE THE MOST POPULAR
INTRODUCTION
AT THE
BY THE ROAD OF THE
WESTERN, BROAD
Office and
Nos. 97, 99, 101, 103, 105, 107, 109, 111, 113, 115, 117, 119, 121, 123, 125, 127, 129, 131, 133, 135, 137, 139, 141, 143, 145, 147, 149, 151, 153, 155, 157, 159, 161, 163, 165, 167, 169, 171, 173, 175, 177, 179, 181, 183, 185, 187, 189, 191, 193, 195, 197, 199, 201, 203, 205, 207, 209, 211, 213, 215, 217, 219, 221, 223, 225, 227, 229, 231, 233, 235, 237, 239, 241, 243, 245, 247, 249, 251, 253, 255, 257, 259, 261, 263, 265, 267, 269, 271, 273, 275, 277, 279, 281, 283, 285, 287, 289, 291, 293, 295, 297, 299, 301, 303, 305, 307, 309, 311, 313, 315, 317, 319, 321, 323, 325, 327, 329, 331, 333, 335, 337, 339, 341, 343, 345, 347, 349, 351, 353, 355, 357, 359, 361, 363, 365, 367, 369, 371, 373, 375, 377, 379, 381, 383, 385, 387, 389, 391, 393, 395, 397, 399, 401, 403, 405, 407, 409, 411, 413, 415, 417, 419, 421, 423, 425, 427, 429, 431, 433, 435, 437, 439, 441, 443, 445, 447, 449, 451, 453, 455, 457, 459, 461, 463, 465, 467, 469, 471, 473, 475, 477, 479, 481, 483, 485, 487, 489, 491, 493, 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Chinese Herbal Remedies: £1

Non-alchemical remedies are cheaper and their effects depend very much on the attitude and conviction of the person taking the curative. Some do more harm than good but, as with many import businesses, the traffic in Chinese herbal remedies is dependent upon immigrants and those British who have visited the Far East and have gotten used to such medicines.

There are plenty of Chinese herbalists in London, but few can produce these 'healing potions'. Those who can, often sell little more than herbal water to any Englishman who comes calling. So, politeness and good manners are often as important as investigative skills. Chinese magic should be treated as an advanced form of Enchantment and much more reliable than that of the west.

Chinese Spice Blends: 6d

I do not care for the Chinese spices myself, I find them too... nasal, too fragrant with not enough flavour in the mouth, but many do miss them and there are goodly amounts of the Chinese living in London in these times, or visiting on board ships. Some are even very wealthy from the opium trade and wealth makes demands.

British officers and company men returning from the Far East often develop a taste for the local cuisine and spices, which can be hard for them to easily find once they return to the west. The Chinese workers in Limehouse and other areas might well have access to these things,

but a gentleman cannot and should not easily walk in such areas simply to procure some spices. As a result Chinese spice blends are sold by some more reputable traders to the growing population of immigrants and British formerly stationed in China.

Dressing Screens: £2

Often quite large and ornately decorated, oriental dressing screens come as a number of panels, typically two to four, and can be erected to divide rooms or to provide privacy whilst getting dressed. Lacquer and mother of pearl are common decorations and designs depict floral or animal scenes such as are also often seen on imported ceramics. False screens, made in a similar style in France, are sold more cheaply but the style is obviously different to even a casual observer.

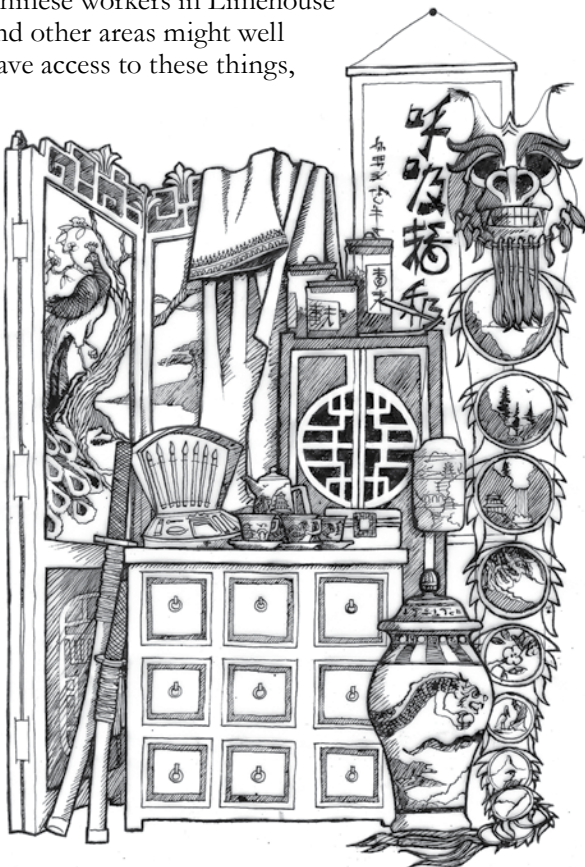
FROM THE EXOTIC ORIENT

Standard Items

Calligraphy Set: from £2
Chinese Herbal Remedies: £1
Chinese Spice Blends – From Mr Fu: 6d
Dressing Screens: £2
Embroidery Patterns: from 2d
Furniture in the Chinese Style: from £1
Glazed Pottery in the Popular Willow Pattern Vases: £1.5s
Washing Jug and Basin complete with Mahogany Stand: £2
Tea Sets for 4 Persons: £1
Green Tea: 1/6
Incense Sticks: 4d
Inro: from 6s
Lady's embroidered slippers: 10s
Nipponese duelling swords – pair: £10
Original Watercolours on Ricepaper: from 10s
Ornate Wooden Boxes: from 3s
Painted Calligraphy: from £1 per piece
Sake: 10s
Silk Kite: from 4s
Silk Kimono: £2

Specialist Items

Accidental Magic: £1
Chinese Alchemical Medicines: £12
Genuine Nipponese duelling swords – pair: from £50
Ghost Money: 2d
Paper Tigers: £10
Puzzle Box: from 5s
Shuriken: £1 for a set of 6





Embroidery Patterns: from 2d

Chinese and Japanese embroidery patterns are available on paper templates as sewing projects for the middle and upper class ladies of the Empire. A bit more expensive than conventional patterns they do allow ladies to create cushions and other materials in an authentic oriental style without necessarily paying out for the real thing.

Furniture in the Chinese/Japanese Style: from £1

Low tables with gaming boards, ornate cushions, wall hangings, curved and embroidered seats and even low folding beds and segmented mats are all available from specialist importers for those who want to add a little of the exotic to their study or drawing room. At the moment, the furniture is too unconventional for most westerners, though Gnomes and Dwarves find much to recommend the low seating, and Eldren seem to respond to the styling positively. However, as it becomes easier to import it is gaining popularity and will soon become very fashionable I expect. Furniture in this style usually costs one and a half times the cost of its western equivalent.

Genuine Nipponese duelling swords: from £50

There are many fake swords of low quality in circulation, largely because the real thing is a prideful art in Japan and the swords an inherited weapon of considerable meaning and tradition. Nonetheless, by many means some of these swords do come into circulation for collectors. Extremely sharp and strong, but brittle, the swords and their users have a deserved reputation.

Due to their popularity with those who have no idea how to spot a genuine blade, plenty of these swords are made for display only. Most makers of swords would not stoop so low but some are willing to compromise their art in order to produce low quality imitation swords for collectors in the western market. These swords are all but useless as weapons and are not remotely up to the standards of traditional craftsmanship, which is not a problem provided they are only used for display.

The katana longsword does 11 dice of damage while the wakizashi shortsword does 7 dice of damage. If the swords are made for display they can still be useful in a fight but the katana longsword does 9 dice of damage while the wakizashi shortsword does 5 dice of damage. The swords are also not correctly weighted and incur a penalty of one black dice when wielded.

Ghost Money: from 2d

The Chinese have many peculiar traditions in the worship of their gods, the worship of their ancestors and their folklore about ghosts, vampires and other creatures of occult origin. When people die they believe they go to a sort of limbo in the afterlife, a place they gather and wait to be judged before going on to their eternal punishment, or their eternal reward. This process can, it is believed, be speeded up by the deceased offering appropriate bribes or incentives to heaven's guards and paper pushers and these bribes are provided by relatives, burning them in effigy. The most well known and popular form of this practice is in the form of 'ghost money', fake bank notes that are burned in order to be turned into spirit stuff and sent, by prayer, as an offering to an ancestor or even a god in order to provide for them or to earn their favour respectively.

While money is the most common item and the easiest to procure in authentic form for those who desire it in England, the practice in China extends to burning a great many things in effigy. Clothes, weapons, houses, animals, even servants and wives are created in paper effigy and burned, becoming real on the other side and providing for every material want or need that the ancestor might have. While these

LOVING THE FOREIGNER

Victorians weren't the prudes the Edwardians made them out to be, but were actually enthusiastic sensationalists. In the age of Empire, new and exciting wonders were brought home to the amazement and excitement of the English. While they maintained a jingoistic empire-building policy, many Victorians also fell in love with the cultures they met or conquered. They clamoured for more exotic items from the far reaches of the globe.

This was especially marked in furniture styles of the age. Many top furniture makers (such as William Morris) aped Japanese style and design. Laquer work was unknown to the English before they met the Japanese and they instantly fell in love with the technique. Much furniture at the time looks as if it might have been made in the Far East, until you realise that type of furniture just isn't used in Japan. Japanese influence also appears in the china of the age as well, the simple and elegant designs striking a chord with the Victorian pottery designers.

It is often joked that Britain has no 'cuisine'. This certainly isn't true, but the Victorian need to taste the delicacies of far away places saw many traditional dishes replaced. Curry quickly took a place on the English table (see below) but it was not alone. Clothing styles and décor from other lands also became popular at Victorian themed parties, adding an element of mystery and fantasy to the occasion.

For many Victorians, just taking what they liked from a culture wasn't enough. Many decided to live overseas and plenty completely adopted the prevailing culture, clothing and belief and 'went native'. Such behaviour was unacceptable to British society, which considered it the same as leaving civilisation to go and live in a cave. However, plenty of English (especially serving soldiers) converted to local religions and even married local women but maintained the appearance of Englishness in their dress and habit. In this way they could become part of a culture they loved and not burn their bridges with their homeland. After all, indulging in exotic culture was fashionable; losing yourself in it was unacceptable.

things are harder to procure a supply of in England, they can be specially imported or put together by skilled immigrant workers, should the need arise.

Ghost money, when burnt and offered, can be used to bribe spirits, ghosts, demons and other supernatural manifestations as though it were real money, though vast quantities must be bought and burned to have any real 'value'. The real world value is more important in these instances than the face value of the paper notes and burning notes can give a bonus of between +1 and +3 dice, depending on the amount burnt and the nature of the spirit in question, when dealing with them on a social level.

Burnt money, and other items, can also be sent to characters who are travelling in the astral or other spiritual planes, though they cannot bring anything produced in this way back from the spirit world with them. Paper weapons and devices burned act like their material versions once they are on the other side, the real material versions that is. Made up devices and objects cannot be manifested in this way, so one could not, for example, make a paper death-ray and burn it, hoping it would turn real on the other side.

Glazed Pottery in the Popular Willow Pattern – Vases: £1.5s, Washing Jug, Basin and Mahogany Stand: £2, Tea Sets for 4 Persons: £1

Willow pattern pottery is styled after Chinese pottery but actually originates in England from 1790, designed by Thomas Minton. The Chinese story around the pottery was made up in order to increase sales and to create an aura of authenticity. Genuine blue and white china can be bought from importers, but is more expensive and, ironically, less popular.

Green Tea: 1/6

Green tea is ubiquitous in Japan and has a great deal of tradition surrounding it as well as being considered to have great health benefits. It is less popular in the west than normal or 'black' tea, but as with so much those British who have spent time in Japan and China have developed a taste for it and have returned with it or imported it.

Incense Sticks: 4d

When burned these sticks produce a pleasant smell, depending upon what the stick has been coated with. In China and Japan, these are offered up to ancestors or with prayers, much like votive candles, while in



the west they are used to recall the scents smelled while travelling in the east or to cover up bad smells in the home. Some magicians make use of them as convenient ways to get hold of certain herbs and essences they might need in their arts.

Inro: from 6s

Also known as Netsuke, these small lacquer boxes have become quite fashionable in certain circles. They are made in two halves, linked with thin coloured ties. With the ties loosened the halves can be spilt open and items put inside. Then the halves are slotted together and the ties tightened to close the box. The ancient Japanese used Inro as purses which are hung on the belt. Like many items of Japanese lacquerwork they come in a wonderful selection of styles and designs.

Lady's embroidered slippers: 10s

Small silken slippers, beautifully embroidered these slippers are often too small for Western ladies feet but for young ladies and girls they can make a delightful gift and comfortable footwear around the house.

Original Watercolours on Ricepaper: from 10s

Paintings in ink and water, these watercolours are created using many of the same techniques as traditional calligraphy. Landscapes and examinations

of nature are amongst the most common traditional pieces while images from mythology and religion are also pictured.

Ornate Wooden Boxes: from 3s

Richly coloured hardwood boxes from China are elaborately carved with dragons and other mythological symbology in a riot of detail and form covering every inch of the exterior of the box. Japanese lacquered boxes are more simplistic but have a polished, minimalist charm. The boxes exist in all sizes from small trinket boxes all the way up to larger chests for the storage of larger items.

Painted Calligraphy: from £1

An accompaniment to the painted scenes that are also popular painted calligraphy is more highly regarded within China and Japan than the painting are while the opposite is true in the west. Still, there is a market for the penmanship of the oriental artist even if the language and artistry cannot be fully appreciated.

Paper Tigers: £10

Traditional paper folding has been going on for hundreds of years and, as with calligraphy, the art has become entangled with magic. Origami can produce a great many wonderful shapes and even animals can be modelled with the paper folder's skill. With an infusion of magic, specially prepared origami animals can be brought to life for a short time, perhaps ten minutes, at their full, real life size. They are extremely vulnerable to fire.

PAPER TIGERS

Only a true master of origami can create living models. However, they can be dangerous enough. While not as dangerous as their living counterpart, they are not to be underestimated. For dangerous animals, the Gamemaster can use the stats below as a model.

Mental Competence 3

Physical Competence 6

Health 3 (6)

Bite 3d, Claw 3d

Puzzle Box: from 5s

Japanese puzzle boxes are ornate and complex devices that appear smooth but which can be opened by

moving inlaid wooden pieces upon the surface into certain configurations. Some boxes require as many as sixty movements before they can be opened. Usually, this is merely an interesting diversion but many of the more complex boxes have been enchanted in the past and can be used – or already have been used – to trap Japanese demons of myth. Opening a box for the first time can be something of a gamble or, if the box has been properly enchanted, it can be used to trap demons as understood in the west as well.

Sake: 10s

Sake is an alcoholic drink fermented from rice and typically served warm, a practice that makes it more aromatic and also serves to cover the taste of poorer quality sake. The drink is an acquired taste and there isn't much call for it in the west save amongst those who have travelled to Japan or those who are curious about exploring all of the world's libations.

Silk Kimono: £2

In Japan, this clothing is considered fit for men and women but in the west it is much more commonly worn – usually as a lark or a statement – by women. It is suitably chaste for the west but too unconventional for common wear. Occasionally, a man might use a men's kimono as a dressing gown but for the most part they are talking points or 'fancy dress.'

Silk Kite: from 4s

Chinese kites can be magnificently complicated and can require many men to successfully launch and fly. Others are more simple but kites originate in China and the art of kite making and flying is somewhat more advanced and venerable in that country than elsewhere. Flying these kites can be a hobby for gentlemen and a welcome diversion for children, and expensive and colourful Chinese kites are much sought after and are often seen being flown in city parks on blustery days.

Shuriken: £1 for a set of 6

These Japanese throwing stars are becoming popular in some of the more lurid penny dreadfuls. Contrary to popular belief they are not usually used to instantly murder an opponent. They do little damage, (2 dice) but can be poisoned like any other weapon. Usually, they are used to confuse an opponent when thrown in quick succession to aid an escape. Shuriken come in two shapes: thick needles and star designs. Some of the star designs have a hole in the centre so they make a whistling sound as they fly, so they might distract an opponent.

FROM THE SUBCONTINENT

Chakram Throwing Blade: from 10s

A traditional weapon of the Sikhs, I have seen them hurled with unbelievable accuracy and force, swirled around the fingers or flung as an athlete might fling a discus. Some are wonderful as ornaments but I think, to me, they have to be seen 'alive' to truly be appreciated.

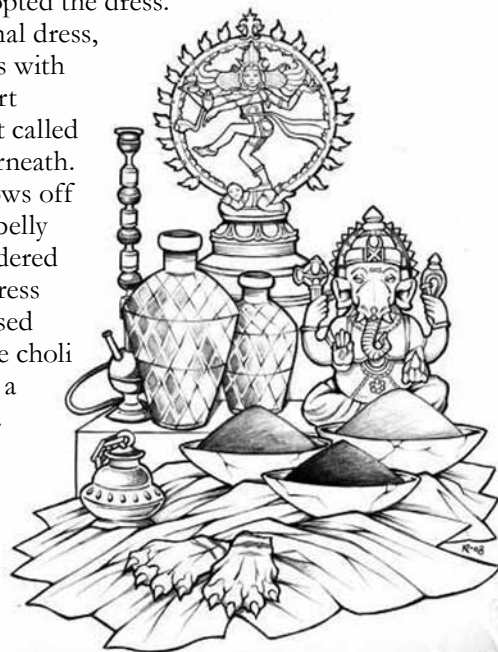
The chakram throwing blade is a weapon still in use with traditionally minded Sikhs, though in decline, and is still to be found in many old armouries. It consists of a steel, or brass, circle of metal with a bladed edge and may be plain, or decorated, depending upon its providence and worth. The chakram also has some ceremonial and religious significance as a favoured weapon of one of the local pagan gods. It is thrown either in the same manner as a quoit or discus, or twirled around the finger before being thrown.

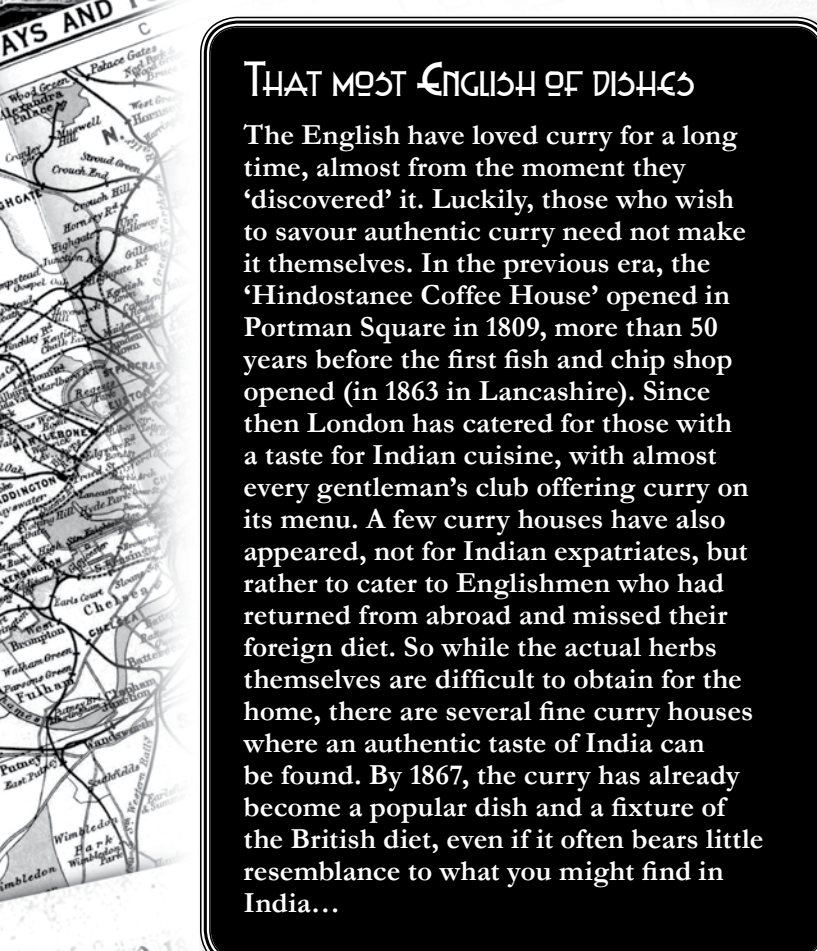
The chakram does five dice of damage and, in the hands of a skilled user, can be flung up to fifty yards (+5 yards for each Strength point of the user).

Exotic Indian Ladies Dress, the Sari, in Finest Silk: from £2

My husband requires that I dress in the western style much of the time, but when I can I like to return to wearing the sari, especially in the summer. So much more feminine than whalebone and canvas don't you think? Perfect in the humid summer as well and, back in India, I saw that many of the officer's wives and daughters adopted the dress.

In traditional dress, the sari comes with a cropped shirt undergarment called a 'choli' underneath. Since this shows off the woman's belly it is not considered appropriate dress in more civilised climes and the choli is replaced by a longer blouse. Nonetheless, amongst officer's wives and other women





THAT MOST ENGLISH OF DISHES

The English have loved curry for a long time, almost from the moment they 'discovered' it. Luckily, those who wish to savour authentic curry need not make it themselves. In the previous era, the 'Hindustanee Coffee House' opened in Portman Square in 1809, more than 50 years before the first fish and chip shop opened (in 1863 in Lancashire). Since then London has catered for those with a taste for Indian cuisine, with almost every gentleman's club offering curry on its menu. A few curry houses have also appeared, not for Indian expatriates, but rather to cater to Englishmen who had returned from abroad and missed their foreign diet. So while the actual herbs themselves are difficult to obtain for the home, there are several fine curry houses where an authentic taste of India can be found. By 1867, the curry has already become a popular dish and a fixture of the British diet, even if it often bears little resemblance to what you might find in India...

posted with their husbands to India, the sari has some degree of popularity as a lighter and more appropriate form of dress for the climate, and the fashion has returned to Britain with them for limited summer dress amongst the younger and more daring ladies or those who have returned from India.

Furniture in the Indian Style: from £1
 Indian furniture is colourful, exotic and ornate. Made of gorgeous hardwoods, in many cases, and elaborately carved and inlaid, any item of suitably crafted furniture makes an attractive centrepiece – or part of a theme – for a room. As with so much else from exotic climes, the fuel for demand comes from those stationed or employed in India returning home with items and tastes that they have picked up on their travels. Like oriental furniture, imported Indian furniture items cost around one and a half times more than their western equivalent.

Gentleman's Silk Turban: 10d
 The attire of the Sikh in India the silk turban has garnered some popularity amongst the British within the magical and medium communities. While the

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reputation of magicians.

Idols of the Hindu: Stone from £1, Plaster from 1s
Statues, carved and cast, of the various pagan gods of the Hindu people. Some of these are regarded as delightful curiosities, while others are somewhat risqué in appearance and must be kept in private rooms by gentlemen, if they are of taste and discretion. More expensive copies of the idols are available in metal or in larger sizes for a higher price.

Imported Spices from Dr Bokanby: from 1/6
Those who like Indian food simply love Indian food. I insisted on spices coming with us when we returned from India and I still insist on them. Many is the soldier or company man who has become all but addicted to the taste and who will pay a pretty penny indeed for his 'curry'.

Doctor Bokanby, of Petticoat Lane, deals in the herbs and spices of his homeland and acts as a specialist importer providing relatively fresh spices to those who miss or remember the cuisine

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of the subcontinent. Many of the spices are sold as herbal remedies with a slightly inflated price but the herbs and spices can also be bought purely as food ingredients at a more reasonable rate.

Indian Rope: £50/£100

The Indian rope trick is known to a great many people and is famous throughout India, rivalling even snake charming as one of the great street performance illusions of this land. As with snake charming, not everything is necessarily trickery and the rulers of differing parts of India down the ages have often demanded such a rope of their very own, leading to the deaths of some illusionists and some staunch efforts on the part of magicians to replicate the trick, for real. Many of these magic ropes survive to this day and are being traded out of India, back to Britain as curiosities, antiquities and additions to a magician's arsenal of tricks.

With the cheaper version the rope simply stands tall when the magic word is spoken, the magician can then climb up it as though it were tied off to something, step from it, speak the word again and have it grow limp. Indian ropes are between twenty and thirty feet long.

With the more expensive version the rope works as described above but, when reaching the top, the owner can choose to disappear and pull the rope up after them, becoming invisible – though unable to go anywhere without reappearing – until they lower the rope and climb back down.

Lotus Flowers: 6s

The lotus flower is a sacred plant in its own right in India with some religious significance relating to creation. The Hindu gods are often depicted sitting upon them or holding them. Normal lotus flowers can be bought and sold and even raised in botanic gardens but in the home country the occasional sacred lotus can be tended or found and the seeds, petals and other parts of the plant have a more potent and more magical effect. When taken they strengthen a person's faith and link to the divine – or the infernal – and allow them to more fully experience religious rapture.

Those under the influence of the sacred lotus, which lasts some few hours, gain a bonus die for the use of faith medium powers and miracles. The lotus can be addictive, however, and an addict will do anything they can to get more of the lotus and to experience the divine more fully once more.

Rampuri Folding Knife: from 6s

The rampuri folding knife is used by Indian criminals as a badge of 'office' and as a weapon of intimidation.

As a folding knife it is quite easily concealable and the act of dropping or flipping out the blade is often used as an act of intimidation.

Rampuri do four dice of damage and gain a bonus dice for attempts to conceal them from being found in body searches or similar situations.

Sacred water: from 1/6

The river Ganges is India's most sacred river and no home is without a vial of its sacred waters for reasons of reverence and also to be ready for if someone in the house should die. During the festivals and religious observances, Ganges water does take on the power of the faithful as they wash in and collect the waters. Water collected by a priest will retain its holy power longer than that collected by the common people, until the next festival of the same kind at least.

This water acts as holy water against the undead and other unboly forces and can be consumed to lend two bonus dice to acts of faith mediumship, though the user runs the risk of contracting waterborne diseases or parasites.

FROM THE SUBCONTINENT

Standard Items

Chakram Throwing Blade: from 10s
Exotic Indian Ladies Dress, the Sari, in Finest Silk: from £2
Furniture in the Indian Style: from £1
Gentleman's Silk Turban: 10d
Idols of the Hindu – Stone: from £1
Plaster: from 1s
Imported Spices from Dr Bokanby: from 1/6
The Katar or 'Punching Blade': from 2/6
(The Pata or 'Gauntlet Sword': from £2)
Men's Beaded Slippers: 6s
Rampuri Folding Knife: from 6s
Salwar Kameez: from £1.6
Sherwani Coat: £2
Tinned Curry Powder: 1s

Specialist Items

Indian Rope: £50/100
The 'Kama Sutra' – For gentleman of impeccable character only: £1
Lotus Flowers: 6s each dose
Sacred water: from 1/6
Snake Charming Pungi: £50
Thuggee Scarves: £100
Tiger Claws: £50



Snake Charming Pungi: £50

Throughout India you will see travelling illusionists and street performers and one of the most famous acts is the snake charmer. Most of these charmers are little more than charlatans, drugging the snakes, even sewing their mouths together or pulling their fangs so that they can no longer strike. There are some few that still stick to the old ways, weaving their hypnotic magic through their music to hold the snake, one of the most hateful of animals, at bay. Fewer still are those instruments that are imbued with a little of their owner's power.

The pungi is a shrill, warbling instrument with a distinctive 'tootling' sound, made from a gourd and played across India. Thin at the blowing end ending in a slight trumpet shape it first swells, the roundness of the gourd, the stem having finger holes like a penny-whistle or a recorder, for the playing.

Most snake charming is a form of hypnotism and showmanship, hypnotising the snake with rhythmic movement and music, lulling it while also creating a false impression of danger to the onlookers so that they will be impressed and more willing to part with their hard earned cash. With some, however, the skill and magic is in the instrument.

An enchanted pungi is magically imbued with the ability to hypnotise any snake, simply by being played reasonably competently. So long as the player can hold something approximating a tune (by making a suitable roll) the snake will be charmed and held. One slip up and the creature will become uncharmed and capable of free action again, not susceptible to the charms of the pipe for another hour or so. The pungi works less well on supernatural or monstrous snakes, suffering a -2 dice penalty. It can work on other reptiles and lizards, also at a -2 penalty and upon supernatural or monstrous reptiles and lizards with a combined -4 penalty.

The Kama Sutra: £1

I do not doubt that you have heard of this book, though the interest of most is prurient, caring only for what it says of the marriage bed and the pictures that it shows of such but it is much, much more. It tells so much of love, how to love, how to bring harmony between a man and a woman. It is such a shame it is so maligned, unread and untranslated because of its reputation.

This notorious tome deals, much like The Perfumed Garden, with the most intimate details of the marriage bed and, thus, is not sold to anyone other than gentlemen of good character and academic bent. The book, in fact, contains a lot of insight into the culture from which it came with advice on good citizenry and the proper role of men and women in

Salwar Kameez: from £1.6

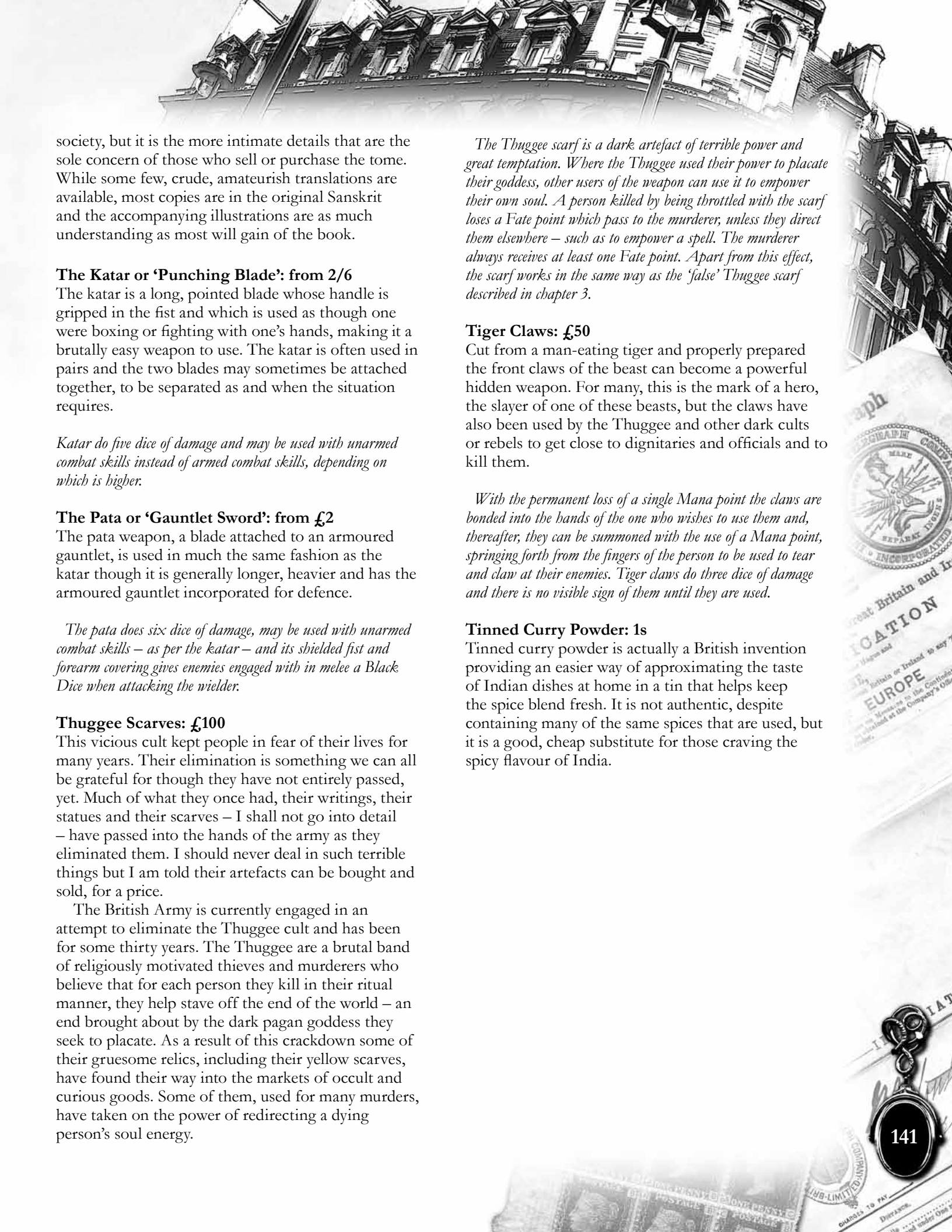
The 'Punjabi Suit' is a loose overshirt and loose trousers worn mostly by those of northern India of both sexes. Simple, but covering, it is occasionally adopted as a mode of casual dress by men stationed in India though the provision of trousers is considered unacceptable for womenfolk of European birth. While you find Indian ladies wearing either style, the Sari is generally worn by Hindus, and the Salwar Kameez by those who follow Ismal.

Sherwani Coat: £2

The sherwani is a button up, tight fitting and covering knee-length coat worn by many native officials as a mode of formal dress. Gentlemen forced to seek local tailors in India might well end up with a sherwani or two in their wardrobe and the style is acceptable for western dress.

My husband wears a Sherwani whenever we are abroad together and often around the city as well. I think he looks most dashing buttoned up in the coat and it makes him stand out as a well-travelled man. Very handsome.

[NOVEMBER 2, 1911]
DUPLICATIONS
J. W. BRADLEY'S
TEST DUPLICATION
(or Double Spring)
SKIRTS
EACH AND ECONOMICAL
each loop being composed
of finely twisted steel
and is so constructed that
they are very flexible and
they are also the most
BEST AND MOST
WORK.
They are made in
FASHIONABLE AND
FOR
STREET DR
above are the most popular
Introduction
ALL FIRST-CLASS
BY THE ROAD OWN
WESTON, BLA
Office and
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society, but it is the more intimate details that are the sole concern of those who sell or purchase the tome. While some few, crude, amateurish translations are available, most copies are in the original Sanskrit and the accompanying illustrations are as much understanding as most will gain of the book.

The Katar or 'Punching Blade': from 2/6

The katar is a long, pointed blade whose handle is gripped in the fist and which is used as though one were boxing or fighting with one's hands, making it a brutally easy weapon to use. The katar is often used in pairs and the two blades may sometimes be attached together, to be separated as and when the situation requires.

Katar do five dice of damage and may be used with unarmed combat skills instead of armed combat skills, depending on which is higher.

The Pata or 'Gauntlet Sword': from £2

The pata weapon, a blade attached to an armoured gauntlet, is used in much the same fashion as the katar though it is generally longer, heavier and has the armoured gauntlet incorporated for defence.

The pata does six dice of damage, may be used with unarmed combat skills – as per the katar – and its shielded fist and forearm covering gives enemies engaged with in melee a Black Dice when attacking the wielder.

Thuggee Scarves: £100

This vicious cult kept people in fear of their lives for many years. Their elimination is something we can all be grateful for though they have not entirely passed, yet. Much of what they once had, their writings, their statues and their scarves – I shall not go into detail – have passed into the hands of the army as they eliminated them. I should never deal in such terrible things but I am told their artefacts can be bought and sold, for a price.

The British Army is currently engaged in an attempt to eliminate the Thuggee cult and has been for some thirty years. The Thuggee are a brutal band of religiously motivated thieves and murderers who believe that for each person they kill in their ritual manner, they help stave off the end of the world – an end brought about by the dark pagan goddess they seek to placate. As a result of this crackdown some of their gruesome relics, including their yellow scarves, have found their way into the markets of occult and curious goods. Some of them, used for many murders, have taken on the power of redirecting a dying person's soul energy.

The Thuggee scarf is a dark artefact of terrible power and great temptation. Where the Thuggee used their power to placate their goddess, other users of the weapon can use it to empower their own soul. A person killed by being throttled with the scarf loses a Fate point which pass to the murderer, unless they direct them elsewhere – such as to empower a spell. The murderer always receives at least one Fate point. Apart from this effect, the scarf works in the same way as the 'false' Thuggee scarf described in chapter 3.

Tiger Claws: £50

Cut from a man-eating tiger and properly prepared the front claws of the beast can become a powerful hidden weapon. For many, this is the mark of a hero, the slayer of one of these beasts, but the claws have also been used by the Thuggee and other dark cults or rebels to get close to dignitaries and officials and to kill them.

With the permanent loss of a single Mana point the claws are bonded into the hands of the one who wishes to use them and, thereafter, they can be summoned with the use of a Mana point, springing forth from the fingers of the person to be used to tear and claw at their enemies. Tiger claws do three dice of damage and there is no visible sign of them until they are used.

Tinned Curry Powder: 1s

Tinned curry powder is actually a British invention providing an easier way of approximating the taste of Indian dishes at home in a tin that helps keep the spice blend fresh. It is not authentic, despite containing many of the same spices that are used, but it is a good, cheap substitute for those craving the spicy flavour of India.



LADY PRIYADARSHINI ST. JOHN-SMYTHE

Lady Priyadarshini St. John-Smythe, who often goes by the anglicised name of 'Prudence' while present in

the London society scene, is the wife of retired army officer and renowned hunter, Sir Morris St. John-Smythe. An Eldren of India she has problems of race to overcome in London with her marriage to the older Morris being considered more than a little scandalous, to the point where her status, both from her native country and by marriage to him, is often slighted though never ignored.

High-born in India, and Hindu, she has found the adjustment to the British way of life extremely difficult though she does try. She is certainly not used to being considered a social inferior to people with less links to royalty than she has. However, she has come to understand the English ability to ignore the status of everyone but their own upper class. Her relative rejection by society has meant she has sought other outlets, mostly managing her husband's finances and business affairs, though they both disguise it and salve his ego by calling it 'her projects' or her 'pin money'. Nonetheless, she has become an accomplished businesswoman, even if she always refers to herself as 'on behalf of my husband' and is an up-and-coming figure in import and export amongst the immigrant community with contacts throughout the middle classes on two continents.

Her slight rejection by society has also given her some freedom, if scandalous behaviour is expected then she might as well enjoy herself – which she does. She is a constant source of lascivious gossip. She is fond of drinking and dancing (she is accomplished in the dances of her homeland, though these are less appropriate in society) and often tells tall and inappropriate tales of the hunts and explorations that she and her husband engage in. She has also learned the use of firearms from Morris and is a reasonable, if not remarkable, shot.

Priyadarshini is very petite and short, for an Eldren, with light brown skin, large brown eyes and long, lustrous black hair that she usually keeps pinned up or wound into a braid or bun. She dresses well and

expensively, usually in the latest French fashions or in hand-tailored clothing from her homeland, adjusted for British sensibilities. She is enamoured of the independence of Russian women and wishes she dared to wear trousers.

Rank: 10 **Race:** Eldren **Social Class:** Upper Class – Though racial and occupational choices often see her treated more as middle class.

Nationality: Indian/British

Age/Gender: 33/Female

Build: Petite

Hair/Eyes: Black/Brown

Childhood Experience: Indian nobility

Vocation: Businesswoman

Social Ethics: Upper class, but without too much prejudice

Personality: Exotic, mysterious and cynical

Attributes

Strength: 2, **Dexterity:** 2, **Fortitude:** 1,

Presence: 3, **Wits:** 4, **Resolve:** 3

Initiative: 8, **Movement:** 7,

Health: 3 (6), **Mana:** 5 (30), **Fate Pool:** 8

Special Abilities: Artistic Eccentricity (Personality Flaw - Secretive), Planar Empathy (Psychometry)

Common Skills: Charm 4, Dance 5, Dodge 1, Empathy 1, Etiquette 2, Firearms 2, General Knowledge 1, Horse Riding 4, Perception 2

Specialties: Accounting 5, Appraisal 6, Business 6, Conversation 2, High Society 2, Legal Matters 5

Magical skills: Sensate Medium 2

Talents: Beautiful (x2), Glib (x3), Sensate Medium (Psychometry), Polyglot (English)

Privileges: Few but her wit, money and perseverance

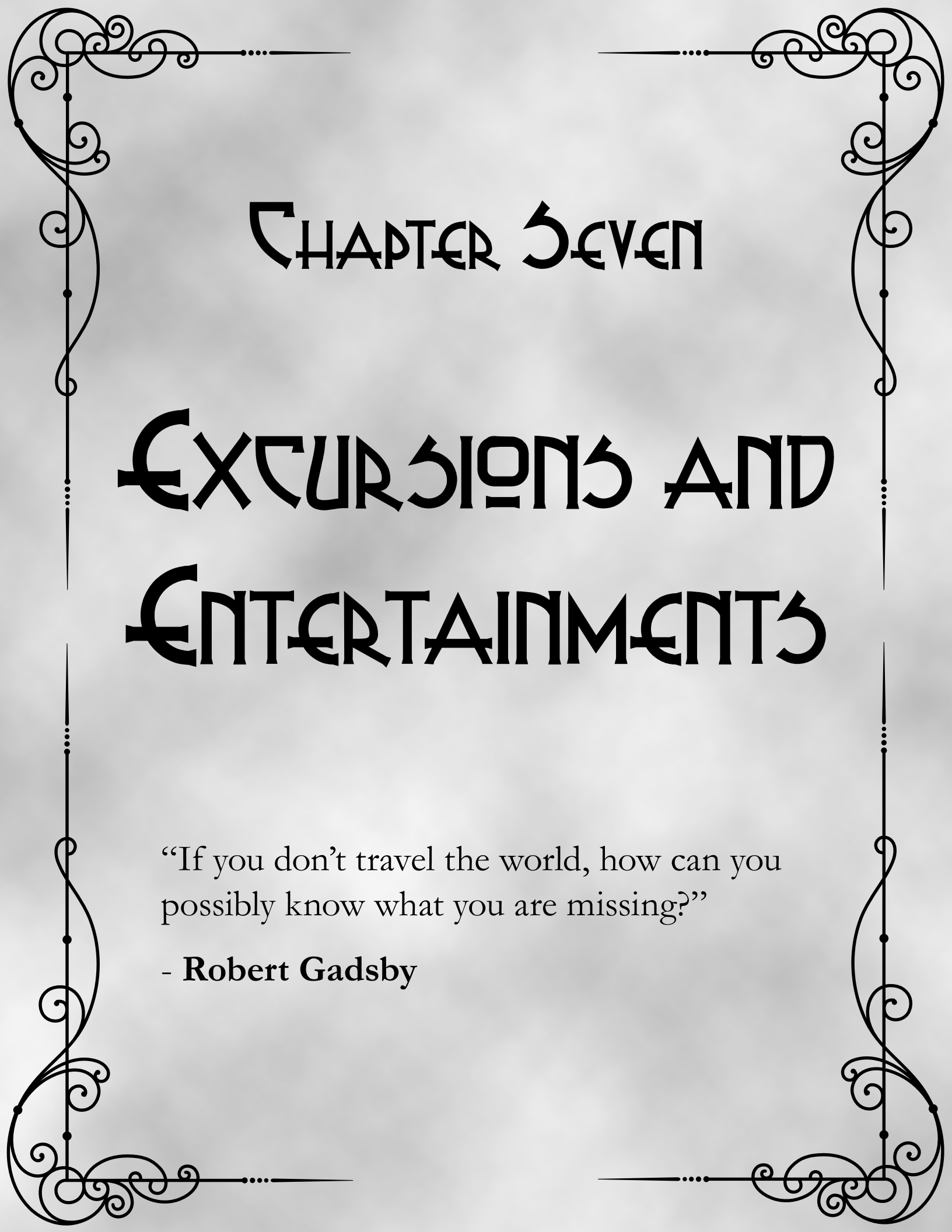
Assets: Frenal Lizard 3, Upper Class Income 2, Wardrobe, Fashionable London house and her family estates in India

Complications: Bon Vivant.

Magical Abilities: Sensate Medium (Psychometry)

Personal Effects

Hand embroidered sari, Indian design fan, Frenal lizard and maybe even a trained tiger...



CHAPTER SEVEN

EXCURSIONS AND ENTERTAINMENTS

“If you don’t travel the world, how can you possibly know what you are missing?”

- Robert Gadsby



EXCURSIONS AND ENTERTAINMENTS

WHEREIN MATTERS OF MUNDANE TRAVEL AND
ENJOYMENT ARE CAST IN A NEW LIGHT
DETAILED AND ILLUMINATED BY MR ROBERT GADSBY

TRANSPORT

Britain, and particularly its capital, affords a wide range of transport endeavours, the essentials of which are detailed here. Whether you merely need advice on navigating the public transport of the capital or voyaging to the Orient, our factors stand ready to aid with advice and booking services.



"A tricky place to reach at any time, but now in particular." The smartly dressed man tapped his cigar and ash fluttered into the waiting dish. He drew in another mouthful of smoke, then regarded the glowing cigar. "Indeed, tricky."

"So you can't help me, Mister Gadsby? Should I take my business elsewhere?" My tone was civil, as ever, but made it clear that no matter how important this fellow felt himself, I was the client and he the supplier. Flinty eyes left the cigar and regarded me intently. A smile tugged at the corners of his mouth. "Something amuses you, sir?"

"I was recalling a prior visit to that city, Mister Faulkner. One that involved a slight misadventure with the local lord and a flight pursued by cannonballs."

"You sound like a certain Baron of my acquaintance and his biographer, Wallis."

"No such flights of fancy from me, sir, but I can't deny there have been times on my travels that would seem like one of his tales." He took a drag on the cigar.

"And yet you are still with us." I leant forward in the armchair, regarding him intently. "Though, to be frank, I'm not sure I want to entrust my business to an ... adventurer"

He smiled. "You won't find anyone who can make the arrangements any better than I can, Mister Faulkner, nor deal with the unexpected with as much finesse." His gaze met mine. "It's no exaggeration to say that I can get you anywhere – or anything for that matter – for the right price." He gestured with the cigar to a map hanging on the wall. "Even to her Majesty the Steel Czarina's imperial fortress of Sevastopol."

- from the journal of Joseph Faulkner

CARRIAGES

No respectable lady or gentleman would dare travel far without their own carriages and among the plethora of companies in existence Faulkner's recommend those made by the Brandon Coachworks of Fulham. (For horses, please see the Outdoors section under livestock). Popular designs include.

Cart/Wagon: £8-12

Faulkner's recognise that our customers wish to transport more than just themselves and, thus, it is worth nothing that Brandon's also offer a range of carts and wagons. Standard two-wheeled carts for one or two horses cost as little as £8 while a four-wheeled, two-horse wagon for heavy loads may cost up to £10 (£12 if equipped with benches for passengers as a so-called "brake").

Gig: £6.5

Also known as a buggy by our colonial cousins, the two-wheeled open gig is light and nimble, designed to be pulled by a single horse. Available in black, with red upholstery, only.

Rickshaw: £6

Though made in limited numbers by Brandon's, the rickshaw is seen in growing numbers on London's streets though not yet the numbers used in India, China or Japan. Unlike other designs it is unusual in that it is a human-powered conveyance, pulled by a single man, often a beastman of the bull, horse or dog genus (hence the nickname of "dog carts"). In many regards it resembles a gig with space for two passengers and limited luggage.

Barouche: £12.4

This four-wheeled carriage is suitable for two or four horse and seats six behind the driver in facing seats. A folding leather roof can protect all of the passengers from the elements. Available in teak with black upholstery, mahogany with red upholstery or ebony with red upholstery.

Berlin: £10

A two-person, four-wheel carriage, the Berlin is made for two horses and comes equipped with a permanent roof with glass windows. It is available in ebony, with red upholstery, only.

Brougham: £11.6

This popular lightweight carriage, invented by Lord Brougham in 1838, can be drawn by one horse. It carries two passengers with the driver sitting at the front in a raised seat. Available in mahogany or ebony, with red upholstery.

Cabriolet: £8.12

Light and durable, the Brandon cabriolet is a two-wheeled, pair-horse carriage for two passengers. The groom/driver rides in an elevated platform to the rear of the vehicle. The entire body, including roof, is wooden for safety. It is available in ebony, with red interior, only. Brandon's also welcome trade enquiries regarding the use of the cabriolet as a hansom cab.

Landau: £18

The height of elegance, Brandon's landaus are four-wheel, pair-drawn carriages that seat four in facing seats. Two folding hoods in black leather – one front and one rear – protect the passengers from the elements. For passenger comfort, these prestigious conveyances feature a spring suspension and pneumatic tyres. All Brandon landaus are built to order and thus the colour schemes and detailing may be specified by the buyer at additional cost (from £2-5, depending on the extent of the modifications).

Phaeton/Victoria: £15/£17

The phaeton is a light and stylish carriage, pair-drawn and open-air. It seats four passengers in facing seats behind the driver. Some phaetons are used for postal service. The Victoria is a version of the phaeton with a low floor to aid in entering the vehicle. Our phaetons feature pneumatic tires and spring suspension. Each is available in ebony with brass accoutrements and red leather interior. Additional coach detailing is available on request.

Ethereal: £25

Built by Brandon's most skilled Eldren craftsmen, the ethereal represents the pinnacle of the coachbuilder's art. Light and stylish, with covered seats for four passengers, the appearance of an ethereal at any event will set tongues wagging. All ethereals are built to order and may be adapted to meet the buyers needs (from £10-£20 as needed). There is currently a six-month waiting list for this model.

CARRIAGES

Cart/Wagon: £8-12

Gig: £6.5

Rickshaw: £6

Barouche: £12.4

Berlin: £10

Brougham: £11.6

Cabriolet: £8.12

Landau: £18

Phaeton/Victoria: £15/£17

Ethereal: £25



DAILY RENTALS

Select livery stables also offer daily rentals for visitors and residents wishing to make short-term use of conveyances. A barouche or berlin may be had for £1.5, a brougham for £1 per day, or cabriolets for 20s. A brougham may be had for £1.1 per day or 7/6 for short (2-hour) hires for balls and events. Be aware, however, that in the height of the season demand peaks and prices may rise accordingly (expect to pay 10/6 or even as much as 27/6 for the grandest events). Each comes replete with a driver and groom, to each of which a gratuity of 5-10s is expected in addition to the rental fee. Longer term hires may be negotiated as needed.

CARRIAGE SERVICES AND MISCELLANEA

Stabling and coach storage can be arranged at the rate of 3s per week. It should be noted too that while London no-longer has toll roads, only the two bridges furthest downstream – Blackfriars and London Bridge – do not charge a fee for passage and are, as a result, considerably more crowded than other Thames crossings.

OTHER VEHICLES OF THE ROAD

While carriages and similar conveyances are the most popular vehicles on London's streets, Faulkner's recognise that they are not the only such means of transport and being a forward-looking company are happy to embrace a wide variety of technological alternatives.

Velocipede: £2.16

A new invention, this is a French-made two-wheeled vehicle powered by pedals and the riders own legs. It provides exercise and comfortable transport, featuring pneumatic tires for the rider's comfort. Riders will be glad to know they are in the company of illustrious "cyclists" such as the Prince of Wales, the Prince Imperial of France and the Crown Prince of Hannover. In addition to the custom-made designs offered for sale, velocipedes are available for hire at a number of locales.

In addition to the classic "boneshakers," there exist a number of four-wheeled models based on the designs of Mister Willard Sawyer of Dover.

These include a lady's velocipede designed to be used decorously without the unsightly revealing of undergarments (£4) and a racing velocipede for youths, capable of reaching 10 miles-per-hour (£6).

The Steam Carriage: £50

Numerous Dwarf-built steam carriage designs have been seen on London's roads in recent years, all stemming from the initial device demonstrated by the Aluminat priest, Ferdinand Verviest in Flanders, in 1678. The engineer, Trevithick, pioneered their use in Britain at the start of the century and while the railways have seen the lion's share of innovation and research, the steam carriages produced in Birmingham are technological marvels, resplendent with multi-gearred transmissions that allow them to travel efficiently at both slow and high speeds.

Their speed has, however, proved to be of great concern to the government, and resulted in a provision in the 1865 Locomotive Act that requires all self-powered vehicles on the roads to be preceded by a man on foot bearing a red flag and blowing a horn. These restrictions have met with fierce outcry among the "steam head" community, particularly in light of the rumours of even faster oil-powered designs coming out of Austria.

PUBLIC TRANSPORTATION

Cabs are a popular means of travelling about town and while not for sale per-se, Faulkner's are pleased to offer the following advice and information to our customers wishing to avail themselves of their service.

CABS

Since they first appeared in the capital in the 1830s, *Hansom Cabs* have come to typify for-hire transportation. Combining speed and safety thanks to their low centres of gravity, these cabriolets are pulled by a single horse making them much cheaper to hire and operate than hackney carriages and coaches. Seating two passengers in comfort (three at a squeeze), Hansom Cabs have spread throughout Europe in recent years, proving particularly popular in Berlin and St. Petersburg where their folding wooden doors and wooden roof have proved popular protections from the elements. The driver sits atop the vehicle in a sprung seat at the rear from where he commands excellent views of the road and can receive instructions from the passengers via a trap-door in the cab roof.

Slower and less agile, four-wheeled *Gromlers* are less



commonly seen on the streets of central London but remain popular at railway stations thanks to their ability to transport significant luggage as well as four or five passengers.

All cabs are regulated (since 1843) by the Home Office and the Metropolitan police who operate the Public Carriage office, issuing three-year licences to

HANSON CAB PRICES

Distance fares:

(the standard fare unless specified)

For each mile within a four mile radius of Charing Cross: 6d

For each mile outside a four mile radius of Charing Cross: 1s (12d)

Time fares:

For the first hour: 2s for 4 wheel growlers, 2/6 for 2 wheel hansom

Per quarter hour inside a four mile radius of Charing Cross: +6d (8d for Hansas)

Outside a four mile radius of Charing Cross: +1s / mile

Additional:

Driving 'at speed' (more than 4 mph): +6d per mile

Each additional person: +6d (2 children count as one person)

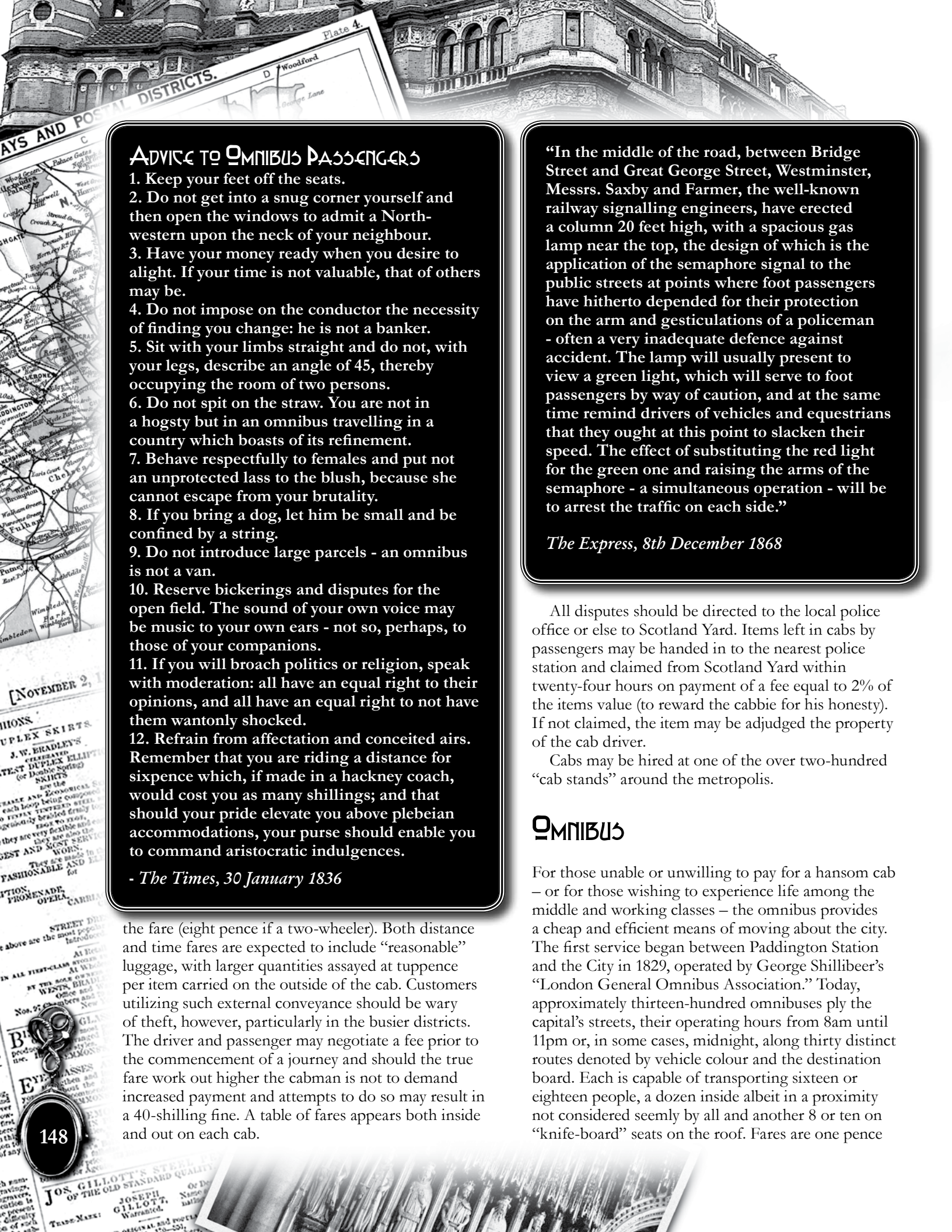
For each 15 minutes cabbie is detained: +6d (8d if a 4 wheeler)

For each luggage item carried outside the cab: +2d

cabmen – all of whom wear a metal badge showing their license number. Likewise, all cabs and growlers have their registration number stencilled on the rear whenever they pass their annual inspection. This unique mark not only identifies the vehicle but also the year of its licensing and the initials of the police commissioner to prevent fraudulent marking.

Hire fees are charged by either time or distance – which should be agreed with the cabman prior to the commencement of the journey or else the cabbie is within his rights to assume distance. Distance fares are set by the authorities at sixpence per mile (or part) within a four mile radius of Charing Cross and one shilling per mile (or part) outside the four-miles. Time fares begin at two shillings for the first hour for four-wheel cabs (2/6 for two-wheelers) and sixpence per quarter-hour thereafter, for fares within four miles of Charing Cross (eight pence for two-wheelers). The cabbie may charge an additional shilling for every mile beyond the four-mile radius. He may also charge an additional sixpence per mile (or part) if asked to drive "at speed" (i.e. beyond the normal four-miles-per-hour). Every additional person beyond the second adds sixpence to the fare (two children count as one person). For each fifteen minutes the cab is detained by the hirer the cabbie may add sixpence to





ADVICE TO OMNIBUS PASSENGERS

1. Keep your feet off the seats.
2. Do not get into a snug corner yourself and then open the windows to admit a North-western upon the neck of your neighbour.
3. Have your money ready when you desire to alight. If your time is not valuable, that of others may be.
4. Do not impose on the conductor the necessity of finding you change: he is not a banker.
5. Sit with your limbs straight and do not, with your legs, describe an angle of 45, thereby occupying the room of two persons.
6. Do not spit on the straw. You are not in a hogsty but in an omnibus travelling in a country which boasts of its refinement.
7. Behave respectfully to females and put not an unprotected lass to the blush, because she cannot escape from your brutality.
8. If you bring a dog, let him be small and be confined by a string.
9. Do not introduce large parcels - an omnibus is not a van.
10. Reserve bickerings and disputes for the open field. The sound of your own voice may be music to your own ears - not so, perhaps, to those of your companions.
11. If you will broach politics or religion, speak with moderation: all have an equal right to their opinions, and all have an equal right to not have them wantonly shocked.
12. Refrain from affectation and conceited airs. Remember that you are riding a distance for sixpence which, if made in a hackney coach, would cost you as many shillings; and that should your pride elevate you above plebeian accommodations, your purse should enable you to command aristocratic indulgences.

- *The Times*, 30 January 1836

the fare (eight pence if a two-wheeler). Both distance and time fares are expected to include "reasonable" luggage, with larger quantities assayed at tuppence per item carried on the outside of the cab. Customers utilizing such external conveyance should be wary of theft, however, particularly in the busier districts. The driver and passenger may negotiate a fee prior to the commencement of a journey and should the true fare work out higher the cabman is not to demand increased payment and attempts to do so may result in a 40-shilling fine. A table of fares appears both inside and out on each cab.

"In the middle of the road, between Bridge Street and Great George Street, Westminster, Messrs. Saxby and Farmer, the well-known railway signalling engineers, have erected a column 20 feet high, with a spacious gas lamp near the top, the design of which is the application of the semaphore signal to the public streets at points where foot passengers have hitherto depended for their protection on the arm and gesticulations of a policeman - often a very inadequate defence against accident. The lamp will usually present to view a green light, which will serve to foot passengers by way of caution, and at the same time remind drivers of vehicles and equestrians that they ought at this point to slacken their speed. The effect of substituting the red light for the green one and raising the arms of the semaphore - a simultaneous operation - will be to arrest the traffic on each side."

The Express, 8th December 1868

All disputes should be directed to the local police office or else to Scotland Yard. Items left in cabs by passengers may be handed in to the nearest police station and claimed from Scotland Yard within twenty-four hours on payment of a fee equal to 2% of the items value (to reward the cabbie for his honesty). If not claimed, the item may be adjudged the property of the cab driver.

Cabs may be hired at one of the over two-hundred "cab stands" around the metropolis.

OMNIBUS

For those unable or unwilling to pay for a hansom cab - or for those wishing to experience life among the middle and working classes - the omnibus provides a cheap and efficient means of moving about the city. The first service began between Paddington Station and the City in 1829, operated by George Shillibeer's "London General Omnibus Association." Today, approximately thirteen-hundred omnibuses ply the capital's streets, their operating hours from 8am until 11pm or, in some cases, midnight, along thirty distinct routes denoted by vehicle colour and the destination board. Each is capable of transporting sixteen or eighteen people, a dozen inside albeit in a proximity not considered seemly by all and another 8 or ten on "knife-board" seats on the roof. Fares are one pence

for short trips, thruppence to cross a district and sixpence to cross the entire city, paid to the conductor on disembarkation. Since last year all omnibuses set down on the left side of the road, though drivers remain free to find their own passage through the city's streets and many conductors spend considerable time touting for business, resulting in a journey that is – unless on an “express” omnibus – tedious and no faster than walking speed.

Omnibus passengers are advised, however, to be aware of the pickpockets who haunt these appliances. Ladies are similarly advised that ascending to the roof-seats is not advised if they insist on still wearing crinolines. However, the conductor will assist if there are problems with hoops being squeezed in the door and gentlemen of appropriate breeding and manners will give up their seats inside to save a lady an indecorous climb to the knife-boards. Select omnibuses offer individual first-class seating distinct from the main passenger area and protected from the elements.

TRAMS

Close cousins of the omnibus, trams have just begun operations in several London districts. Essentially larger versions of the familiar design, these vehicles follow pre-determined routes along tramways set into the road surface. While lacking in the route flexibility of the conventional omnibus these “on-rails” versions avoid the steering issues that plague their smaller kin in the crowded streets. Fares are between tuppence and sixpence, depending on the route and distance.

RAILWAYS

Perhaps the greatest change to our society over the last fifty years has been the shrinking of the nation thanks to the introduction of the railway. It is scarcely forty years since the opening of the *Stockton and Darlington* and *Canterbury and Whitstable* lines, yet today a plethora of railway lines crisscross the land, providing a facile means of travelling from point-to-point.

London, as befits the capital, is the focus of much of this activity; Mister Stephenson's London and Birmingham railway opened in 1838, linking the metropolis to the midlands' industrial heart, followed by the Midlands Counties Railways to Derby and Nottingham and mister Isambard Brunwell's Great Western Railway, completed in 1848. And the “over ground” is not the only railway network in London;



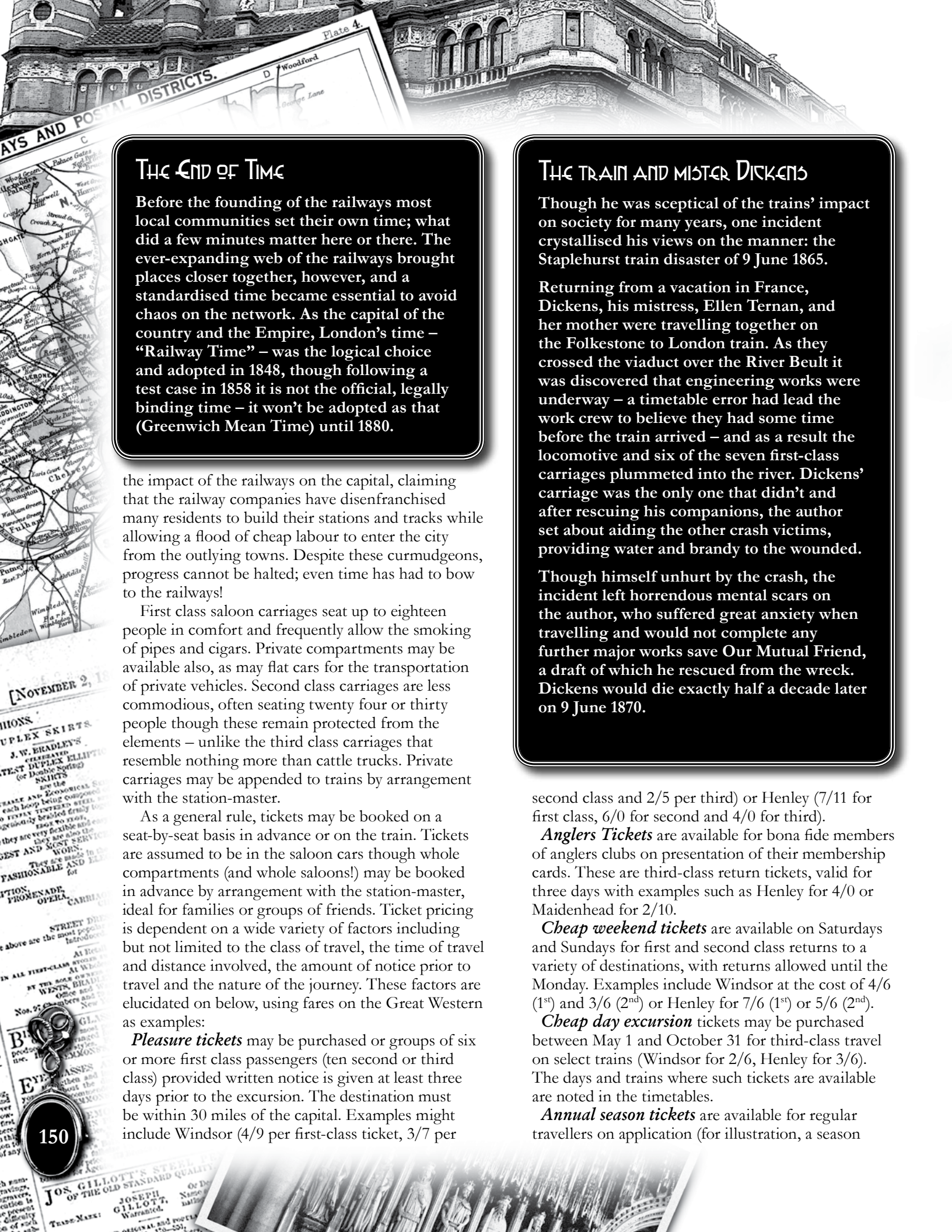
1854 saw authorisation for an urban underground passenger railway which commenced operation in January 1863. Detailing each and every railway company and their schedules is beyond the scope of this publication but Faulkner's travel factors can provide ticket booking and arrangements for a modest fee and may also aid clients with timetables such as the dependable *Bradshan's Railway Timetables* for all the railways and steam-ships (including connections) serving the capital for the bargain price of sixpence.

OVERGROUND

A plethora of over-ground railway companies serve London, connecting its suburbs and towns elsewhere in the country. Indeed, the city has become a battleground for the divergent companies, each lavishing vast sums on grand termini for their lines. Complete with elegant hotels and the refreshments, these splendid edifices dominate their environs and form a ring of jewels around the capital.

Not everyone is pleased with the march of progress, however, and some city luminaries – including the author Charles Dickens – have decried





THE END OF TIME

Before the founding of the railways most local communities set their own time; what did a few minutes matter here or there. The ever-expanding web of the railways brought places closer together, however, and a standardised time became essential to avoid chaos on the network. As the capital of the country and the Empire, London's time – "Railway Time" – was the logical choice and adopted in 1848, though following a test case in 1858 it is not the official, legally binding time – it won't be adopted as that (Greenwich Mean Time) until 1880.

the impact of the railways on the capital, claiming that the railway companies have disenfranchised many residents to build their stations and tracks while allowing a flood of cheap labour to enter the city from the outlying towns. Despite these curmudgeons, progress cannot be halted; even time has had to bow to the railways!

First class saloon carriages seat up to eighteen people in comfort and frequently allow the smoking of pipes and cigars. Private compartments may be available also, as may flat cars for the transportation of private vehicles. Second class carriages are less commodious, often seating twenty four or thirty people though these remain protected from the elements – unlike the third class carriages that resemble nothing more than cattle trucks. Private carriages may be appended to trains by arrangement with the station-master.

As a general rule, tickets may be booked on a seat-by-seat basis in advance or on the train. Tickets are assumed to be in the saloon cars though whole compartments (and whole saloons!) may be booked in advance by arrangement with the station-master, ideal for families or groups of friends. Ticket pricing is dependent on a wide variety of factors including but not limited to the class of travel, the time of travel and distance involved, the amount of notice prior to travel and the nature of the journey. These factors are elucidated on below, using fares on the Great Western as examples:

Pleasure tickets may be purchased or groups of six or more first class passengers (ten second or third class) provided written notice is given at least three days prior to the excursion. The destination must be within 30 miles of the capital. Examples might include Windsor (4/9 per first-class ticket, 3/7 per

THE TRAIN AND MISTER DICKENS

Though he was sceptical of the trains' impact on society for many years, one incident crystallised his views on the manner: the Staplehurst train disaster of 9 June 1865.

Returning from a vacation in France, Dickens, his mistress, Ellen Ternan, and her mother were travelling together on the Folkestone to London train. As they crossed the viaduct over the River Beult it was discovered that engineering works were underway – a timetable error had lead the work crew to believe they had some time before the train arrived – and as a result the locomotive and six of the seven first-class carriages plummeted into the river. Dickens' carriage was the only one that didn't and after rescuing his companions, the author set about aiding the other crash victims, providing water and brandy to the wounded.

Though himself unhurt by the crash, the incident left horrendous mental scars on the author, who suffered great anxiety when travelling and would not complete any further major works save *Our Mutual Friend*, a draft of which he rescued from the wreck. Dickens would die exactly half a decade later on 9 June 1870.

second class and 2/5 per third) or Henley (7/11 for first class, 6/0 for second and 4/0 for third).

Anglers Tickets are available for bona fide members of anglers clubs on presentation of their membership cards. These are third-class return tickets, valid for three days with examples such as Henley for 4/0 or Maidenhead for 2/10.

Cheap weekend tickets are available on Saturdays and Sundays for first and second class returns to a variety of destinations, with returns allowed until the Monday. Examples include Windsor at the cost of 4/6 (1st) and 3/6 (2nd) or Henley for 7/6 (1st) or 5/6 (2nd).

Cheap day excursion tickets may be purchased between May 1 and October 31 for third-class travel on select trains (Windsor for 2/6, Henley for 3/6). The days and trains where such tickets are available are noted in the timetables.

Annual season tickets are available for regular travellers on application (for illustration, a season



ticket between Windsor and Paddington is £18).

Large items may be conveyed in the guards van at the cost of 2d per mile. Portage at stations is charged at a penny per item (minimum fee of 2d) though large parcels or quantities may be charged at greater or lesser rates according to local provision. All official porters wear train company livery and these railway companies accept no liability in the eventuality other porters are employed. The London termini offer a left-luggage service for passengers, charged at 2d per package for up to three days and an additional 1d per day thereafter.

Stations offer a wide range of other services to travellers; refreshments served by elegantly dressed young ladies including sandwiches and warm beverages; drinks of a stronger nature (for those wishing to recover from their journey – or to brace for it) and coffee for the more temperate travellers; smoking rooms; bibles for the religiously minded (chained in place to prevent pilfering) and newspapers and other journals for the enlightenment and edification of passengers. The newspaper sales are the sole purview at the London termini of Mister W. H. Smith and Son, who has booths where newspaper and periodicals can be purchased on the platforms at Euston and most other main stations.

Some sample long-distance fares from London include: To the port of Liverpool (4 ½ to 5 hours, depending on line and train): 16/6 to 29 shillings; a boat-train to Dover (2 – 2 ½ hours) 6/5 to 19 shillings. Though difficult to say for every possible station and class, a first class ticket approximates to three pence per mile, tuppence for second class and a penny per mile for third.

Perhaps the most famous long-distance train is the Special Scotch Express that, since 1862, has departed at 10am daily from Kings Cross and reaches Edinburgh Waverley in 10 ½ hours (including a lunch stop at York); a return trip departs at the same time each day. Only first and second class seats are available on this express.

UNDERGROUND

While the railways have brought rapid transport across the land, the disparate and competing nature of the builders has led to a particularly horrendous phenomena in London: the traffic jam. Passengers travelling from the north of the city to the south usually have to break their journey at one of the termini, then cross the metropolis to another station before continuing their journey. This has necessitated the use of an omnibus or a cab, and the volume

of such vehicles has sown chaos and confusion across the city. For many years solutions have been discussed, including the formation of an “inner circle line” in the valley of the River Fleet, linking the great termini. Given impetus by the Great Exhibition, the scheme finally moved forward a decade hence and backed by the Great Western Railway and the Great Northern Railway the Metropolitan railway was incorporated in 1854, beginning service on 10 January 1863. Unlike the “main line” stations it serves, much of this Metropolitan Railway exists in cut-and-cover tunnels, leading to its more populist appellation: The “Underground.”

Initially running between Paddington and Farringdon Road (Holborn) via Kings Cross, the area served by this subterranean train network has grown steadily. Unfortunately, even with modern building techniques the Inner Circle route is not expected to be complete before 1880. Routes now include a branch to Notting Hill, Shepherd’s Bush and Hammersmith; Westbourne Park on GWR track (with a route to Latimer Road under construction); to Gloucester Road (with an extension to South Kensington being built); to Moorgate Street (with extensions to Bishopsgate and Aldgate planned); A route to Swiss Cottage nearing completion.

A second company, the “Metropolitan District Railway” has been established to serve the southern and eastern districts of the city, running on some of the same tracks of the Metropolitan Railway. And due to commence operations in 1868 between South Kensington and Westminster, extending the service to Blackfriars, Mansion House and stations to the east in the coming years, and likewise westwards to Olympia, Ealing, Richmond and eventually Windsor on GWR tracks.

As with regular railways, three classes of carriage are available, with first class afforded all the luxuries one might expect including carpets, well-upholstered seats and gas lighting as well as shelter from the elements. Third class are “open” carriages, roofing being deemed a luxury in the subterranean network, the principal difference being the space allocated per person. Placards at many stations indicate where travellers of different ticket types should wait to board the trains.

Fares on the “underground” are from three pence to sixpence for a single (five pence to nine pence return), though since 1864 workmen’s fares have been available on select early morning trains for 3d, with pressure from some quarters to reduce this yet further to a single penny.

Metropolitan Railway trains run approximately every five to ten minutes during the day.





SHIPS

While the railways have seized the public imagination in recent years, the “silent road” of the rivers and canals of the capital and beyond form a vital network essential to modern society. Add to this the importance of ocean-going vessels to the establishment and maintenance of the Empire and of communication with other nations and the significance of British naval expertise and skill becomes clear!

Steamships have plied the waters for several decades but it is only in recent years that they have come to dominate, thanks in part to the work of the Dwarven savant Mister Isambard Brunwell and vessels like the Great Eastern (designed to carry 4,000 passengers and to voyage to Australia without refuelling!) Trans-Atlantic crossing times have been slashed – the journey now takes less than ten days compared to more than a month when our colonial cousins chose to fight for independence – and companies like Cunard offer regular services to a plethora of American coastal cities (though Liverpool-New York remains the principal route). The British India Steam Navigation Company (among others) provides similar services to India and beyond, including Australia and hope to slash journey times by utilising the canal at Suez, currently being constructed.

The only appreciable threat to these long distance routes comes from the Guild-operated airships but while such vessels provide the rich with a luxurious means of travelling short distances there is little chance that such vessels will ever be credible rivals to ships such as Mister Brunwell's.

RIVERBOATS

Within London, riverboats have served commuters and cargo since time immemorial and have been given a new lease of life with the introduction of shallow-draft steam-packets. Passenger fares are comparable with other forms of public transport, as low as 1 penny for a voyage between London Bridge and Waterloo up to thruppence to journey as far as Battersea. Boats on various lines may be had as often as every five minutes between 9am and dusk. More long-distance boats run to Gravesend (1/6) and Southend (2/6) several times per day.

CHANNEL AND IRISH SEA FERRIES

Though engineers are currently investigating the proposition of digging a tunnel to France, ferries remain the principal method of crossing to the continent at a cost of 8-10 shillings and taking between one and a quarter to two hours to arrive in Calais for connections to the French railway.

Journeys to Ireland are longer and, thus, proportionately more expensive. The steam packet Hibernia sails at 8pm on Tuesdays, Thursdays and Saturdays between Holyhead and Dublin, offering various grades of accommodation. Cabins for the crossing cost 1 guinea while steerage passage is 10 shillings. The meanest travellers may travel on-deck for 5 shillings. Carriages may be transported at the rate of 3 guineas for a 4-wheel and 2 guineas for a two-wheel. Horses are 2 guineas each.

FURTHER AFIELD

Thanks to Britain's naval prowess the Empire extends into India, Asia, Africa and Australia, and even the lost colonies of the Americas are deemed “friendly” to the British, quite often a destination for those seeking to start a new life. Vessels to these distant lands are frequent and propelled for the most part by modern steam engines (though sail remains an option on many vessels, most notably the tea clippers that race back to London from China each year with their valuable cargos).

Life aboard ship varies considerably; the wealthy may reside in their own



opulent cabins, eating a variety of luxurious meals and partaking of numerous entertainments. Passengers in steerage, in contrast, have bad food, bad water and low hygiene, held below decks save in the most clement weather. Each is allocated a quarter of a bunk (without bedding unless they brought it themselves) and frequently have to share the space with livestock. Given that these journeys take days and weeks, such conditions must surely feel like the pits of hell.

Crossing the Atlantic takes around ten days, sometimes as little as eight though winter storms can extend this. For such journeys Faulkner's recommend the Cunard Line, founded by the late Samuel Cunard of Nova Scotia, whose vessels are mail packets (signified by RMS, Steamer, rather than SS, SteamShip) and as such have punctuality second to none. Fares are 30 guineas for a cabin, 20 guineas steerage. Cheaper routing via the Allan Company's service to Quebec may be had for 18 guineas (8 guineas in steerage). First-class passage includes stewards fees and meals (but not alcoholic beverages). Other destinations include: India (£100 First class, £20 Steerage), South Africa (£50 first class,

£15 Steerage); Sydney, Australia (£75 first class, £20 Steerage); Hong Kong (£90 first class, £30 Steerage); West Indies (£40 first class, £11 steerage).

Luggage should be clearly labelled as to whether it is for the cabin or the hold and any cabin baggage should allow for the space and fittings of the accommodation; small flat boxes are more easily used than large portmanteau. Dining is in the saloon and applications to sit at specific tables or with specific people should be made to the Saloon Steward. Seats, once assigned, are generally retained for the voyage. Many vessels retain facilities such as children's play rooms and ice boxes and some are in the process of installing en-suite bathroom facilities in the most luxurious cabins! Upon arrival, all baggage may be subject to customs inspection and passengers or their agents must complete immigration documentation.

CANALS

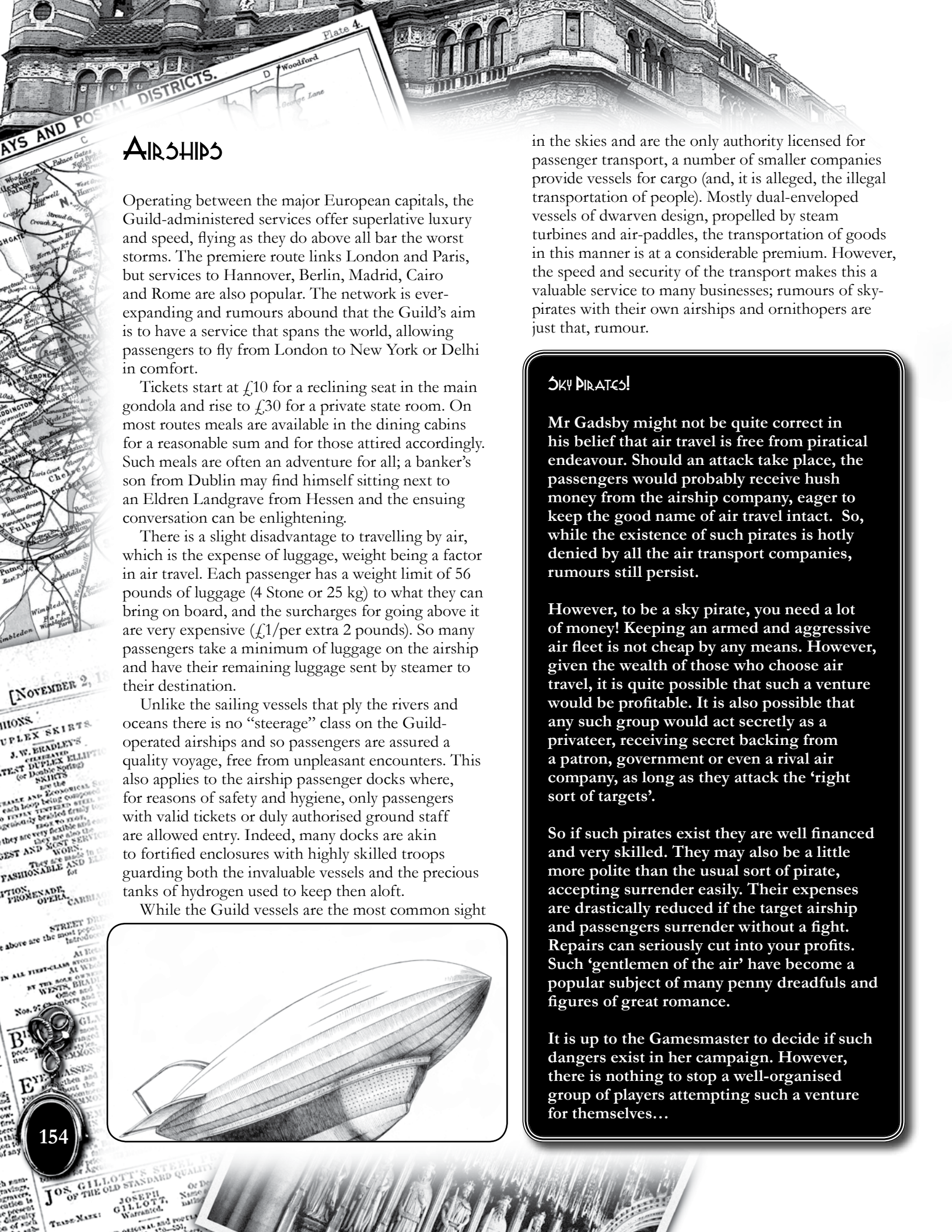
A dying breed since the invention of the railway, canals have hitherto provided the means of transporting bulk cargos around the country for over a century. The Grand Junction Canal links London with Birmingham while a subsidiary – the Regents Canal – links the Grand Junction (which it joins at Paddington) to the Thames (at Limehouse). A series of innovative locks control the waters of the canal which originate with the River Brent. Though mainly for transporting goods, passenger servers operate on the Regents Canal – the Paddington Packet Boat – between Paddington and Uxbridge. The march of progress has not been kind to all of London's canals, however: the Croydon Canal was closed and filled it, its bed used for the new railways.

Canal boats may be hired to carry specific cargos (the rate depending on the size of cargo and distance involved) by arrangement made with the captains (who are principally owner-operators and often colourful rogues, albeit with their own sense of honour). Rates vary wildly, but a shilling per hundredweight per mile stands as a worthy benchmark. It may be possible to purchase such vessels outright, though few operators would be willing to sell and thus any such acquisitions would have to be a new build, costing at least £100.

FLIGHT

Recent years have seen rivals to even the railways and steamships on long-distance routes with the introduction of various means of aerial travel, most notably airships buy also a number of personal means.





AIRSHIPS

Operating between the major European capitals, the Guild-administered services offer superlative luxury and speed, flying as they do above all bar the worst storms. The premiere route links London and Paris, but services to Hannover, Berlin, Madrid, Cairo and Rome are also popular. The network is ever-expanding and rumours abound that the Guild's aim is to have a service that spans the world, allowing passengers to fly from London to New York or Delhi in comfort.

Tickets start at £10 for a reclining seat in the main gondola and rise to £30 for a private state room. On most routes meals are available in the dining cabins for a reasonable sum and for those attired accordingly. Such meals are often an adventure for all; a banker's son from Dublin may find himself sitting next to an Eldren Landgrave from Hessen and the ensuing conversation can be enlightening.

There is a slight disadvantage to travelling by air, which is the expense of luggage, weight being a factor in air travel. Each passenger has a weight limit of 56 pounds of luggage (4 Stone or 25 kg) to what they can bring on board, and the surcharges for going above it are very expensive (£1/per extra 2 pounds). So many passengers take a minimum of luggage on the airship and have their remaining luggage sent by steamer to their destination.

Unlike the sailing vessels that ply the rivers and oceans there is no "steorage" class on the Guild-operated airships and so passengers are assured a quality voyage, free from unpleasant encounters. This also applies to the airship passenger docks where, for reasons of safety and hygiene, only passengers with valid tickets or duly authorised ground staff are allowed entry. Indeed, many docks are akin to fortified enclosures with highly skilled troops guarding both the invaluable vessels and the precious tanks of hydrogen used to keep them aloft.

While the Guild vessels are the most common sight

in the skies and are the only authority licensed for passenger transport, a number of smaller companies provide vessels for cargo (and, it is alleged, the illegal transportation of people). Mostly dual-enveloped vessels of dwarven design, propelled by steam turbines and air-paddles, the transportation of goods in this manner is at a considerable premium. However, the speed and security of the transport makes this a valuable service to many businesses; rumours of sky-pirates with their own airships and ornithopers are just that, rumour.

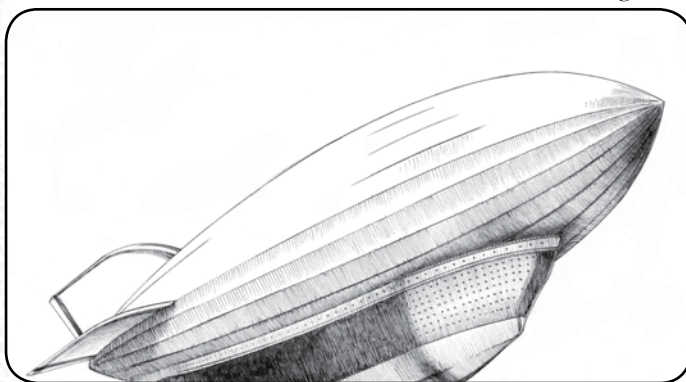
SKY PIRATES!

Mr Gadsby might not be quite correct in his belief that air travel is free from piratical endeavour. Should an attack take place, the passengers would probably receive hush money from the airship company, eager to keep the good name of air travel intact. So, while the existence of such pirates is hotly denied by all the air transport companies, rumours still persist.

However, to be a sky pirate, you need a lot of money! Keeping an armed and aggressive air fleet is not cheap by any means. However, given the wealth of those who choose air travel, it is quite possible that such a venture would be profitable. It is also possible that any such group would act secretly as a privateer, receiving secret backing from a patron, government or even a rival air company, as long as they attack the 'right sort of targets'.

So if such pirates exist they are well financed and very skilled. They may also be a little more polite than the usual sort of pirate, accepting surrender easily. Their expenses are drastically reduced if the target airship and passengers surrender without a fight. Repairs can seriously cut into your profits. Such 'gentlemen of the air' have become a popular subject of many penny dreadfuls and figures of great romance.

It is up to the Gamesmaster to decide if such dangers exist in her campaign. However, there is nothing to stop a well-organised group of players attempting such a venture for themselves...



Private ownership of airships is extremely rare though some noblemen are known to have purchased (or possibly leased) vessels for the transportation of themselves and their retinues. The French nobleman Louis-Philippe Albert d'Orléans, Count of Paris and erstwhile heir to the kingdom (Phillip VII to some French royalists), is known to have one such airship equipped in sumptuous luxury and in which he jaunts about the skies of southern Britain from his private mast at Sheen or (in more recent years after a great adventure crossing the North Atlantic) the eastern seaboard of America.

ORNITHOPTERS

Personal ornithopters have also become the rage among certain groups of the community (mainly Gnomes) exploiting the same engineering know-how that has aided the development of the steam carriage. Although only able to carry a single pilot and little in the way of cargo, these gnat-like devices are frequently seen on the outskirts of the metropolis and even in some of the larger parks. As each is custom-built there is no set price for ornithopters though some entrepreneurial engineers have offered to provide the components for £100, plus an appropriate hourly rate for assembly. Suggestions that the wyverns of both the household cavalry and the Post Office would be replaced by these mechanised contraptions have been met with scorn.

WYVERNS

Though not considered a practical form of transportation save in the hands of dedicated riders or troops, wyverns nonetheless remain part of the popular imagination. The concept of "knights on their dragons" has been exploited ruthlessly by Her Majesty's Household Cavalry who use it to drive recruitment for the armed forces. Ironically, the British Cavalry are a new addition to the army and follow the lead of the Russian forces who currently oppose them in the Crimea; hitherto the beasts had been regarded as too temperamental for use in battle.

More mundane are the aforementioned post-riders who carry express mail (including all government communication) between major cities. These couriers pride themselves on their ability to make their schedule, no matter the weather.

Racing Wyverns are anything but mundane yet are among the best known of such beasts. A prize specimen like Blue Gin can go for as much as £1000 (with stud fees in the £100 bracket) and even a lesser

beast rarely goes for less than £180, about five times the cost of an equivalent racehorse. It is easy to see why few such beasts are in private hands, let alone used for everyday riding.

Those wyverns that are owned privately are owned by the very wealthy. They require at least one sheep every 2 days to feed, and get aggressive and bad tempered when hungry. A licence is required to own one for private use due to their danger. This means the owner is registered and must account for the actions of their animal. Getting a licence is a simple matter, but takes time. The owner must also prove the animal is cared for properly in the right conditions, and government inspectors are allowed to check on a regular basis. Riding the beast is an immense pleasure, but is difficult in town. There are few places to land in the crowded streets and most people object to the damage a wyvern's talons do to their roof! Luckily, each major city does have a wyvern landing area just outside the city limits with trains to the centre, making them an excellent choice for travel between cities.

EXCURSIONS

While the idea of travelling for business or to handle family matters has existed since time immemorial, a concept of the modern age has been travelling for the very pleasure of travelling or perhaps to attend a social function. Beginning with the endeavours of Mister Thomas Cook of Leicester in 1841, such "excursions" have become a popular pastime, both of a local nature (Mister Cook's first trip was from Leicester to Loughborough) and also international.

Vacations to seaside towns have proved particularly popular, building on the trend of years past to spend some time by the sea. Using the railways, it is now





possible to make a “day trip” to such locales and such enterprises are the purview of not only Mister Cook but associates like *Atkins, Hoffman and Claboule* who provide excursions to a variety of seaside towns: Brighton (4s First Class, 2/6 Second), Herne Bay (5s First Class, 3s second), Margate (7s First Class, 4s Second), Bognor (5s First Class, 2/6 Second), Dover (6s First Class, 3/6 Second), Yarmouth (10s First Class, 5/6 Second). All fares are return, departing London between 9:30 and 11:30 and returning in time for passengers to catch the last tram (specific details available on request). Those wishing to extend their stay may arrange to do so in advance; *Atkins, Hoffman and Claboule* can facilitate accommodation in each location.

Steamboat excursions on the Thames are also popular, whole boats available for hire: a 250-capacity steamer from Westminster to Southend may be had for £28 on a Saturday or Monday (£25 on other days), or a 500-capacity steamer from Westminster to Gravesend for £35 (or £32) on the same days. No hires are available on Sundays, general holidays or the days of any Rowing Matches.

Vacations to Devon, Cornwall and Scotland have proven particularly popular with the urbanised inhabitants of the capital with vacations of anywhere from a few days to several months being catered for. Trips can be arranged for individuals or for groups in their hundreds; the key restriction is notice and the availability of transport and accommodation. Working as travel agents for their customers, *Atkins, Hoffman and Claboule's* involvement may be total, arranging and paying for all aspects of the excursion which the client pays for as if a single “package” or else may serve as facilitator, making bookings for the client but leaving it to them to settle any bills. The agency fees are proportionate to the level of involvement.

Tours further a field may also be arranged. France (particularly Paris and Chamonix) and Switzerland are popular destinations, as are Italy, North Africa and the Holy Lands. The wide variety of routes, methods of transport and forms of accommodation, as well as the vagaries of local costs for guides, porters and the like, make any advance pricing of such trips impractical and so prices are available, on request, from *Atkins, Hoffman and Claboule* for your bespoke excursions.

MISCELLANEA

Though not “travel” per-se, a range of ancillary goods and services fall under the remit of Faulkner's travel department. These include hotel services and communication over distance by mail or telegraph:

HOTELS

A variety of accommodation exists within both the metropolis and the destinations that may be visited on excursions. Most railway termini have grand hotels as part of their fabric (though that currently under construction at St Pancras looks set to make many of the others look like hovels) and *Atkins, Hoffmann & Claboule* can arrange suites at these or other hotels per client needs. Prices for a first-class West End hotel (such as Claridges or the Clarendon) will be 5s per room plus 2/6 for breakfast, 5s for dinner and 2s for tea. Less discerning accommodation may be had for 3/6 per room plus 3/6 for dinner, 1/6 for breakfast and 1s for tea.

Out of London, similar pricing exists: rooms at the Beaufort in Brighton maybe had for 6s (including breakfast, dinner and attendance), at the Prince of Wales in Margate for 8s; the Grand in Dover for 10/6; at the Royal in Yarmouth for 14/6.

MAPS

The Ordnance has surveyed London and its surroundings at a variety of scales (one inch to one mile as a single sheet for 2/6 or quarter sheets at 1s each; six inches to a mile at 1s per sheet; twelve inches to the mile on quarter sheets for 1s each; 25 inches to the mile 2/6 each on of 89 sheets covering the city; five feet to the mile on 327 sheets at 2s each). None of these are practical for pedestrians and many omit recent details of the city, their surveys having been carried out in the 1830s.

Of more value to visitors is the *Library Map of London and Suburbs* by Mister Edward Stanford, first published in 1862 and available on 24 single sheets for 1s plain or 1/6 each coloured. Covering the city in immense detail it is an invaluable tool, though still too heavy to be carried save as single sheets. Instead, numerous alternatives are available, most notably *Reynolds Coloured Map of London* and *W H Smith & Son's New Plan of London*, both of which provide compact and easy to use guides to the metropolis, including details of omnibus and tram routes. Other maps may be little larger than handkerchiefs and suitable for placing in a pocket. Prices available on request.

TELEGRAMS

The Electric and International Company and the British and Irish Magnetic Telegraph Company offer

message services to all towns in the British Isles. The fees are 1 shilling to a message relayed to a location within 25 miles; 1/6 for up to 50 miles; two shillings for 200 miles, 2/6 for 300 miles, three shillings for 400 miles and five shillings for over 400 miles. Special rates exist for messages to Liverpool, Manchester and Birmingham that are relayed at a fixed rate of only a shilling. Messages may also be relayed to Queenstown, Galway and Londonderry at a flat rate of 6 shillings, or to other Irish stations at a rate of 5 shillings per 20 words.

Fees for telegraphy to America (via the Submarine Telegraph Company which began operation last summer) or to locales within Europe and the Empire are available on request.

POST

The post within London and the British Isles is second to none with a variety of deliveries daily from 7am, hourly in the centre and up to six per day in the suburbs. Iron “pillar boxes” stand on many streets for the receipt of letters and small stamps, all of which should carry appropriate postage. Letters – and larger items – may be “posted” at one of the Receiving Houses. Postage rates are 1d for a 1 oz letter, 1½d for 1-2 oz and ½d per 2oz or part thereafter up to 12oz. Newspapers cost ½d per 2oz (or part) but must be left open at the ends.

Letters posted before 6pm will be delivered the same evening if within three miles of the General Post Office (5pm for elsewhere in the capital). Mail for outside of London must be posted by 5:30pm (in a box, 6pm at a Receiving House). Later receipt is allowed upon payment of additional postage – 1d up to 7pm, 2d to 7:15, 3d up to 7:30 and 6d up to 7:45.

Out-of-town deliveries to major towns within the British Isles will be made by 9am, including to Cardiff, Edinburgh and Dublin. Letters delivery may be requested “express” (i.e. transported by courier wyvern rather than train) for 1s.

There are no mail deliveries on Sunday.

On request, mail may be held at the General Post Office and Charing Cross “to be called for” between 9am and 5pm. This *Post Restante* service is for the convenience of new arrivals and should not be used beyond the first two months in the city, after which time private addresses should be used.

ENTERTAINMENTS

A natural corollary of travel – particularly in light of the association with excursions to attend events and spectacles – “entertainment” is a broad field that encompasses both the best and worst of society. Pursuant with our objectives of serving our clientele in a decorous manner Faulkner’s will not promote the baser entertainments and will, instead, focus on the sorts of events and functions that respectable ladies and gentlemen will be of a mind to attend.

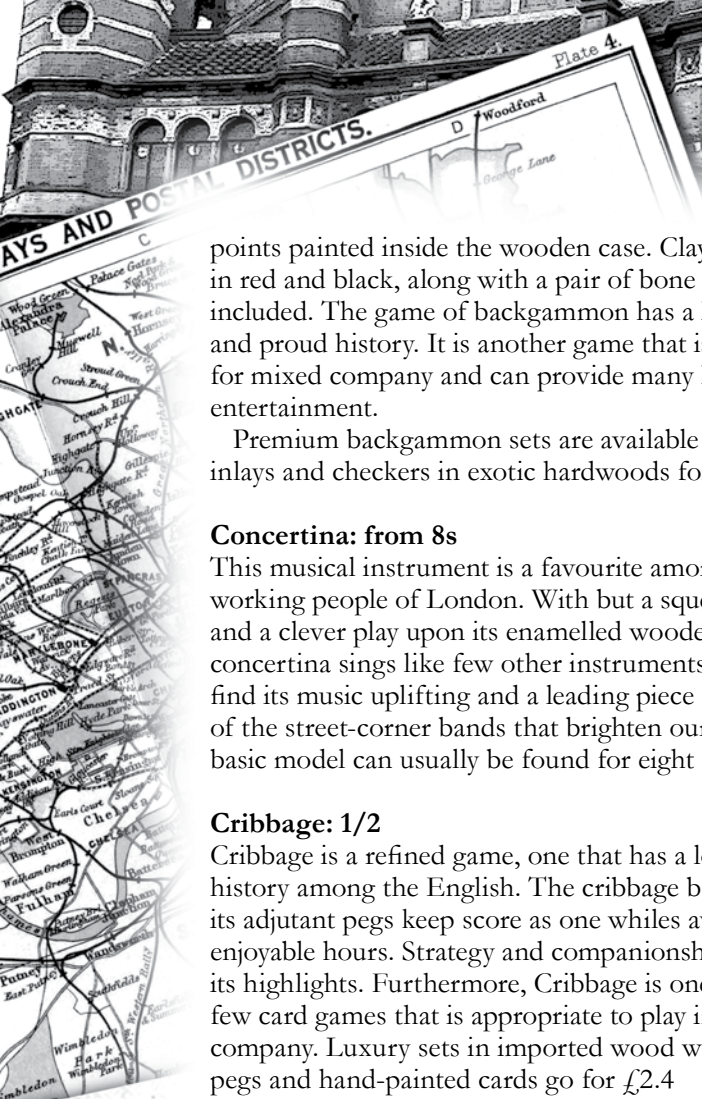
ENTERTAINMENTS FOR THE DRAWING ROOM

One need not leave the house to be entertained. In fact, it is only the poorest of hosts that leave their guests to languish in the tedium of each others unadorned company! So we shall begin with several essential items that will entertain both family and guests after dinner or on long Sunday afternoons.

Backgammon Set: 2s

This simple backgammon set is presented with the





points painted inside the wooden case. Clay checkers in red and black, along with a pair of bone dice are included. The game of backgammon has a long and proud history. It is another game that is ideal for mixed company and can provide many hours of entertainment.

Premium backgammon sets are available with ivory inlays and checkers in exotic hardwoods for £2.4.

Concertina: from 8s

This musical instrument is a favourite among the working people of London. With but a squeeze or two and a clever play upon its enamelled wooden keys, the concertina sings like few other instruments. Many find its music uplifting and a leading piece for many of the street-corner bands that brighten our city. A basic model can usually be found for eight shillings.

Cribbage: 1/2

Cribbage is a refined game, one that has a long history among the English. The cribbage board and its adjutant pegs keep score as one whiles away many enjoyable hours. Strategy and companionship are its highlights. Furthermore, Cribbage is one of the few card games that is appropriate to play in mixed company. Luxury sets in imported wood with ivory pegs and hand-painted cards go for £2.4

Darts: 6d for a flight of 3 darts

Dartboard: 1s2d (although many are simply painted onto a nearby wood surface)

While the game of darts remains largely a lower-class activity, others are taking on the game to improve their accuracy and deftness of hand. Good dartboards are made of cork with wire banding between each of the scoring sections. It is important to keep the tips of the darts sharp if playing on anything but a corked board.

Darts can be thrown using the Thrown Weapons skill. They inflict only two dice of damage, but the wielder may add their strength to the roll as with a melee weapon.

Deck of Playing Cards: 4d

Many fashionable playing cards have a commemorative backing with a portrait of Her Majesty. A set of cards are essential for so many of the current popular parlour games, such as Cribbage, Whist or Bridge. Good quality cards are essential as cheaper ones wear too quickly and look worn and dilapidated. Gentlemen also find them an excellent tool for gambling late into the night. For clay betting chips, add 4d.

ENTERTAINMENTS

Standard Items

Backgammon Set: 2s

Concertina: 8s

Cribbage: 1/2

Darts: 6d

Dartboard: 1s2d

Deck of Playing Cards: 4d

Dice: 6d

Fiddle: 8s

Harmonica: 4s

Specialist Items

Analytical Chess Set: Challenging clockworks for your home – £40

Piano: The soul of a learned home – £6

Dice: 6d to 6s for premium dice

Dice games go back beyond recorded memory. We recommend dice in bone, ivory, ebony and a new exclusive material from Georges Audemars called alembic resin. The best dice are marked out in metallic inks and roll as true as manufacturing will allow. I should warn you that not every street corner game will use reliable dice. Many a time a prosperous man has been brought low through the combination of hawkish banter and loaded dice. Be on your guard.

Loaded dice are available from a number of low-class sources. Many of the upper-class will not know about being cheated through their use. Bluff and Deftness skills are used to switch in loaded dice during a game. Well made loaded dice can modify the difficulty to detect them by up to an extra 3 Black Dice.

Fiddle: from 8s

While others might refer to this instrument as a violin, I venture that the cheaper 'workaday' fiddles have advantages over more expensive violins. They're forgiving of the damp and stay truer to tune longer. The better fiddles have fine gut strings and come with a small Gladstone bag for holding bows, rosin and sheet music. Professional level violins are significantly more expensive, and require more care. The prices begin at £4 and move up for high-quality Austrian or Italian imports.

Harmonica: from 4s

A popular import from Germany, the harmonica represents an instrument for everyone. Economical even for the working classes, it is portable, durable and easy to learn. Soldiers dispatched to remote

locales often write home for a harmonica, to boost the morale of their fellows through music. Premium models have silver plating, additional apertures for a greater range and a sweeter all around sound.

Analytical Chess Set: £40

This chessboard is a wonder of technical innovation. Through the use of a series of magnetically attached chess pieces, the analytical engine within the set is capable of playing a challenging and enjoyable game. The player must do some additional work, in that they must push a series of buttons along their edge of their board after moving their own pieces and, of course, keep the mainspring of the device wound, but the joy of watching the pieces slide across the board and tip over as they fall is well worth the effort. Some claim that the game becomes repetitive, and that it is easy enough to defeat the mechanical mind after a few games, but most find a game or two of chess without an opponent an excellent diversion.

The clockwork chess set is one heavy piece of entertainment. The entirety of the three foot pedestal is chock a block with gearing systems and the motivating arms for the pieces. New 'Stratagems' can be installed by an expert for £4.4

The Analytical Chess Set plays chess with a dice pool of 6. It isn't much use for anything else and its fragile mechanism ceases to work if given a decent enough knock.

Piano: £6

I must recommend the Kemble Brothers pianos, whose instruments are suitable for the home and the concert hall. The price listed here is for the basic upright model, perfect for a small flat or studio. Make an appointment to view the full range of Kemble instruments and choose the one most suited to your needs. Pianos, like many other professional level musical instruments, can range in price past £250. These are meant only for concert halls and professional performances.

MEMBERS CLUBS

More a pastime than a true entertainment, the members clubs of London and other major cities are social focuses for the elite of society, where likeminded individuals can meet and discourse over fine foods and drink, partaking of the finest cigars and conversation there is to be had. Pall Mall is the focus of such enterprises in London, being as it is home to the Army and Navy Club, the Reform Club and the Aethenaeum, as well as the Travellers' Club.

LONDON GENTLEMAN'S CLUBS

The most prestigious London clubs (including their fees and membership criteria) are:

The Berkley: A club for noblemen and army officers interested in field sports; election by committee ballot. Fees: Annual Subscription of £10,10s and a £21 joining fee.

The Aethenaeum: A club for those interested in or eminences of the sciences, fine arts or literature; election by committee ballot. Fees: Annual Subscription of £8,8s and a £31,10s joining fee.

The Gresham: A society of merchants, bankers and gentlemen; election by member ballot. Fees: Annual Subscription of £6,8s and a £21 joining fee.

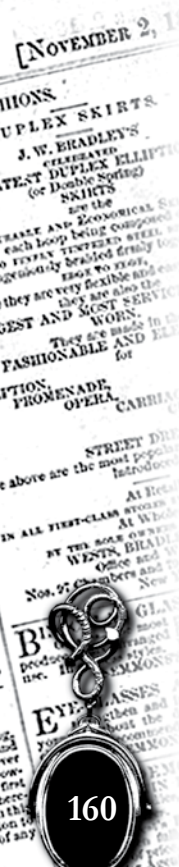
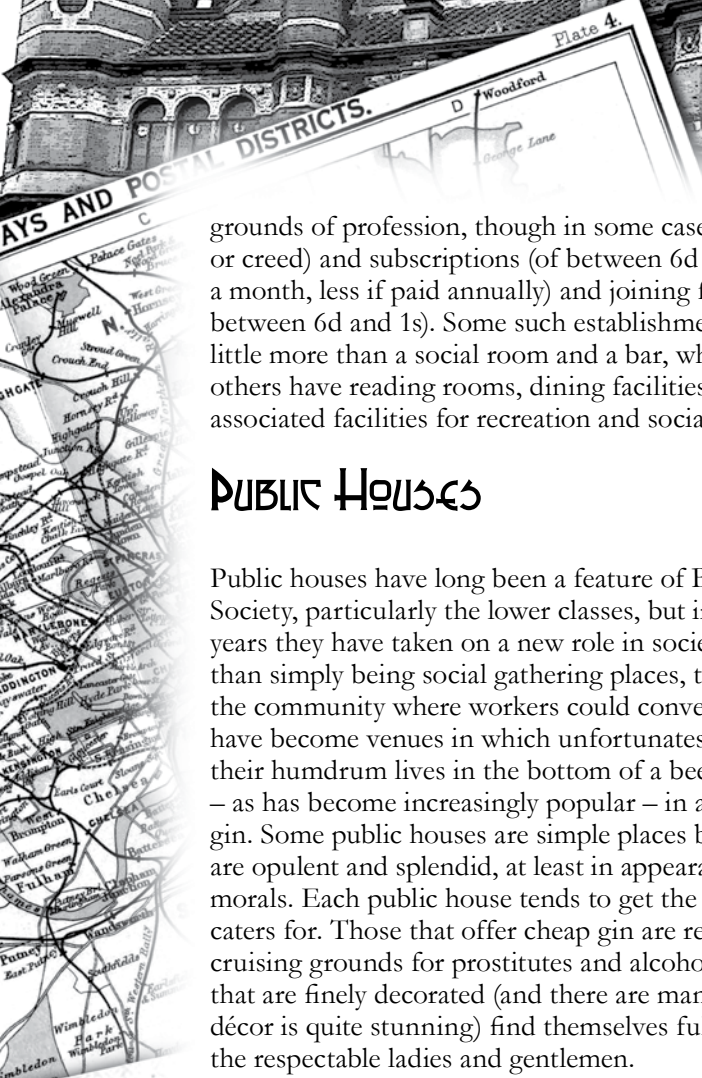
The Grafton: A grill club; election by member ballot. Fees: Annual Subscription of £3,3s and a £5,5s joining fee.

At each, well appointed chambers are available for members (and, where permitted, their guests) with service provided by the finest of servants. Indeed, the facilities and staff are finer than most individual members could afford to maintain, paid for by an annual subscription and the substantial membership fee. Meals cost in the region of five shillings in the best of clubs and possibly less in those like the Grafton that exist primarily as grill clubs for dining, and somewhat less in the clubs of the second tier and lower.

Faulkner's cannot arrange club memberships but our reputation can often provide introductions to existing members who may be willing to entertain guests.

WORKING MEN'S CLUBS

At the opposite end of the social spectrum to the clubs of Pall Mall, Working Men's Clubs and similar institutes dot the land. Though lacking the social refinery and elegance of the Members Clubs, their role is broadly similar – to provide a venue for recreation and discourse. Membership in such societies is rarely restricted though conditions may apply (usually on



grounds of profession, though in some case on gender or creed) and subscriptions (of between 6d and 1s a month, less if paid annually) and joining fees (of between 6d and 1s). Some such establishments offer little more than a social room and a bar, whereas others have reading rooms, dining facilities and associated facilities for recreation and social discourse.

PUBLIC HOUSES

Public houses have long been a feature of British Society, particularly the lower classes, but in recent years they have taken on a new role in society. Rather than simply being social gathering places, the focus of the community where workers could converse, they have become venues in which unfortunates escape their humdrum lives in the bottom of a beer glass or – as has become increasingly popular – in a glass of gin. Some public houses are simple places but other are opulent and splendid, at least in appearance if not morals. Each public house tends to get the clientele it caters for. Those that offer cheap gin are renowned as cruising grounds for prostitutes and alcoholics. Those that are finely decorated (and there are many whose décor is quite stunning) find themselves full of only the respectable ladies and gentlemen.

Along with Gin and Beer, Absinthe is one of the most popular drinks. It requires a certain amount of preparation, usually the addition of sugar and water to dilute the harsh aniseed taste. The drink is very potent and many consider it highly addictive as well as having an effect on the mind of the committed drinker. It is also rather expensive, making it a preserve of the more well to do, although it is available in most cafes and drinking establishments.

COFFEE TAVERNS

With alcohol a curse to the lower echelons of society, groups like the Temperance Movement have sprung up to provide an escape from the demon drink. Recognising that the people need a social outlet free of temptation, Lord Shaftsbury (supported by the Duke of Westminster) proposed the formation (and subsidisation) of Coffee Taverns as an alternative to public houses and gin palaces. In five years, more than three thousand have been established across the United Kingdom, with many independent ones forming part of a corporate group. Duke Westminster's "Coffee Public House Association" oversees all such venues, ensuring the honesty of the operators and the moral tone of the taverns.

THEATRE

Since the ending of the Theatrical Licensing Act in 1843, the number of theatres in London has bloomed dramatically beyond the two licensed venues that existed hitherto (Drury Lane and Covent Garden). While the Lord Chamberlain retains his censorship powers, the freedom of operation has allowed the number of venues to increase twenty-fold and now around forty Theatres are in operation. Some show classical work – Shakespeare, Marlowe and the like – but recent years have seen a rise in historical spectacles. Most performances are at 7pm or 7:30.

For more affluent lovers of the theatre subscriptions are available to hire boxes for an entire year, allowing the subscribers to attend every performance should they choose, either to view new spectacles or to entertain guests. Such subscriptions vary from theatre to theatre but £400 would be a good benchmark.

SOME NOTABLE LONDON THEATRES

The Royal Adelphi Theatre: rebuilt in 1858, the Adelphi is renowned for showing melodrama, farce and burlesque. Stall tickets cost 5s, places in the pit 1s/6d and private boxes 11s to £4 1s.

The Haymarket Theatre: Opened in 1720 and rebuilt in 1821, the Haymarket shows comedy, farce, ballet and burlesque. Stall tickets cost 6s, places in the pit 2s and private boxes 11s 6d to £2 2s. It should be noted that the Haymarket road on which the theatre is built (near Piccadilly) is a renowned haunt of ladies of ill repute.

The Lyceum: has recently reopened after being damaged by fire. It is best known for melodrama, farce and burlesque. Stall tickets cost 6s, places in the pit 2s and private boxes 11s 11d to £4 2s.

MUSIC HALLS

While the theatres of the west end cater to the well-to-do, music halls deal in a baser fare – not just music – and a broader spectrum of the population. The entertainments provided are incredibly diverse – music, song and dance, of course, but also public speakers, campanologists, tumblers, contortionists, magicians, animal acts and so forth. Each “turn” (as such performances are known) must stand on its own merits, sometimes booked for a single night and at others for months on end. A night at the music hall often includes a broad variety of acts, starting with the lesser performers and working up to those at the top of the advertisements. Indeed, the same acts may appear at numerous halls on a given evening making it unwise for patrons to visit multiple venues on the same night. Some venues specialise in particular forms of entertainment – ballet at the Metropolitan or Canterbury, opera at the Oxford, and so forth. Opening hours are usually 8 to 11:30pm with prices between 6d and 3s, often with private boxes for 6s or more.

MUSEUMS AND EXHIBITIONS

Since the Great Exhibition, museums and exhibitions have been inordinately popular and have drawn attendees from across the land. The Crystal Palace, now at Sydenham, remains a popular draw, as do temporary exhibitions at a variety of venues. After the Crystal Palace, the South Kensington Museum is the most popular, displaying as it does some of the items from the Great Exhibition. The more technical exhibits of the Patent Office Museum may be found nearby and work is to begin shortly on a Natural History Museum in the gothic style. The Royal Albert Hall, due for completion in the next few years, rounds out the unofficial “Albertopolis,” the complex planned by the late Prince Consort for a permanent complex for the edification of the people.

PENNY DREADFULS

Available by the hundreds, if not thousands, these shabby little works demonstrate the people’s passion for cheap, disposable stories. Whether it is “The Wild Boys of London” or “The Vampire’s Bride” or “The Skeleton Crew” it is hard to avoid such short packet-stories, sold as they are in tobacconists, sweet vendors and by street hawkers.

HOME THEATRICALS

Among the well to-do of London, a new fad has arisen to stage theatrical productions within the comforts of ones own home. Many such affairs are horribly amateur but others make use of professional services to give an air of competence and authority. One such company is that Mister May of Bow Street who will fit up a theatre structure and organise costumes. Others like Mister Alliston of Bedford Street provide wigs, makeup and millinery while Mr. French of the Strand provides playbooks and associated paraphernalia.





MISTER ROBERT GADSBY, ESQUIRE

While he affects the manners of a well-to-do gentleman of the midlands, Robert Gadsby's accent sometimes slips a little

to give an insight into his origins in the fenlands. The son of a sign-painter, Gadsby spent his youth working barges on the Witham and in his mid teens he found himself in the (seeming) metropolis of Lincoln where he gained employment as first a message runner and later a porter at the railway station. Despite his youth, Gadsby gained a reputation for efficiency and solid organisational abilities and came to the attention of Mister Thomas Cook, who employed him in his travel organisation.

Robert spent a decade working for Mister Cook, becoming head porter after three seasons before moving into the role of logistics coordinator in 1852. As such, he was responsible for organising not only luggage but also the movement of people within the UK and to a variety of foreign destinations, one of the most important posts in the organisation. It was during this period that Gadsby sought to hide his humble origins, losing his rural accent and adopting a gentrified appearance. His ambition lead him to part ways with Mister Cook in the late 1850s, a burgeoning taste for the high life putting Gadsby at odds with his temperance-minded employer. A succession of business ventures followed, as Gadsby sought to improve on Cook's ideas and bring travel to the masses, but despite his organisational skill and charisma none have been the runaway successes he hoped for. Instead, he has found himself working for Faulkner's, providing information on travel and entertainments.

Gadsby also runs a very exclusive travel service for rich gentry. They just tell him where they want to go and he organises a holiday package for them even down to the waiters and what they will be served for dinner each day. His extensive contacts maintain relations across the globe making him the spider in a vast network. Rumour has it that he also smuggles goods for profit and for the British government, but despite two police investigations nothing has ever been proved.

Rank: 14 **Race:** Human **Social Class:** Middle

Nationality: British **Age/Gender:** 42/Male

Build: Portly

Hair/Eyes: Black/Blue

Childhood Experience: Porter

Vocation: Businessman

Social Ethics: Middle class

Personality: Businesslike but with the air of an armchair adventurer

Attributes

Strength: 2, **Dexterity:** 2, **Fortitude:** 2,

Presence: 3, **Wits:** 2, **Resolve:** 3

Initiative: 7, **Movement:** 8,

Health: 7 (14), **Mana:** 6 (36), **Fate Pool:** 14

Special Abilities: Adaptability, Destiny

Common Skills

Athletics 2, Bull 5, Charm 5, Dodge 3, Drive Carriage 6, Empathy 4, Etiquette 5, Fisticuffs 3, Gen. knowledge 4, Horse Riding 6, Perception 3, Streetwise 2

Specialties

Accounting 5, Airborne Rider 3, Animal Handling 4, Boating 5, Business 6, Bribery 6, Culture (Several) 4, Language (many) 2, Legal Matters 4

Magical skills

None

Talents

Animal Empathy, Glib (x3), Time Sense

Privileges

Private Club Membership – Elite, Society Friends

Assets

Several houses at home and abroad, Middle class Income (10)

Complications

Responsibilities (Business)

Magical Abilities

None

Personal Effects

Large cigar, Glass of fine brandy, Large and well-tailored suit, Several Timetables, ticket to anywhere he wants to go

AFTERWORD

Of course, Mister Gadsby kept himself to all that is proper in the treatise he prepared for me but an incident recently occurred as I strolled down Oxford Street that brought to light the full extent of his contacts. I reproduce the reprobate's words verbatim:

"Psst, over 'ere. Yes, you. I know a fine upstanding gent like you don't want nuffin to do with a rat like me but Bobby G sent me. Yes, him. He ain't makin' no joke when he said that he can get anything for a price – but I guess you knew that when you employed him. Anyways, mentioned you was after something a bit "specialised." Well, specialism's me middle name. So, what takes your fancy?

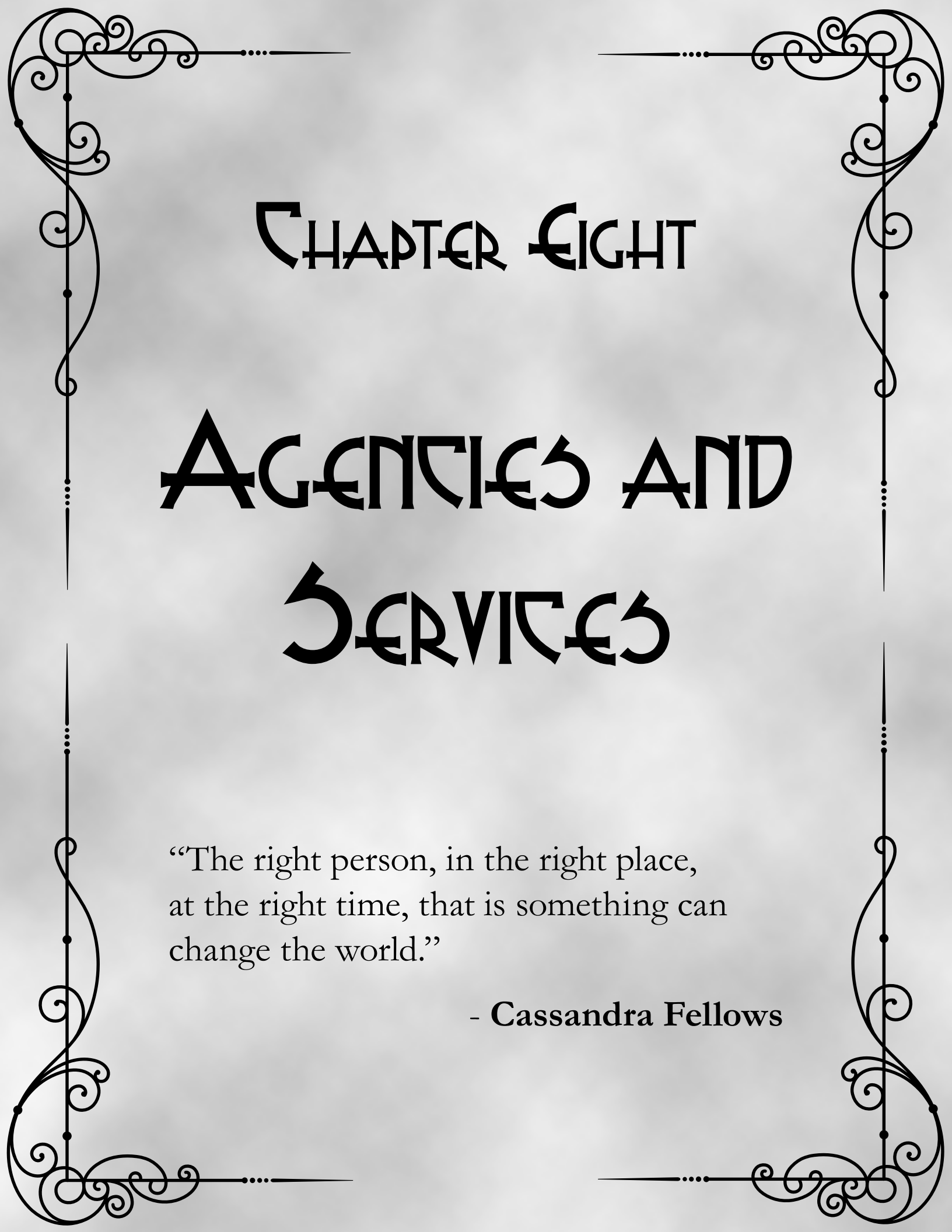
We've got gambling dens, ranging from the almost respectable venues of St. James to the darkest "hells" of the West End. Want to know why they're called that? Piss off the geezer running the place and you'll soon find out. Want to chance your fortune then these are the places for you. You might lose your shirt – or you might lose more in a dark alley if you're too lucky. Or maybe its dogs you're interested in? Racing, or fighting, I can get you both. Dogmen, too, if your interests – and your purse – extend that far. Some classy joints in Limehouse ...

Perhaps chance ain't for you. Perhaps it's the flesh you're interested in. There are plenty of "houses of ill repute" I can direct you too. Of course, you can trust me to point you to the ones that won't rob you blind or give you the clap. I'm talking the decent places – relatively speaking, of course – not the lodging house bordellos or the gin-soaked streetwalkers of places like Whitechapel. I'll provide you with an introduction to the madam and you can take things from there. Courtesans and the like, if you take my drift. Unless you want the rough-stuff, that is. I know some of you gents do...

Or maybe it's your mind that needs to escape. There's a little place on Cornhill I can take you if you've a mind to lotus eating or chasing the dragon. The Chinaman that runs the place is a respectable dog whose smoking room is comfortably appointed. Yes, he's sly and inscrutable like all that breed but he's also discrete and mindful of his clientele. He wants repeat business so for an hour or two you can be the emperor of China or what-have-you. After a few glasses of rum and a few minutes of opium smoke (reasonably priced at fourpence) you can be as drunk as a lord. Dangerous? Not this place, honest guv. So, mister fine-dressed man, you tempted?"

My answer, I'll not record here but leave to your imagination.

- from the journal of Joseph Faulkner



CHAPTER EIGHT

AGENCIES AND SERVICES

“The right person, in the right place,
at the right time, that is something can
change the world.”

- Cassandra Fellows

AGENCIES AND SERVICES

BEING CONCERNED WITH THE HIRING OF REPUTABLE STAFF AND CONTRACTORS
COMPILED ON BEHALF OF MESSRS PRATT, BINGLEY AND MERRISON BY MISS CASSANDRA FELLOWS



"Milk?" The young woman's accent was polished but there were hints that it was affected rather than entirely natural. That intrigued me. Someone in her position didn't usually try to hide their origins. What else was she hiding?

"My thanks, Miss Fellows." After a moment she passed me the fine china cup. "Exquisite. Chinese?"

She nodded. "Mister Pratt purchases the latest crops out of Shanghai. A luxury, one admits, but business is doing well."

"So I see," I gestured around the oak-panelled office. "And Mister Pratt, himself?"

Colour rose in her cheeks. "He should be here shortly. My apologies, Mister Faulkner. I presume he's been delayed." She smiled and tilted her head slightly. "I can take down the particulars of your requirements and how we can help." She lifted a pen from the desk, and then retrieved a booklet from the top drawer. My eyebrows lifted slightly at her almost presumptuous action, and she smiled. "I handle the partners' secretarial work and have to be familiar with their current clients and their requirements."

I explained my needs, the number of staff needed and their roles. She asked a few pertinent questions, but in a matter of minutes it was all done and I settled back to enjoy the rest of the tea. "I see you are as efficient as you are charming, Miss Fellows."

"Please, call me Cassandra. I hope the agency

will be able to meet your needs – would it be acceptable to telegraph you with the information once we find suitable persons, or would you prefer a letter?"

"A telegram is quite fine, thank you." The door opened and a middle-aged gentleman entered. "Ah, Mister Pratt?" I stood and proffered my hand. Handing his coat and hat to the young woman, he took it, then motioned for me to take a seat.

"My apologies for the delay, sir. An omnibus accident on Oxford Street." He gestured at my cup. "I see Cassie has taken good care of you."

"I've taken down Mister Faulkner's requirements," she said, levelly. "Can I get you anything?"

"Good, good. A coffee, if you please."

She nodded, and stepped towards the door.

"Not tea, Mister Pratt?" I asked, matter-of-factly, certain suspicions rising to the surface of my consciousness. I already knew the reply.

"I'm not a fan, sir. I much prefer coffee." My eyes met the girl's, silhouetted as she was in the doorway, catching the mixture of amusement and fear there. I smiled at her and nodded before turning back to the grey-haired fellow. I sipped the tea; subtle and somewhat deceptive. A most excellent flavour.

- from the journal of Joseph Faulkner



Since our establishment, in 1852, Pratt, Bingley and Morrison have placed staff in temporary and permanent positions in London, the Counties and with certain Exceptional Households across the Empire. We specialise in the placement of superior personal staff, be they Gentlemen's Valets, Secretaries or other more specialised positions. However, we also pride ourselves on being able to find the right person to suit any client's needs. All staff on our books come with verified Letters of Reference, a minimum of 4 years service and are vouched to be Aluminat faithful, healthy, clean living and sober.

DOMESTIC STAFF

No self-respecting lady or gentleman would be discovered without an appropriate staff commensurate with their needs, whether it be as simple as a maid-of-all-work and a butler or a full household with specialist roles. In many cases the domestic staff are managed and appointed by a senior figure (often the butler) on behalf of the lord or lady of the house, and who hires appropriate persons through personal recommendations of other staff, leading to the common practice of there being several of the same family employed in one household. New staff may also be recruited through advertisements, though that can attract an undesirable element who make use of fraudulent references to gain employment. Verifying any such references is of great importance and perhaps best left to agencies like Pratt, Bingley and Morrison and their dedicated staffs. Employment may be terminated with a month's notice by either party (or payment of a month's wages in lieu of service) though serious misconduct is grounds for immediate dismissal without recompense.

In addition to their regular pay, staff are paid a living allowance and also granted some time off each month (ranging from a half-day to two days, depending on the generosity of the master) in addition to being allowed to attend church on Sundays. In some cases roles within the household have perquisites that supplement the staff's income (such as the cook's relationship with her suppliers or the butler's with the wine merchants) and the withholding of such rights is likely to cause ill-will between the staff and employer. Though it may run contrary to the instincts of money-conscious employers it would be better to allow such dealings after verifying the good character of those involved, thus maintaining the good graces of the staff; if a lady or gentlemen is so mean as to deny these rights,

however, then the law may be called into play. That being said, it is a sensible employer who provides staff with beer, sugar and the like rather than providing an allowance for the same that may be misspent. High wages in lieu of prerequisites may guarantee the compliance of staff but may also be perceived as a bribe; though it runs contrary to the reasoning of many, oftentimes staff are happy to accept moderate wages in exchange for a comfortable living and security.

There are numerous key roles within the household:

Butler

The most senior male servant, the butler is head of the staff and waits on the family at meal times. He is one of the most trusted servants, as he takes care of the silverware. He is expected to be available whenever the master of the house needs. Remuneration is between £40 and £100 per annum.

Housekeeper

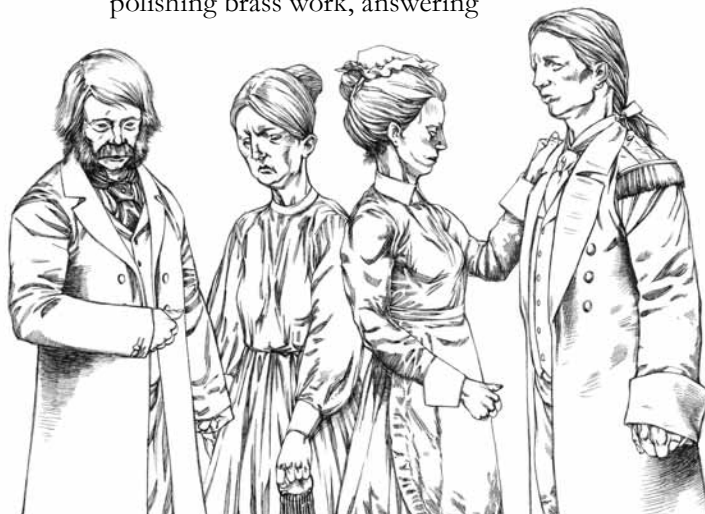
The most senior female servant, the housekeeper manages the domestic affairs of the household as well as overseeing the female staff. Remuneration is £30 -£60 per annum.

Cook

The head cook prepares (or oversees the preparation) of all meals in the household and manages the pantry. In most cases, the cook is female, but some households employ a male head cook. Remuneration is £18-50 per annum. In a rude household, the cook will be expected to help with other household chores in addition to those of the kitchen.

Footmen

Junior male staff, footmen do a range of tasks from polishing brass work, answering





the tradesman's door and waiting on the household at meals. They are paid £20-£40 per annum.

Maids

Junior female staff, maids carry out a range of household chores, including cleaning, washing and setting fires. Many work in specific areas and are thus referred to as "parlour maids" (light duties), "laundry maids" or "Scullery maids" (kitchen duties) and so forth. Maids receive £10-£30 per annum. The simplest of households may still employ a "maid of all work" who is paid between £6 and £15 per annum yet must perform all of the tasks within a household (save possibly that of cook). Lady's maids fill a highly specialist role within the household as personal attendant to the lady of the house, and thus their integrity and skill is without question. The role is such that in the highest of households the Lady's Maids are themselves minor nobility.

Nurse/Nanny

In households with young children it is the nurse or nanny who is responsible for the day-to-day affairs of the youngsters. Remuneration is £10-£30 per annum.

Governess

Older children must be managed and educated. This task falls to a generally older and more senior member of staff, the governess (or less frequently governor), who is most often a member of a respectable family themselves, and thus occupies a high rank within the household, albeit outside the usual lines of authority (in many cases they report directly to the head of the household rather than the butler or housekeeper). Remuneration is £20-40 per annum.

Page

Juvenile male servants may be employed to carry out a miscellanea of light tasks, including the carrying of messages, the setting of fires, the trimming of lamps and cleaning of knives and boots. Remuneration is £8-£15 per annum.

Groundsmen/Gardeners

Households outside the confines of the city require careful management of their grounds, a responsibility that falls to a highly specialised staff. Small households may have a single gardener – larger ones may have a dozen as well as specialist roles, such as gamekeeper (who oftentimes stands as the third senior staff member with the butler and housekeeper, overseeing as he does all the staff of the grounds). Remuneration is £10-£40 per annum.

It should be noted that not all occupations essential to the good operation of a household fall within the domestic staff; some are outsiders whose interaction with the staff is nonetheless significant:

Chimney Sweep

Maintaining chimneys in good order is essential and they must be swept regularly by skilled sweeps, usually using a combination of brushes on rods to sweep the majority of the chimney and then thin young men to work in the nooks and crannies, the practice of using anyone under 21 for this task having been outlawed in 1840 and since 1864 punishable by a £10 fine.

Nightmen

Though Mister Balgette is hard at work building his new sewerage system in London that he hopes will server the entire population by the end of the decade, many houses still rely on the services of nightmen to empty their privies and cesspools, carrying the night soil away to the countryside.

Hairdressers

If the house's Lady's Maids do not have the skills, some outside assistance may be necessary. Both ladies and gentlemen of society must be well presented at all times and while it may be acceptable for the middle classes to visit barbers shops it is often more

.....six months ago our entire outside staff was struck down with a chronic malaise just six weeks before the traditional Burnettstown House Summer Garden Party. After two fatalities from the sickness we contacted Pratt, Bingley and Morrison and within two weeks we had an entire contingent of labourers, groundsmen and gardeners working to ensure the gardens of Burnettstown were at their best.

I am delighted to report that as a result of the attention and commitment shown by Messrs. Pratt, Bingley and Morrison that the gardens and grounds were resplendent on the day and were commented on by many of our distinguished guests and that the Garden Party was, once again, an unmitigated success.

Yours Faithfully

Lady Augusta Wolstan
Burnettstown House

seemly for such matters to be taken care of by visiting barbers and hairdressers if not accomplished by the staff themselves.

Knockers-up

To be on time for work, many men (and some ladies, though I use the term loosely) must awaken early in the morning. To do so reliably without staff is a tricky proposition and so it is possible to hire the services of a “knocker-up” to knock on the door (or window) and a pre-arranged time to ensure wakefulness. Such a service costs only a few pennies per day. In industrial areas, the need for such services has, however, been superseded by steam whistles blown so as to awaken the workforce.

SPECIALISED OCCUPATIONS

Pratt, Bingley and Morrison are pleased to serve as intermediaries for those seeking to employ staff of a slightly more unusual nature. We pride ourselves on always being able to find a skilled applicant for any specialised need of our clients. Examples of the posts we are currently looking to fill on behalf of our clients include:

Laboratory Assistant

This placement is with a renowned Savant and is for a period of two years. Initially, to be based in the remote highlands of Scotland, the situation will involve travel around the Empire and beyond. Candidates will have an understanding of the Anatomical Sciences and Physics notably the fields of Electrical Generation and Discharges. This position would likely suit a young gentleman undergraduate of strong character and constitution. Remuneration £45 per annum.

Gentleman's Bodyguard for an established member of the Nobility

The successful candidate will be skilled in the arts of unarmed combat, boxing and wrestling and will be proficient in the use and instruction of most types of modern firearms. In addition, some domestic and secretarial duties will be required. This position will suit a retired or discharged officer or NCO. The position is based in London and Bath. Remuneration £100 per annum.

Translator and Travel Guide for a Businessman and his family

The candidate will be fluent in French, German or Italian, with preference given to those with multiple

languages. In addition, the candidate will have a working knowledge of Arabic and be familiar with the customs and rituals of the Ottoman Empire. Duties will include, personal assistant and advisor on local etiquette, acting as interpreter, formal translation of contracts and business documents, making travel arrangements and bookings, and the production of itineraries and perambulations such as may be undertaken by the Family. The post is for a two-year period and involves continuous travel. Remuneration £60 per annum.

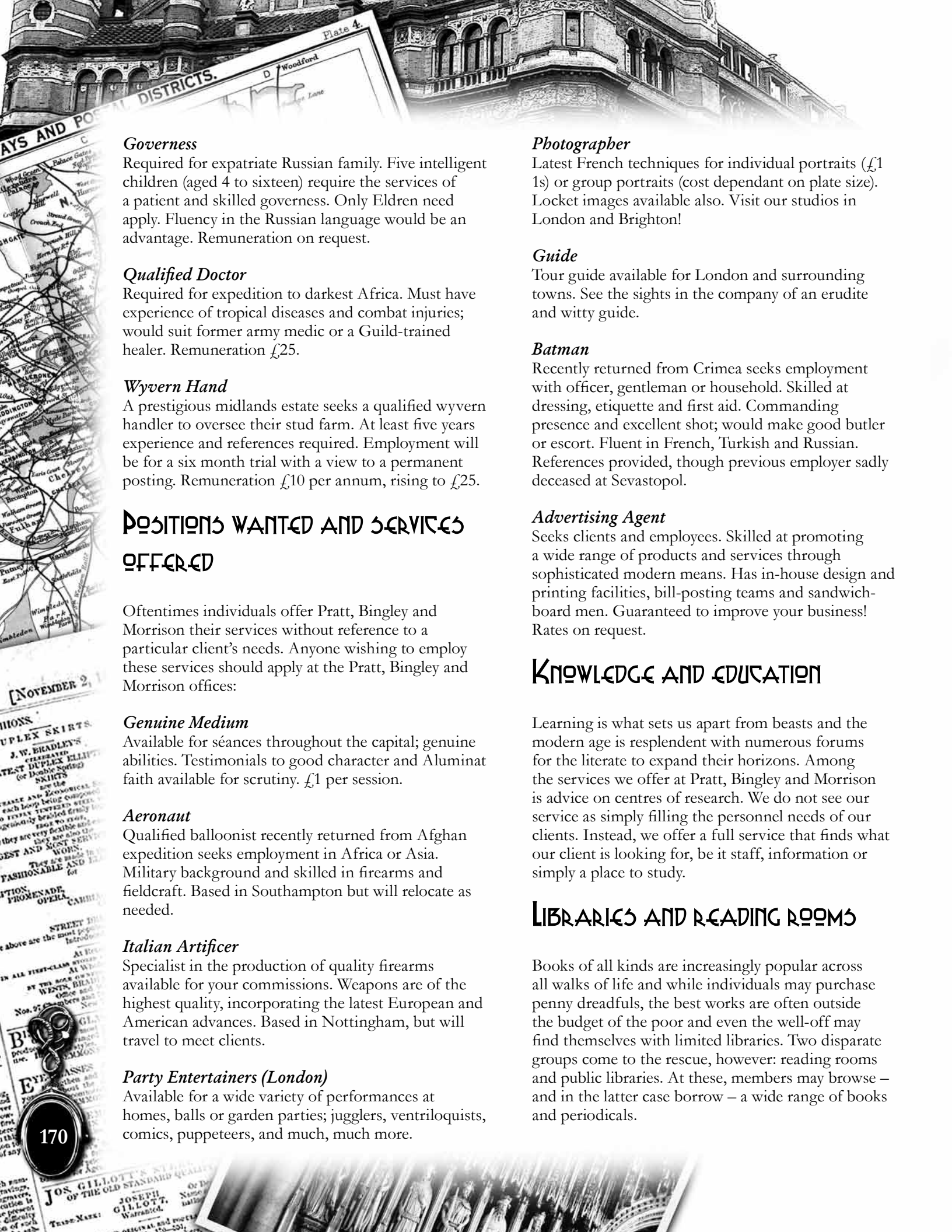
Engineer

A Dwarven or Eldren specialist with steam power and clockwork devices is required to assist with flight experiments in Wandsworth. Job includes great prospects for travel, life insurance and a chance to work with leading minds in the industry. Remuneration £50 per annum.

Chaperone

Sought for sixteen-year-old prior to the commencement of the London and Paris seasons. Applicants must be fluent in English and French, have reliable references and be from a recognised good family. Remuneration available on request.





Governess

Required for expatriate Russian family. Five intelligent children (aged 4 to sixteen) require the services of a patient and skilled governess. Only Eldren need apply. Fluency in the Russian language would be an advantage. Remuneration on request.

Qualified Doctor

Required for expedition to darkest Africa. Must have experience of tropical diseases and combat injuries; would suit former army medic or a Guild-trained healer. Remuneration £25.

Wyvern Hand

A prestigious midlands estate seeks a qualified wyvern handler to oversee their stud farm. At least five years experience and references required. Employment will be for a six month trial with a view to a permanent posting. Remuneration £10 per annum, rising to £25.

POSITIONS WANTED AND SERVICES OFFERED

Oftentimes individuals offer Pratt, Bingley and Morrison their services without reference to a particular client's needs. Anyone wishing to employ these services should apply at the Pratt, Bingley and Morrison offices:

Genuine Medium

Available for séances throughout the capital; genuine abilities. Testimonials to good character and Aluminat faith available for scrutiny. £1 per session.

Aeronaut

Qualified balloonist recently returned from Afghan expedition seeks employment in Africa or Asia. Military background and skilled in firearms and fieldcraft. Based in Southampton but will relocate as needed.

Italian Artificer

Specialist in the production of quality firearms available for your commissions. Weapons are of the highest quality, incorporating the latest European and American advances. Based in Nottingham, but will travel to meet clients.

Party Entertainers (London)

Available for a wide variety of performances at homes, balls or garden parties; jugglers, ventriloquists, comics, puppeteers, and much, much more.

Photographer

Latest French techniques for individual portraits (£1 1s) or group portraits (cost dependant on plate size). Locket images available also. Visit our studios in London and Brighton!

Guide

Tour guide available for London and surrounding towns. See the sights in the company of an erudite and witty guide.

Batman

Recently returned from Crimea seeks employment with officer, gentleman or household. Skilled at dressing, etiquette and first aid. Commanding presence and excellent shot; would make good butler or escort. Fluent in French, Turkish and Russian. References provided, though previous employer sadly deceased at Sevastopol.

Advertising Agent

Seeks clients and employees. Skilled at promoting a wide range of products and services through sophisticated modern means. Has in-house design and printing facilities, bill-posting teams and sandwich-board men. Guaranteed to improve your business! Rates on request.

KNOWLEDGE AND EDUCATION

Learning is what sets us apart from beasts and the modern age is resplendent with numerous forums for the literate to expand their horizons. Among the services we offer at Pratt, Bingley and Morrison is advice on centres of research. We do not see our service as simply filling the personnel needs of our clients. Instead, we offer a full service that finds what our client is looking for, be it staff, information or simply a place to study.

LIBRARIES AND READING ROOMS

Books of all kinds are increasingly popular across all walks of life and while individuals may purchase penny dreadfuls, the best works are often outside the budget of the poor and even the well-off may find themselves with limited libraries. Two disparate groups come to the rescue, however: reading rooms and public libraries. At these, members may browse – and in the latter case borrow – a wide range of books and periodicals.

London Subscriptions:

	Six Months	Twelve Months
1 book at a time	£0 12s 0	£1 1s 0
2 books at a time	£0 17s 6	£1 11s 0
4 books at a time	£1 3s 0	£2 2s 0
8 books at a time	£1 15s 0	£3 3s 0
15 books at a time	£3 0s 0	£5 5s 0

Non-London subscriptions:

	Six Months	Twelve Months
1 book. at a time	£0 12s 0	£1 1s 0
2 books at a time	£0 17s 6	£1 11s 0
3 books at a time	£1 3s 0	£2 2s 6
4 books at a time	£1 8s 0	£2 10s 0
6 books at a time	£1 15s 0	£3 3s 0
12 books at a time	£3 0s 0	£5 5s 0

London Institution

Membership £2,12s,6d per annum (limited to 300 tickets) for access to the lending library and twice-weekly lectures by figures of distinction in the arts, sciences and literature. Membership of the institution also allows subscribers access to W. H. Smith's collection and to that of Messrs Lewis and Son for scientific periodicals, Mister Roland for foreign books and Messrs Augener for musical publications. A maximum of five volumes may be borrowed at any one time.

Lewis' Medical and Scientific Library

Membership is from £1,1s to £10, 10s depending on the number of books that may be borrowed (between 1 and 30)

Roland's Foreign Subscription Library

Memberships at 4s 6d (1 month), 12 s (3 months), £1,2s,6d (6 months) or £2,2s (1 year) for up to six foreign language volumes at a time. Works in French, German, Italian and Spanish form the collection.

American Exchange and Reading Rooms

Membership: 2s per month or £2 a year. Specialises in American newspapers and periodicals.

Deacon's Indian and Colonial Rooms

Membership free to Deacon's customers; 30s to others. Deacons are agents of English, Colonial and Foreign newspapers for whom they solicit advertising. Deacon's retains copies of all the newspapers they deal with.

University College Friends' Society

Membership: 5s per month and only available to those recommended by two members of good standing. Ostensibly a research library, University College is also one of the principal Guild libraries in London.

W.H. Smith and Sons'

In addition to their retail operation W.H. Smith and Sons maintain a lending facility at each of their railway bookstalls as well as a depot on the Strand. Subscribers may exchange one or more books per day at the venue (depot or bookstall) where their names are registered. The subscription fee depends on the locale, length of subscription and the number of books (see table above).

London Library

Membership £2 per annum in advance (of £6 without an entrance fee) and at the discretion of the committee. Unlike the populist W. H. Smiths and similar lending libraries, the London Library specialises in scholarly tomes and old works.

TUTORS, GOVERNESSES AND SAVANTS

Not all information can be readily learned from books. Some only comes through the digesting of many tomes or the execution of private – and often costly – researches. In many cases, only an expert in a particular field has the combination of breadth and depth of knowledge to answer questions, for an appropriate fee, of course.

At the most fundamental level children need teaching in the rudiments of life and while Mister Forster's efforts look set to bring draft legislation to Parliament, there is presently no uniform means of education. Though many "poor schools" exist – Eton, Charterhouse and the like – many bear little resemblance to their charity school origins and are, in fact, dependent on fees from some of the richest families in the land; entry to these schools is tightly controlled, with preference given to the siblings or children of previous attendees or those for whom suitable introductions can be made; new money, that made from business, may struggle to find a place and having their sons attend one of the great schools is generally seen as a sign of (grudging) acceptance. The fees are substantial – upwards of £40 per term,



including board and lodging, a stark contrast to the penny each pupil pays per week in the genuine poor schools (of which scarcely half the young of the lower classes attend). The masters at such schools earn perhaps £50 each year though those in positions of authority – particularly over the boys' boarding accommodation – can earn substantially more.

The scions of wealthy families are often educated at home (at least, until their teenage years and in many cases until their majority), with often a succession of tutors seeing to the young masters' education. A solidly educated fellow of good character can, therefore, always find employment in such a role (if not as a master in a school). In the case of girls, home tutoring is usually the only way of gaining a substantive education – assuming the father is of sufficient means and is mindful to indulge his daughters – though in many cases a female teacher or governess is preferred to avoid certain awkward situations that might arise. It is also commonplace for a governess to oversee the education of all children under 10.

Manners and propriety are essential for the youngsters of the upper and middle classes, and while much is drummed into them during their early schooling it is not unusual for teenagers to be schooled in manners and social conventions prior to their acceptance into adult society. Such “finishing” education can be a lucrative business including, as it does, the proper forms of dress for different occasions, appropriate dances and how to eat and drink.

Adults have little need of such schooling but they do still need to make occasional inquiries of experts in

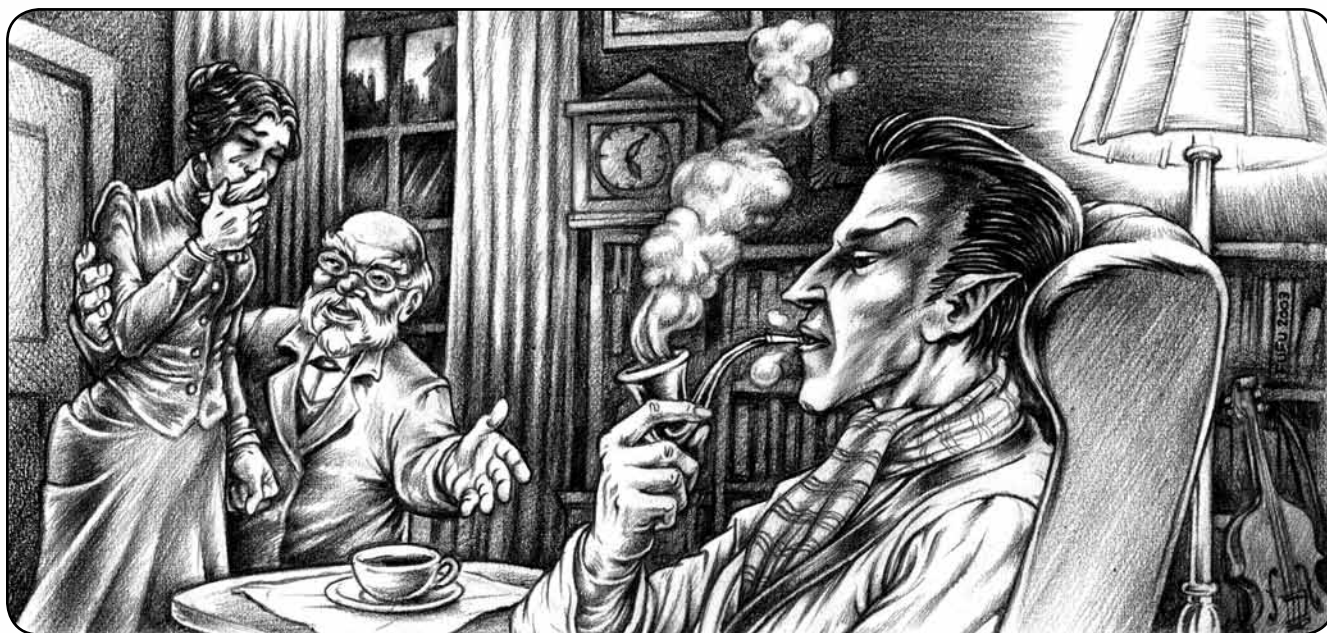
key fields. This may be a routine matter handled by an established profession – a legal question, handled by a lawyer, for example – but others are more esoteric. Universities may provide a pool of knowledge whose depths can be plumbed in search of answers, but there are host of gentlemen scholars – and no few ungentlemenly ones – who will share their knowledge in exchange for a fee. What this fee may be varies wildly depending on the individual concerned and the nature of the question being asked. A few hardy souls stand aloof, only answering questions that intrigue them and taking as payment the new knowledge the question may reveal, but for the most part the “savants” of modern society are a mercenary bunch. Among those recently employed by Faulkners' customers are:

Alchemy

Mister DeVere of Amwell Street has provided consultations on a wide range of alchemical matters. A research scientist, this Gnome savant has a prickly disposition, but is constantly looking to broaden his knowledge and will share information a quid-pro-quo basis.

Architecture

A plethora of architects exist in this day and age, but Messrs Schott and Moffit are among the best known, building everything from workhouses to the Midland Hotel at St Pancras and the Albert Memorial in Hyde Park, as well as restoring numerous churches and cathedrals. The partners do not accept private commissions but do accept referrals from governmental authorities and the church.



[NOVEMBER 2, 1891]
DUPLIX SKIRTS.
J. W. BRADLEY'S
CITIZENSHIP
TEST DUPLIX ELLIPTIC
(or Double Spring)
SKIRTS
FOR LADIES
ELEGANT AND ECONOMICAL
each loop being composed
of FINEST TWISTED STEEL
and is very flexible and
they are also very
strong and MUST BE
WORN.
They are made in
FASHIONABLE AND
PROVENANCE
CANNON
STREET
above are the most popular
Introduction
ALL FIRST-CLASS
BY THE ROYAL
WEST, BRADLEY
Nos. 97, 99, 101, 103, 105, 107, 109, 111, 113, 115, 117, 119, 121, 123, 125, 127, 129, 131, 133, 135, 137, 139, 141, 143, 145, 147, 149, 151, 153, 155, 157, 159, 161, 163, 165, 167, 169, 171, 173, 175, 177, 179, 181, 183, 185, 187, 189, 191, 193, 195, 197, 199, 201, 203, 205, 207, 209, 211, 213, 215, 217, 219, 221, 223, 225, 227, 229, 231, 233, 235, 237, 239, 241, 243, 245, 247, 249, 251, 253, 255, 257, 259, 261, 263, 265, 267, 269, 271, 273, 275, 277, 279, 281, 283, 285, 287, 289, 291, 293, 295, 297, 299, 301, 303, 305, 307, 309, 311, 313, 315, 317, 319, 321, 323, 325, 327, 329, 331, 333, 335, 337, 339, 341, 343, 345, 347, 349, 351, 353, 355, 357, 359, 361, 363, 365, 367, 369, 371, 373, 375, 377, 379, 381, 383, 385, 387, 389, 391, 393, 395, 397, 399, 401, 403, 405, 407, 409, 411, 413, 415, 417, 419, 421, 423, 425, 427, 429, 431, 433, 435, 437, 439, 441, 443, 445, 447, 449, 451, 453, 455, 457, 459, 461, 463, 465, 467, 469, 471, 473, 475, 477, 479, 481, 483, 485, 487, 489, 491, 493, 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Art

Founded in 1768, the Royal Academy of Arts on Piccadilly is the Empire's premier repository of art knowledge, from classical times to the latest works of the Realist, Impressionists and Pre-Raphaelite brotherhood. Members of the society – Royal Academicians – are the foremost artists of our age, serving as a repository of knowledge and works that can be plumbed by the society's supporters ("friends" of the society or associate members).

Crime

Matters of law and order are best handled by the police or law professionals, as appropriate, but there are a number of cases that fall into a grey area that is best handled by gentlemen "consulting detectives" as detailed later in this chapter.

Geography

Man has explored much of the globe and climbed to the top of many mountains but relatively few people have the opportunity to push forward the boundaries of knowledge and to venture into Terra Incognita. Oftentimes, expeditions to do so are funded by the nobility for the prestige such endeavours bring, but numerous institutions (including the church) also fund expeditions and make the information gathered from them available to members. Explorers, such as McClure and Belcher, work in conjunction with the government and have lectured on their efforts to find the North West Passage, while others, such as Mister Burton were employed by the Royal Geographic Society whose archives are unparalleled.

Linguistics

The Empire encompasses millions of people and thousands of languages. Some are commonplace – any gentleman worth his salt knows French, Latin and Greek – and together with English these serve as a lingua-franca to facilitate communication. However, when travelling in far lands, or reading foreign documents, a wide range of esoteric languages and dialects can be encountered, often requiring a chain of translators or the service of a single linguistic savant or agency. Messrs Barnby and Sheridan, of Regent Street, pride themselves on providing translation services for any living language (the fee commensurate with the complexity and size of the translation) but for "dead" languages universities are the most likely source of knowledge.

Mechanics and Engineering

Though only an occasional resident of London, Mister Isambard Brunwell has provided consulting

on a number of projects, though his pre-occupation with his railway and naval concerns leaves him little time for other projects. He has, however, been known to take an interest in "problem cases" that intrigue him (though his involvement in such remains on a commercial basis). Also of note in this field are the Dwarven Barloe brothers, renowned for their work in the construction of railways and stations (Wilhelm Barloe) and in tunnelling (Peter Barloe) and who consult on a wide range of projects.

Tailoring and Dressmaking

As every lady and gentleman will tell you appearance is key to a good public image and the best clothes and hats are central to a good appearance. Numerous bespoke tailors and milliners may be found in London and Europe's great cities, but few rival the expertise of the tailors of Bond Street.

For gentlemen, gloves, hat and morning coat are essential and, for ladies, a dress of appropriate styling with hats, gloves and, where needed, a parasol. Many occasions necessitate special dress: evening wear at the opera, suitable mourning cloths for funerals and so forth, and an individual's wardrobe must cater to such eventualities or else be supplemented by new items as appropriate. Those of limited means may wish to hire clothing for special occasions which may done so at various venues in Covent Garden and elsewhere: The usual prices are, for hire for the day: coat, 5s. waistcoat, 2s.; trousers, 3s.; overcoat, 5s. Black suits are let for funerals at similar prices, and umbrellas at 2s. 6d. per day. A deposit is required for all hires.

For all that clothing is an essential part of life, those who make said items are rarely paid well and work long hours, often from five or six in the morning until 11 or 12 at night at the expense of their own health; the wages are so low that to make ends meet they must perforce work all hours. Even tailoring respectable dress rarely earns more than 12s a week and thus it is little surprise that (in some quarters) seamstresses turn to other, less reputable, ways of earning their keep.

An apprentice dressmaker in a good house might earn a living wage, but this is rarely the case in lesser houses and even in the best is only paid after several years as an apprentice (during which they might earn 2s 6d per week, though oftentimes nothing more than food and lodging), after which they might earn £6-£10 a year, rising perhaps to £25 after several more years. Only after perhaps five years in the trade might a dressmaker – and only the most proficient – rise to the position of first-hand – a kind of foreman of the dressmakers – and thence be involved in more than just the sewing of garments. A skilled machine-hand



WHY WEAR AN ILL-FITTING HAT?

HENRY HEATH'S successful system of Head Measurement ensures the luxury of a well-fitting Hat adapted to the form of the wearer's head. The principle is equally applicable to Hats selected from Stock. Residents in the Country can ensure a comfortable fitting Hat being forwarded by writing for HENRY HEATH'S New Measuring Band, which takes the form and size of head. Post free, with Card of Shapes, &c. Hats forwarded to any part safely in wood boxes. No extra charge.

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Established in the Reign of King George the Fourth

STAPLEY & SMITH OF LONDON WALL AND FORE STREET

The workers of this light and airy series of workrooms are the pinnacle of the tailoring trade in the City of London. Their work is nothing short of miraculous, carried out quickly and efficiently to time, and of the highest quality. Whether it be a child's frock, a fine jacket or an elegant dress, all of the work is exceptional. Cuts are precise, stitching immaculate and the lines flawless - and all without the use of pinning or pre-cutting. Hours at Stapeleys are respectable - 8:30 in the morning until 6pm, with an hour for dinner and half an hour for tea - with wages ranging from 8-9s for the lowest paid to over £1 for the best, including machinists. However, it must be said that Stapeleys is far from typical and for every seamstress employed there in good conditions a dozen may be found in dark, dingy rooms being paid a pittance.

their income) but, in truth, the extras required on each piece - pockets, lining, seams, piping - may take a disproportionate amount of time (pockets are reckoned at 1 hours work or 6d extra, lining the same, seams at 1/2 hours or 9d, piping at 4 hours or 2s, riding reinforcement 3s). Coat hands are paid a similar rate but their work is often split between two or three hands and make take as long as three days for a quality frock coat (though the official hours required for such items are generally underestimated, putting the coat-hands at a disadvantage). As such, a coat hand might expect to earn 16s per frock coat, the often much less. Perhaps worst off are the waistcoat hands who are paid for 9 hours work to make a single-breasted waistcoat that generally requires 12 hours work to complete.

Employment as a tailor (and, indeed, as a dressmaker) is not consistent throughout the year. There are notably brisk periods in May and June as the "Season" commences and attendees seek to deck themselves in new finery, with unduly slack periods from August to October.

SHOPS

With goods arriving from around the British Isles and elsewhere in the Empire, shopping has become almost an art form in the capital. Many stores are richly appointed, more akin to grand hotels or museums than retail establishments while others are elegant venues akin to the finest palaces. Those who seek establishments with both variety of wares and a well established reputation will find our recommendations below.

Christie and Manson's Rooms

These large auction rooms are for the sale of works of art (including that of old masters), with particular emphasis on sales during the early part of the 'Season' (April to July).

Tattersalls

This fine stable specialises in the sale of horses and wyverns. Sales are usually held on Mondays year round with an additional Thursday sale in the season. Sales may be attended by anyone but an additional room is available for membership of the Jockey Club or those interested in the races. This room may only be used by members (or those they invite) with the

annual subscription being £2 2s. Tattersalls also oversee all race betting in the British Isles.

Agricultural and Horticultural Cooperative

This cooperative is a mutual association whose objective is the maintenance of quality of seed stocks and animal feeds and also the development and employment of agricultural machinery. Any farmers, landholder or horticulturalist may join on the investment of £1 in the association, with an additional fee of 5s per annum for the 'Agricultural Economist' periodical.

The Burlington Arcade

Quite simply, this is one of the most elegant shopping venues in London. Located in Piccadilly, its occupants sell a wide range of refined goods, and a vaulted ceiling protects visitors from the elements as they pass from store to store. Anything from elegant clothes and walking canes to books and swords may be purchased here, as well as magical paraphernalia though the prices are commensurate with the Piccadilly location.

STREET VENDORS

Street tradesmen are a curse on every street yet their utility is unquestionable and they play a vital role in the economy. Many visitors to the city are unfamiliar with their services – and tricks – so Faulkner's provides the following information as a kindness to our customers. They fall into several distinct classes:

Costermongers

The suppliers of provisions, such as vegetables, meat and fish, although the term is often applied to any street seller of disreputable class. Their goods are often of dubious quality, quite often old and, thus, only of interest to the lower echelons of the poor. Their weights and measures are often deficient – a pound weight may be short four ounces and a pint may be a third short.

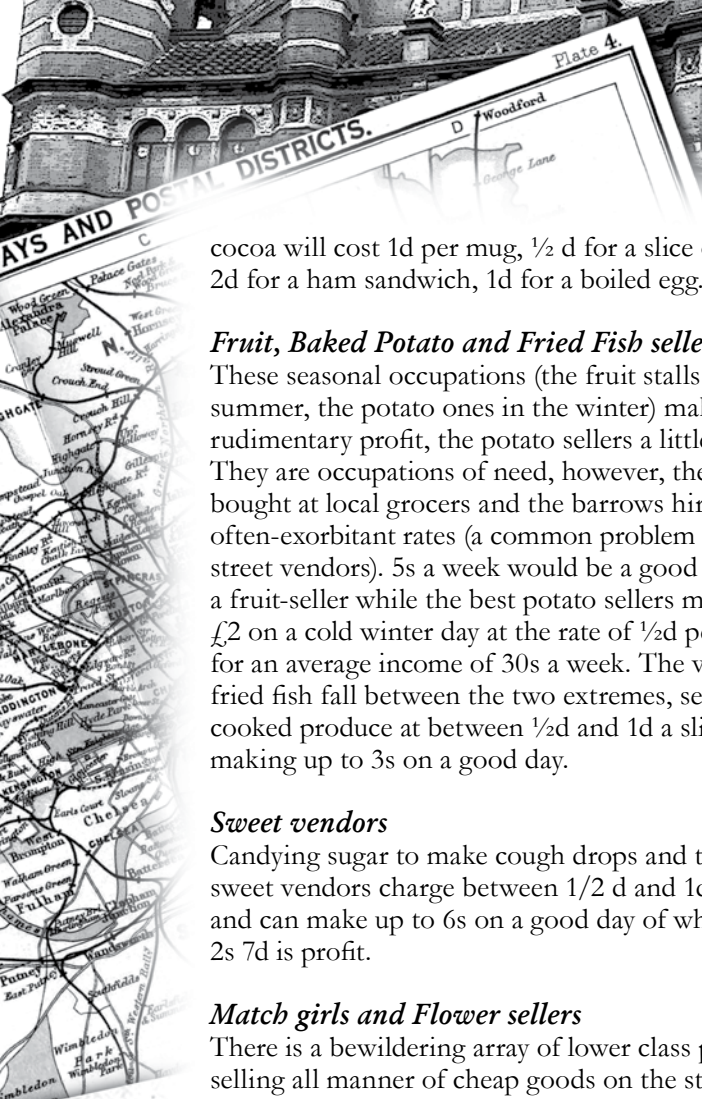
Coffee-Stall keepers

Providers of food and drink to working men, these stalls are often found working in conjunction with established tea houses. Trade can be very brisk – a dozen shillings per hour in the best locales – but at other times there might be none. Some stall keepers work through the night, catering to the folk of the markets and suchlike (including the loose girls and rich gentlemen who are their clientele), whereas others work with the day workers. A mug of tea, coffee or

SHOCKLEY'S MISCELLANEA

Mister James Shockley of Burlington Arcade is, at first glance, a peddler in curios and historical artefacts "liberated" from various sites in the Empire. In truth, he specialises in acquiring and selling artefacts and tomes associated with sorcery and has little mind for the Guild's restrictions on who they should be sold to – for a suitably outrageous appropriate sum.

In addition, selling artefacts to buyers, Mister Shockley is known to take on commissions to acquire items, hiring adventurous individuals to mount expeditions (in the capital as well as abroad) to acquire said items on his behalf. Such tasks pay well, but are often fraught with danger and no few employees have fallen to a native's spear, a warlock's spells or some foreign miasma.



cocoa will cost 1d per mug, $\frac{1}{2}$ d for a slice of bread, 2d for a ham sandwich, 1d for a boiled egg.

Fruit, Baked Potato and Fried Fish sellers

These seasonal occupations (the fruit stalls in the summer, the potato ones in the winter) make only a rudimentary profit, the potato sellers a little more. They are occupations of need, however, the goods bought at local grocers and the barrows hire at often-exorbitant rates (a common problem for all street vendors). 5s a week would be a good wage for a fruit-seller while the best potato sellers might make £2 on a cold winter day at the rate of ½d per potato for an average income of 30s a week. The vendors of fried fish fall between the two extremes, selling their cooked produce at between ½d and 1d a slice, and making up to 3s on a good day.

Sweet vendors

Candying sugar to make cough drops and the like, sweet vendors charge between 1/2 d and 1d an ounce and can make up to 6s on a good day of which around 2s 7d is profit.

Match girls and Flower sellers

There is a bewildering array of lower class people selling all manner of cheap goods on the streets more for survival than profit. Almost anything cheap and easily come by can be found on the streets for a few pennies. Given that their menfolk can work hard labour, most of these small time costermongers are women. Most start as girls selling matches and graduate to selling flowers as women, making match girls and flower sellers one of the most common and saddening sights in the city.

TRADE ORGANISATIONS

While trade guilds have existed since time immemorial, recent years have seen the growth of various trade organisations whose aim is the support and betterment of tradesmen in the same profession. Some maintain their own premises, but others make use of sundry public houses for their meetings. Fees are levied on the membership in order to allow the organisation to fulfil its duties, which may be the support of unemployed, ill or bereaved workers or possibly emigration to distant lands. A selection includes:

Amalgamated Society of Engineers

Fee 1s/week. Aims: mutual support in case of sickness, unemployment or bereavement (including

burial costs); assistance with emigration.

Amalgamated Society of Railway servants

Joining fee 2s, contributions of 3d/week. Aim: support of railway workers and their families.

Business Purchasers' Protection Association

Membership £1, 1s for 3 months Aim: Assisting members with the purchase of business (including hotels, taverns and coffee houses) and for the sharing of advice and information on said transactions.

Havana Cigar Brands Associatio

Fees £10,10s (Manufacturers), £3,3s (importers), £1,1s (retailers): Aim: The protection of Havana cigars from spurious imitation.

Mercantile Association

Fees £10,10s to £21. Aim: the sharing of information on bad debts and for relieving the difficulties of members faced with such troubles (including a service for recovering debts).

Teachers' Training and Registration Society

Fee £1 1s (or £25 for life membership). Aim: Maintaining a high standard of professional qualification for teachers.

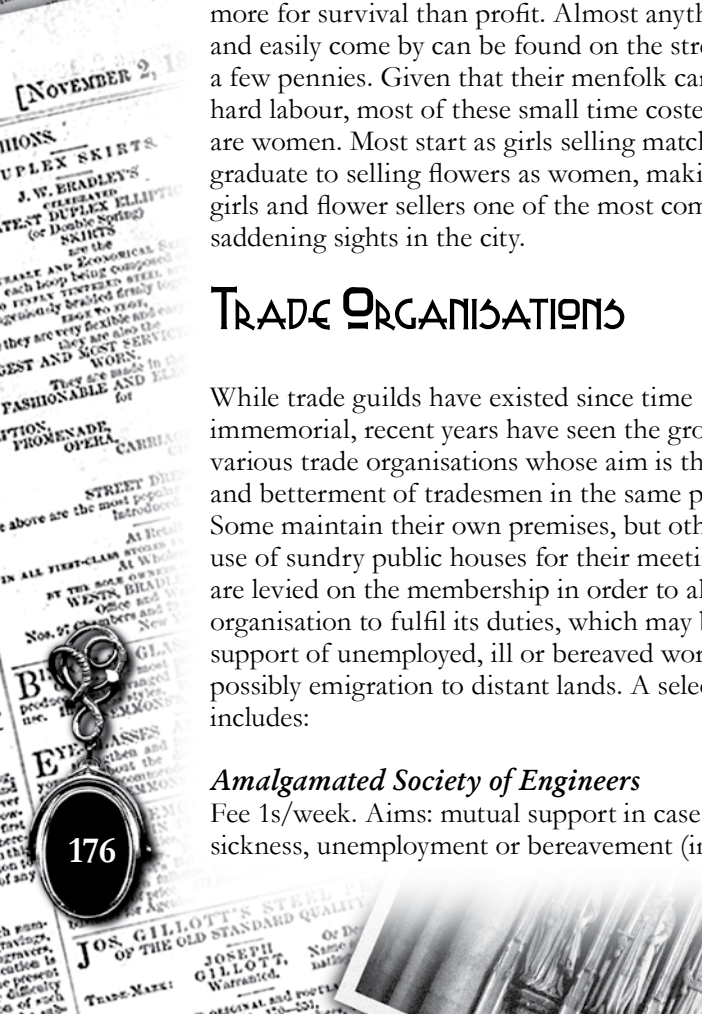
MATTERS OF MONEY AND MANUFACTURE

In this modern age, money is sometimes seen as a substitute for quality and breeding – there’s no accounting for common sense – and thus clients of Faulkner’s may wish to employ the services of numerous fiscal agencies. As a measure of sound

THE LONDON AND COUNTY BANKING COMPANY

Discrete service available to for all customers at our Lombard Street offices and, also, twenty five other locations across London. Make deposits and withdrawals at any branch thanks to our dedicated telegraphy company – only a days notice required!

Secure vaults available at excellent rates.



SWISS ALUMINAT BANK

Personal banking facilities available to customers at our Threadneedle Street offices, including private vault access and thaumaturgic security.

Exclusive membership, only available to good Aluminat individuals of appropriate social standing who have been recommended by at least two extant clients.

Discretion Guaranteed.

Backed by the fiscal might of the Aluminat Church; members may access funds at any SAB office (London, Zurich, Berlin, Paris, Rome)

business, manufacturing concerns fall into this sphere and are detailed here.

Banks are an essential part of modern life and membership of some is akin to joining a gentlemen's club, saying a lot about the character of the individual. Some are open to all applicants while others have closed memberships and only accept new clients on the recommendation of extant customers. Some only maintain offices in the city but in a new trend others have established sub-branches both elsewhere in London and in other cities. Some are Joint Stock banks with unlimited liability while others have limited liability.

STOCK EXCHANGE

Situated near the Bank of England, the stock exchange provides a means for carrying out a range of transactions, including the acquisition of company shares but also the buying and selling of cargos, both upon arrival and speculatively (the tea harvest being a great favourite). There is little restriction on what may be bought and sold but fraud is rare and dealings are upright and true. Only members of the Exchange may buy and sell, requiring the nomination of three members of at least four years standing and an entrance fee of £100 and an annual subscription of £22. Additionally, the guarantors must stand ready to pay £500 each to cover debts accrued by the new member until their fourth year of membership in good standing.

Members of the exchange fall into two categories – brokers (who buy and sell for clients) and jobbers (who speculate on a range of goods). There are no set tariffs for trades – those are a matter for the member and their clients – the only prohibition being on advertising; all new clients must come via recommendation, not solicitation. Messrs Pratt Bingley and Morrison can, however, arrange appropriate introductions to members of good standing.

INSURANCE

There are three main types of this growing market. In the new spirit of commerce it makes sense to drop a little of your profit to guarantee at least some return. As British power waxes and the nation (or, at least, the rich) gets richer, people have more spare money to try to protect their assets and standing.

Fire and general risk

Property owners may choose to invest a small portion of their wealth against the eventuality of disaster, paying a fee commensurate with the value of the property and the risk involved. Common insurance



DON'T ASK FOR CREDIT AS A REFUSAL OFTEN OFFENDS

It is worth noting that banks in Victorian times are a lot less free with their money than their modern counterparts. There are no interest free loans and credit cards to tide you over. Getting a loan from a bank is a difficult process involving wearing your best suit and offering cast iron guarantees that you'll pay it back at a set time. There is certainly no cash in hand lump sum for a holiday either. If granted, the loan will be added to your account in a few days, not in an instant.

Gaining credit is still possible, but not done at a bank. Those of good family background barter directly with salesman to have credit extended to them for their purchases. To refuse such credit suggests the salesman doesn't trust the gentleman and doubts his word, a grave insult. In this way, reputable families can accrue staggering debt before salesmen decide they are simply can't risk giving their services (effectively) for free. At which point word gets around and the family finds that no one extends them credit, and their creditors are insisting on settling the debt. This is the point many good families lose their reputations and fall from society.

Having said that, credit is a part of daily life for the rich. Carrying cash is rather 'common' so most services to the gentry offer credit and expect payment to follow from a servant or a bank a few days later. It is beneath a gentleman to deal directly with money, they just tell their valet to deal with the issue for them. As most retailers are used to getting paid late it is hard for them to judge which of their customers are likely to pay them and which can't. Retail in Victoriana requires just as much empathy and diplomacy as it does business sense!

is available at 1s 6d per cent value of the property; 2s 6d per cent value for hazardous insurances (timber buildings or risk professions like bread making, chandlery or chemistry); 4s 5d per cent for doubly hazardous insurance (thatched buildings, hazardous

goods repositories). For example, a building valued at £50 (1000s) would cost 15s per annum to insure against fire.

Maritime

Insurance for all of the ships within the Empire is handled by a single agency: Lloyds of London, established in the late 17th century and taking its modern form around a century ago. Membership of the corporation is restricted to known individuals of repute and means who invest a sum of money into the company (£100 each by 79 individuals in 1771) and plans are afoot for the membership to incorporate. Lloyds employ a varied staff and membership – those who can agree to underwrite voyages (i.e. insure it against loss or damage); those who serve as clerks or translators; those who manage communications (Lloyds has its own telegraph station); those who maintain the records of every ship and voyage underwritten (and any other risk undertaken by the members).

Life

The third strand of insurance is investment against misfortunes in the lives of individuals, known variously as life insurance or, for the more morbid, death insurance. For young individuals (perhaps 25 years of age) of good health this insurance may be had for an annual subscription of between £1, 10s and £2, 10s but for an older fellow (of, say, 55 years) the annual fee might be between £5 and £6. If misfortune befalls the insured individual they or their nominated heirs will receive recompense outlined in the insurance policy, usually covering the funeral expenses and paying a pension to support the spouse or dependents. This is especially important when the death of a father leaves a family of unmarried daughters without dowry or career.

LOST, FOUND AND HIDDEN

Not everything within our modern world exists in plain sight. Some things are hidden by the nature, requiring skilled practitioners to unearth them. Others are concealed deliberately, their obfuscation challenged only by the most adept; finding that which is hidden can be a challenge but discovering that which chooses not to be found is a true test of character.

JOLLY ALF'S RATTERS

What, because I look like a rat I won't do the job right? Think again, matey. I'm damn good at what me and me dogs do. 'Ow many other rat catchers will give you a cast-iron guarantee like me, not only that your rats will be gone but they'll stay gone for six months. How does I do it? Trade secret, sorry mate. Magic? You wrong me, sir. I'm a heaven-fearing Aluminat. Magic is for them as 'as the money and connections to learn from the Guild, not for Jolly Alf and his dogs. I will say this though, we puts the fear of the Angels into them. Small they may be, but rats ain't as stupid as you think. So, want us to deal with your little problem?

THE CATCHING OF RATS AND OTHER PESTS

Despite scientific advances, many areas of our cities remain squalid and infested with all manner of vermin. Rats are perhaps the best known of these but one for which a distinct profession has arisen to combat, the rat catcher. Various methods exist – poisons, nets, dogs – but at the end of the day their task is the same; to eradicate the pests from neighbourhoods, for which the residents pay a small (but welcome) fee. A few canny hunters supplement their catching income by taking their prey alive and selling the rodents to the local hostleries where they are used to entice the dogs in the fight-pits (or occasionally, in the less reputable locales, served up as part of the visitor's fare). Though they'll deny it, a number of the best rat-catchers employ petty magics as part of their work, usually for tracking the rodents or luring them into traps. The Guild generally turn a blind eye to such practices though they frown upon more conspicuous acts, such as mass entrancements (veritable recreations of the Pied Piper tale) or wards against vermin. This isn't due to a dislike of the use of magic in this way. The Guild makes a tidy profit using exactly those sorts of spells to ward the homes of the rich, and if the poor have conspicuous access to the same it devalues their expensive services.

POLICE, DETECTIVES AND FINDERS

Sundry police forces do an admirable job of maintaining law and order, though it appears they are too small and scattered to deal with the morass of criminals that infest our cities. Indeed, only the most high-profile and blatant acts seem to be actively pursued. A murder will garner their attention, but a theft is less likely to be successfully resolved unless the victim has immediate evidence against the perpetrator. There are times, however, when the matter is just too small for the authorities to deal with or else falls outside the legal remit of the police. What then? Well, if you're working class that's it, probably. Hard cheese. If you have money, however, you can call on the services of a private detective.

As with any such profession, there are degrees of skill (with commensurate cost). Finding a missing person may require little more than putting up bill-posters (usually offering a reward) in the locals frequented by the person being sought or otherwise chasing down their associates. Tracking down lost property will take considerably more skill, and solving a great mystery might only be managed by a gentleman-savant. Of course, such fellows demand a king's ransom for their services (save for odd chaps like the gentleman-detective of Marylebone who occasionally wave their fees to pursue "interesting" cases) though lesser detectives might be had for a few shillings per day (plus expenses; travel, food, accommodation, bribes and so forth).

Of course, detectives are concerned with the human element in the case – and I use the term human here, loosely, to include all the sentient peoples – but, in many cases, there is no "human" element to pursue. It may be possible for a skilled detective to follow the trail, interpreting clues that have been left behind. In many cases, the trail will prove too cold for such methods, however, though that doesn't automatically mean an end to the chase.

Most communities have someone who is renowned for finding things – perhaps due to luck or, more likely, some sub-conscious petty magic. Most such individuals don't think twice about their skills, using it for friends and neighbours while continuing about their lives. Some, however, exploit their abilities for profit, either working with (or as) a detective, or else setting up shop as an independent "finder." This last path is the most profitable but also carries with it risks; the Guild might decide the finder is an unlicensed practitioner of magic and punish them accordingly, though in many locales a blind eye is turned to their activities.

ONE MAN'S JUNK...

It's amazing what people chuck out, miss. To you this is a midden but to me its a treasure trove. Look, see. Only one mind you, but the other might be in 'ere too and that'll make some poor lass 'appy. Or this. No, not a stone, coal. That'll 'elp us keep warm tonight.

Profitable? Hardly, though occasionally there's some money or somfink what can be sold for a few coppers. A mate of mine once found a nice necklace that he pawned to some geezer in Clerkenwell. Kept him in beers for ages, that did.

Unpleasant? You bet. Digging through all this piss and shit ain't likely to net me much more than bones, but even those are worth something to the right buyer. Then again, the piss and shit, pardonin' me language, luv, is worth something to the right buyer. Find the right stuff and you can sell it to a tanner for use in his vats. Betcha didn't know that didja.

And if you think this is bad, try being one o' them mudlark kids down by the Thames. At least here I ain't going to be drowned by the rising tide or have to wait for the tide to go out before starting work.

WITCH HUNTERS

While the Guild turns a blind eye to the use of petty magics (and even simple thaumaturgy in the middle and upper classes), they are ever-watchful for those who misuse their powers or who pose a danger through unlicensed practice of the dark magics of necromancy and demonology. When a problem emerges, trained Guild agents respond: witch-hunters. A mix of magically talented individuals and skilled mundane operatives, the witch hunters act decisively, often without anyone being the wiser; troublemakers simply disappear. The identities of the hunters are a closely guarded secret, with only the most prominent – often Aluminat inquisitors – stepping into the spotlight to give the group a “public face.”

So the Guild would have you believe, at least.

In reality, the identities of hunters is an open secret, known to many in the community not least because of their relationship, usually strained, with the local police force. Hunters often appear at crime scenes where the use of magic is suspected, but only when authority is officially transferred to them by the local commissioner or bishop can they legally act. Many peelers refer to them as the “ghoul squad,” an image reinforced by their often-pale complexions and tendency to wear black. There is, in fact, little else to identify hunters: a hulking ogre may be part of the group (raw strength has its place), but so may the dainty teenage girl (with her prodigious skill with elemental magic) or the refined Eldren lord (and master-swordsman). The sole defining trait is their adherence to the orthodox Aluminat faith and their (tested by inquisitors regularly) spiritual purity.

Rather than sit idle for protracted periods, some hunter groups also offer their services on a freelance basis, dealing with problems – usually, but not exclusively, supernatural – via their rather unique skill set. Obviously, their services come at a premium (and they usually only take cases that others can't handle or otherwise intrigue them) but there are times when such investment is the only solution.

LIFE AND DEATH

There have been great advances in medical sciences in recent years; discovery of the cause of cholera, the use of anaesthetics, the availability of a vaccine against small pox among many other things. It is, however, something that only the rich benefit from – the unsanitary conditions that spread cholera are a feature of life among the lower classes and few slum workers would be able to afford the fees for visiting a doctor, let alone for the medicine (though vaccination against smallpox is both mandatory and free). Dealing with public health and medicine for the masses is not, however, a subject for Faulkner's, rather we list here some of the reputable doctors and institutions that may be of service:

Doctor William May - makes house calls in Bloomsbury and maintains a surgery on Gower Street. A jovial chap, he is adept at putting patients at their ease and treating their ailments or referring them to specialists. Standard fee (home visit): 3s

Doctor Donald Robinson - has a thick Scottish accent that some patients find off-putting, particularly when combined with his somewhat brusque manner.

Nonetheless, his skills are exemplary both in his private practice and his role as a surgeon at Guy's Hospital. Standard fee (Home visit): 5s

Miss Amelia Wainwright - is not a doctor per-se but is widely acknowledged as a skilled medical practitioner, particularly in the field of women's problems where a patient may feel uncomfortable with a male doctor. Her skill and knowledge rivals (and, in many cases, exceeds) that of her male colleagues but she is denied the title of doctor and the legitimacy it confers. Standard fee (Home visit): 1s, 6d

"Doctor" Samuel Handley - is in no way deserving of the title, having never graduated from a medical school, but unlike many "street doctors" who are quacks, preying on the poor and peddling fake remedies for ailments, Handley has shown some skill in his ministration of the poor of St Giles. His technique is unusual, mixing modern scientific principals with mesmerism and, it is suspected but has never been proven, elements of petty magic.

The Reverend Doctor Anthony Winstanley - is serving cleric within the Aluminat church, but is also widely acknowledged as a medical miracle worker at Guy's Hospital. Guild-trained, he is a skilled practitioner of the magical arts, drawing upon his own faith and that of his patients to heal their bodies. However, his disposition is prickly at the best of times and he has little time for those who are not regular attendees at church and has show particular bias towards aiding those in his regular congregation at Southwark Cathedral.

Renowned London Hospitals

While there are plenty of hospitals in London and further afield, two stand out as being especially renowned.

St Thomas' Hospital

Is one of the best-known hospitals in London, serving Lambeth and Westminster (its new site, still only partially complete, lies directly opposite Parliament). Its design works admirably to limit the spread of infections and also has facilities for surgery and for the birthing of children. The hospital also serves as a training ground for new doctors and nurses, though a rivalry exists in this role with nearby Guy's Hospital.

Guy's Hospital

Unsatisfied as a benefactor to St Thomas' hospital, Mr Guy (a wealthy bookseller) commissioned the building of a new hospital not very far from St Thomas'. Guy's is just as large as St Thomas' and being newer is a little more modern. Apart from that there is little difference, and their friendly rivalry comes about mainly due to their equality.

Colney Hatch

While St Thomas' or Guy's treat ailments of the body, Colney Hatch in Middlesex deals with matters of the mind. Officially the "Second Middlesex County Asylum" it is known by locals as Colney Hatch. Though many inmates are kept in cells for their own safety and that of the local community, those who hold onto at least some of their sanity are allowed to walk in the grounds or work at simple tasks, the principal being that allowing them to do so aids the recovery of their mental facilities and thus release from incarceration.





UNDERTAKERS

While doctors endeavour to save lives, there is a limit to what they can achieve and often, due to the seriousness of wounds or illness or even just fate and old age, people die. And yet that is rarely the end of the story. A working class corpse may be confined to a hurried burial in a pauper's grave but for those with money – even just a little – a proper burial is in order with all the trappings of mourning expected in the modern era.

For their apparent simplicity, funeral arrangements can be fraught with pitfalls: the selection of a plot and its purchase or leasing, the embalming of the body and the selection of a coffin, transportation of the body to the graveyard and, finally, the burial itself and the erection of a memorial. Most of these actions are carried out through the services of a professional funeral director who employs the Mutes who stand by the doorway of the deceased's home on the morning of the funeral in solemn dignity and whose black-plumed horses pull the hearse with its coffin cargo from the deceased's house to the graveyard, often accompanied by black-clad attendants as skilled in dealing with the mourners as well as the bodies.

Of course, the cost of the funeral is in direct proportion to its style: a simple funeral with plain elm coffin and simple mourners might cost £3 5s while one with a full hearse and carriage for the mourners costs upwards of £5 5s (£6 6s with a pair of horse for each carriage and finer accoutrements), rising even to £30 for the most lavish of funerals. In many cases amongst the poor, funerals are paid for by life insurance purchased previously by the deceased or else by trade societies.

It should be noted that recent legislation has ended the use of local graveyards for burials, save in rare circumstances, and large municipal cemeteries have become the norm. Overcrowding is such that some burials are transported significant distances (even on dedicated railway lines) before being interred.

LIFE AFTER DEATH

We know, of course, that existence doesn't necessarily end with death; there really are ghosts and it is possible to commune with spirits. That being said, however, among all the hundreds of mediums offering their services to the bereaved, offering to speak with those who have crossed over for a (not inconsiderable) fee, the number of practitioners with genuine talent is woefully small. Many individuals claim to have

appropriate Guild licensing for their abilities, even though the Guild doesn't actually licence mediums! Many such "proofs" are for show only, the alleged medium having little or no ability and, instead, relying on sleight of hand and suggestion to convince clients of their honesty and relieve them of their coins.

Those wishing to employ the services of a medium should, therefore, be very careful in their dealings and be sure to verify references, taking particular care to avoid known troublemakers like Gypsies, Chinamen or Indians. Those put forward by Faulkner's and their agents have been verified as possessing a genuine gift, though the veracity of their séances cannot be ensured. Caveat Emptor!

Any charlatans or fakers should be reported to the authorities, be it the police or the Guild, both of whom take a hard line against those who seek to employ others grief. Be advised, however, that while the Guild takes an interest in cases of unlicensed magic use or fraudulent magics by licensed practitioners, it has no jurisdiction or interest in cases involving unskilled charlatans.



MISS CASSANDRA FELLOWS

LADY CASSANDRA PRATT-
BINGLEY MORRISON

Upon arriving at Pratt, Bingley and Morrison's most clients

are met and deal with by the charming and efficient Miss Fellows, with only the most prestigious and demanding clients handled by the partners directly. The daughter of a successful midlands businessman, Cassandra's role in the company is unusual but not sufficiently so as to deter any but the most misogynistic clients. The reality of the situation is a little different: there are no partners and Cassandra is the owner and operator of the company, with hired actors – of impeccable references as one would expect – playing their roles on the rare occasions they are needed.

At a very early age, Cassandra proved to be a genius at mathematics and accounts. Her father often brought work home and looking at his books fascinated Cassandra as a child. Her parents thought little of it as it kept her quiet. However, as she grew her talent became more obvious until she and her father would do the work he brought home together. By sixteen, she was correcting her father's mistakes, and he had taught her all he knew.

Cassandra's father wanted to do the best for his daughter and knew that marriage was not the key to her future happiness. While a woman could become a secretary or accountant, that alone would be a waste of her talent. So, together, they constructed Pratt, Bingley and Morrison's through intermediaries and dummy accounts, and Cassandra's father remains a secret and silent partner in the business. The business has done well, quietly building steadily due to Cassandra's careful policies and insistence that customer satisfaction takes precedence over profit.

Cassandra's polite and charming demeanour conceals a ruthless and analytical business mind; she recognised the futility of setting up in business herself, and effectively conjured the partners to act as a front. It is ironic, therefore, that her reputation as an honest broker is built upon a lie (albeit a white one). And she is honest in her business dealings; she will not sugarcoat the truth of difficult tasks or odious employers.

Rank: 8 **Race:** Human **Social Class:** Middle

Nationality: British

Age/Gender: 24/Female

Build: Quite average

Hair/Eyes: Brown/Green

Childhood Experience: Private Tutor

Vocation: Secretary/Businesswoman

Social Ethics: Middle class

Personality: Polite but businesslike

Attributes

Strength: 1, **Dexterity:** 2, **Fortitude:** 2,

Presence: 2, **Wits:** 5, **Resolve:** 4,

Initiative: 12, **Movement:** 7,

Health: 5(10), **Mana:** 4 (24), **Fate Pool:** 14

Special Abilities: Adaptability, Destiny

Common Skills

Act 8, Athletics 2, Bull 5, Charm 5, Conceal 4, Dodge 3, Empathy 4, Etiquette 4, Firearms 1, General Knowledge 6, Horse Riding 3, Intimidate 2, Perception 5, Streetwise 3

Specialties

Accounting 7, Appraisal 4, Business 4, Bribery 4, Conversation 6, High Society 3, Fashion 2, Legal Matters 4, Politics 2

Magical skills

None

Talents

Angelface, Deduction (x3), Expert (Act, Accounting), Polyglot (French)

Privileges

Friend of the Library (8)

Assets

Income Middle class (5), Shop (Business)

Complications

Secret (must hide her identity or lose her business)

Magical Abilities

None

Personal Effects

Small pair of glasses, notebook and pencil, Neat middle class clothes.



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Garters: 1d	35	Horse, Jumper: £60	59	Longer Barrel	76	Orange Prismatic Powder	117
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Gatling Gun: £80	80	Howdah and Elephant Tack: £10	59	Luminiferous Stylograph: £2.	104	Other Clockwork Assets	99
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Gentleman's Silk Turban: 10d	138	Hybrids and Oddities	70	Lydecker's Guides: 6s	52	Other vehicles of the road	146
Genuinely Magical Lantern of Evocative Fancy: £15 (includes four plates).	110	Ice Box: from £3.6	44	Machete: 8d	50	Ottoman Stool: from £1	130
Genuine Nipponese duelling swords: from £50	134	Idols of the Hindu: Stone from £1, Plaster from 1s	138	Magic Shops in Victoriana	108	Outdoor Life	36
George Gibbs Target Rifle: £6/8s	74	Iklwa (Assegai) Spear: from £4	126	Magnetophonic Autodictator: £15	91	Outdoor Mysteries	113
Ghost Money: from 2d	134	Imported Spices from Dr Bokanby: from 1/6	138	Mahogany Walking Stick: 15s	33	Overground	149
Gideon's Archive	52	Incense Sticks: 4d	135	Major Richard Harrold, Ret.	82	Painted Calligraphy: from £1	136
Gig: £6.5	145	Income Assets	11	Manacles of Heracles: £10	89	Paper Tigers	136
Girl's Dinner Dress: £3	23	Indian Rope: £50/£100	139	Mana store: £40	98	Paper Tigers: £10	136
Gladstone Carpet Bag: 9d	48	Indigo Prismatic Powder	118	Mandarin, by Mr. Pec: £25	23	Parlour Chair: 12s	57
Glassware: 1s to £2	118	Inro: from 6s	136	Map Cane: £2	33	Patterned Broadcloth Suit: 14s	32
Glazed Pottery in the Popular Willow Pattern - Vases: £1.5s,		Inscription Chalk: 6d. pack of 10.	119	Maps	156	Patterned Leather Purse: £1	26
Washing Jug, Basin and Mahogany Stand: £2, Tea Sets for 4 Persons: £1	135	Insurance	177	Mariette Surprise: £30	98	Patterned Rugs - Small: from £2, Large: from £4	131
Glove of the Pugilist: £2	112	Italian Linen Suit: £3.6	32	Marlin Spike: 8d	63	Patterned Waistcoat: 1s/8d	33
Gloves: Cotton 4d, Woollen 5d, Leather 4s	34	Ivory-handle Walking Stick: £1	33	Mechanical Assistants	84	Peacock Feather Turban: £20	109
Gloves	27			'Mechanical Maid' Combination Sweeper-Upper on Wheels and Bed Warming Pan: £200	84	Penny Dreadfuls	161
Goggles: 4/10	49	Jade Hairbrush: 8s	27	Members Clubs	159		
Goods for Home and Abroad	46	Jade Hairclip: 12s	27	Men's Dress Boots: 5s	35	Perambulatory Coolie: £35	86
Gray's Anatomy		Jennings Euphemism: from £2.16	42	Men's Town Boots: 1s	35	Percussion Conversion	76
Encyclopaedia: 12s	55	Jolly Alf's Ratters	179	Menswear	36	Perfumes	30
Greedy Gilbert the Gobbling Gourmand, or the Mechanical Hog: £80	86	Juju Bag: from 2s	127	Menswear 1867	31	Periodicals	52
Green Prismatic Powder	117	Jungle Drums: from £5	127	Merchant's Incense: 4s	130	Personalising Weapons	76
Green Tea: 1/6	135			Microscope: £4	55	Phaeton/Victoria: £15/£17	145
Grimm's Sunburst		Kite of Storms: £30	113	Mink Coat: £150	24	Photography Kit: £5	55
Flares: £1.10 for five	49	Knowledge and education	170	Mirrorcane: £15	111	Phrenology Kit £3	55
Guild Steam Boilers	89			Miscellanea	156	Piano: £6	159
Gun Cleaning Kit: £1	75	Laboratory Supplies	118	Miss Cassandra Fellows	183	Pick: 2s2d	50
Gunpowder (Black Powder): £24 per keg, £3 3s per one pound bag	78	Lace-trimmed Bonnet: 5d to 1s/4d	25	Miss Jessamine Golightly	122	Pillows: 10d	43
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		Ladies wear	36	Mobile Agricultural Tripod: £28	92	Pistol Grip for a Shotgun	77
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Hammer: 10d	49	Lady Cassandra Pratt-Bingley Morrison	183	Modifications and Attachments Explained	97	Pitons: 2d per 10	50
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Harmonica: from 4s	158	Landau: £18	145	Corset: £2.5	19	Equipment: £6	55
Hashish: 1/6	130	Lavender Perfume: 4s	31	Mr. Pec's Silk Petticoats: £1	20	Portable Kitchen: £3.14	56
Hazel or Blackthorn Wand: £1	120	Leather cigar case: 3d	35	Mr Samuel Clouston	101	Portland Closet Rack: £5.8	44
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		Leather Wallet: 2s	34	Mule: £5	59	Post	157
		Leg with Concealed Compartment: £32	97	Museums and Exhibitions	161	Portbelly Stove: £1.12	45
		Le Mat Grapeshot		Music Halls	161	Potion of Quenching: 3s	114
		Revolver: £8	68	Mutually Attractive Lodestones: £5.14 for the pair.	114	Potions and Powders	114
		Le Mat Revolving Rifle: £9	74	My Friend Revolver: £3	70	Pottery, Glassware and Ceramics: from 5s	131
		Lens: 2s	118			Power Harnesses	87
				Naval Cannon: £30	79	Premium Travelling Steamer Trunk: £1.6	48
				'Necking Down' Ammunition	77	Preservation Jar: £4	113
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System: £80	45	Shoes and Footwear	28	Telescopic Sight: 18s 6d	75	Tribal Shield: from £3	128
Prismatic Powders: £10 for 3		Shoestrings: Hard wearing 1d,		Tent, Pavilion: £2.6	47	Trimmed Day Suit: £1.8	32
pinches of one colour	116	Stylish 2d	36	Tent, Two-Man: 15s	47	Turkish Delight: 2d	132
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Protective and defensive		Shorter Barrel	76	Thaumically Compressed		£6.10	49
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Puzzle Box: from 5s	136	Sight Removal	77	The Bed Room	43	Umbrella: 2s	28
		Silk Blouse: 10s	22	The Cartridge Issue	68	Umbrella cum Beef Tea	
Races and Firearms	81	Silk Day Suit: £5.10	32	The catching of rats and		Maker: 6s. Pack of	
Railways	149	Silk Kimono: £2	137	other pests	179	concentrate pellets: 6d.	90
Rain Slicker: 8d	36	Silk Kite: from 4s	137	The Dock Hook and Heavy		Underground	151
Rampuri Folding Knife:		Silk Socks: 11d	35	Lifter: £20	88	Undertakers	182
from 6s	139	Silk Stockings: 5s	30	The Empty Chamber	68	Underwear	18
Rapier: £8	72	Silver Candlesticks: £1.3	57	The End of Time	150	Unmentionables	29
Red Prismatic Powder	117	Silver cigarette case: 18s/10d	35	The Grapple Staff: £2.12	48		
Remington .50 Pistol: 19s	67	Silver Pocketwatch: £3.1	35	The Illustrated London News:		Vanity: from £1.7	44
Remington Coach Gun: £3 10s	10s	Silver Wand: £20	121	6d (£12 per annum)	53	Velocipede: £2.16	146
(16 bore), £3 16s (12 bore)	73	Singing Clockwork		The Kama Sutra: £1	140	Velvet Day Dress: 14s	23
Remington Double .41		Mannequins £4	95	The Katar or ‘Punching		Violet Perfume: 8s	31
Derringer: 16s 8d	67	Single Action	80	Blade’: from 2/6	141	Violet Prismatic Powder	118
Remington New Model Army		Skean Dhu: 5s	63	The Lady’s book (Louis A		Volcanic Rocket Ball Pistol: 18s	67
Revolver: £6	68	Sky Pirates!	154	Godey - Publisher): 8d Weekly	53		
Remington New Model Navy		Sleeve Springs: 15s	75	The Lampbearer, a Mysterious		Wadding of Concussion:	
Revolver: £5 12s	68	Small Clutch Purse: 9d	26	Bronze: £120 (unique item)	106	£2 for 5 shots worth	112
Remote Control	99	Smith & Wesson No 1		The Language of Fans	28	Wands	120
Renowned London Hospitals	181	Revolver: £6	69	The London and County		Wardrobe: from £2.5	44
Rest	77	Smith & Wesson Tip-Up		Banking Company	176	Weapons and firearms	62
Retractable Dagger: £12	97	Revolver: £5 4s	69	The Lumberjack’s Friend, or Chain-		Wbley .50 Revolving	
Revolvers	67	Snake Charming Pungi: £50	140	Saw and Talon Manipulator:		Rifle: £12	74
Rhino Gun: £30+		Snapdragon, or Pickpocket’s		£10	88	Wbley Boxer	
(made to order)	73	Nemesis: 8s	91	The Master Gardener and		Revolver: £10 10s	69
Ribboned Bonnet: 1s	26	Snuff of Sleep: £2 for 3 doses	115	Lawn care automaton: £40		Wbley Revolver: £8	69
Rickshaw: £6	145	Soap: from 1/6	42	(£50 with back seat)	86	Weighted Cane: £1	64
Riding Habit: £1.5	36	Socks and Shoes	35	The Monocle of Magic		Wellington Riding	
Rifle Cane: £2 15s	64	Socks: Woollen 2d, Cotton 4d	35	Detection: £60	111	Boots: £3	36
Rifles and Carbines	73	Soft-leather Riding Boots: £5	36	The One-Man Bathysphere, or		White Ape: £1,000	128
Ring of the Binding Oath: £5	110	Some Notable London		Neptune’s Cuirass Cost: £18	88	Wilkinson Sword Shotguns:	
Riverboats	152	Theatres	160	The Pata or ‘Gauntlet Sword’:		£4 to £6 2s	73
Robb’s Medical		Song Roll for Singing		from £2	141	Winchester 1866 Model	
Companion: 12s	56	Clockwork Mannequin 6s	95	The Perfumed Garden: £5	132	Repeating Rifle: £7 2s	74
Rope: 10d	50	Sorcerous Fair for the		The Praetorian	53	Winchester ‘Yellow Boy’	
Rosewater Perfume: 4s	31	Outward bound	113	The Sixpence Truth: 6d	53	Carbine: £6 5s	75
Rosewood Trinket Boxes		Spade: 1s1d	50	The Steam Carriage: £50	146	Winding Down	99
inlaid with Mother of Pearl: 5s	131	Specialised occupations	169	The Top Hat of		Window Dressings: 4s	58
Rossini Gown		Specialist Wand: £2	120	Concealment: £20	111	Wings of the Gentleman	
(‘Artistic Dress’): 16s	23	Special Reserve Hashish: 3s	131	The train and mister Dickens	150	Aviator: £14.	87
		Spirit Jar: £100	131	The Travelling Man -		Witch Hunters	180
Sable Coat: £200	24	Spring Mattress: £2.12	44	Goods for Home and Abroad	46	Women in Trousers	20
Sacred water: from 1/6	139	Spyglass: £2.8	47	The “Twister”: 15s	66	Wool Blanket: 8d	47
Safari Outdoors Suit: £1	36	Spyglass Cane: £5-£8	33	‘Thuggee Scarf’: 1s 6d	65	Woollen Cap: 6d	34
Safety Gloves: 3/8	50	Standard Items	125	Thuggee Scarves: £100	141	Woollen Petticoats: 2s	20
Sake: 10s	137	Stapeley & Smith of London		Thunderstorm Combat		Working Men’s Clubs	159
Salwar Kameez: from £1.6	140	Wall and Fore Street	174	Harness: £150	89	Worsted Wool Suit: £1.4	32
Sap/Blackjack: 8d	65	Steam Cannon: £200 (+£50 per		Tiger Claws: £50	141	Wrapper Dress: 10s	22
Satin Chemise: 2s	19	cannon added to system)	80	Tinned Curry Powder: 1s	141	Writing Valise: 8s	47
Satin Day Boots: £2	29	Steamer Trunk: 12s	48	Tobacco Blends: 2d	132	Wyvern: £200+	59
Satin Day Slippers: 1s	28	Steaming Scarabeus: £45	109	Toledo Cane: £4.5	64	Wyverns	155
Satin Petticoats: 14s	20	Steam Powered		Tool Kit: 4/8	51	Wyvern Tack: £5.8	59
Satin Pleasures: 1s	30	Velocipede: £10	93	Tool Kit, Engineer’s: 13s	51		
Savage Navy Revolver: £4 15s	69	Stock Exchange	177	Tools of the Trade	50	Yellow Prismatic Powder	117
Scientific and Professional		Stockings: 2-4d	19	Toothbrush: 1d	27		
Equipment	54	Stopwatch: £2	56	Tortoiseshell Brush: 11d	27		
Scimitar: £3	131	Street Vendors	175	Tournure: 2s	25		
Scythe Arm: +£2 to pistol cost	71	Stuffed Beasts: from £4	128	Towels: from 12d	42		
Service Contract		Suffumigation Incense:		Tracer	99		
(Upper, Middle 3)	99	4s. per 6 oz. pot.	119	Trade Organisations	176		
Serving Setting: £1.16	57	Suits and Jackets	32	Tramps Terror Pistol: £1 2s	70		
Shadowmaster’s Cape: £100+	107	Supplies	103	Trams	149		
Shadow Wand: £5*	121	Surveyor’s Kit: £6	56	Transmutative Bonbons, by			
Sharps Carbine: £5	74	Swiss Aluminat Bank	177	‘Granny Circe’: 10s	115		
Sharps Pistol: 10s to £1		Swiss Dispensing Clock: £2	58	Transport	144		
(depending on calibre)	66	Sword Arm £28	98	Tranter Centrefire .44			
Sharps Rifle: £6	74	Sword Cane: £2	64	Revolver: £8 6s	69		
Shaving Kit: 3/8	41			Tranter Pocket Arm: £5 5s	69		
Sheep: £2	59	Taffeta Day Dress: 16s	23	Trap, Large Animal: 2s	47		
Sherwani Coat: £2	140	Taversham Massakar Oil: 1/6	42	Trap, Small Animal: 9d	47		
Ships	152	Tea Set: 11s	57	Trap, Small Animal,			
Shocklevy’s Miscellanea	175	Tea Trolley: 5s	57	Lethal: 13d	47		

COMBAT TABLES AND CHARTS

Melee Weapon Table

Melee Weapon	Skill Required	Damage Dice	Cost
Brass knuckles	Fisticuffs	2	3s
Cane (Blowpipe)	Specialty Weapon (Blowpipe)	2 + Poison	£2
Cane (Garrotte)	Specialty Weapon (Garrotte)	Special	£7
Cane (Sword cane)	Swordplay	4	£2
Cane (Walking)	Blunt Weapons	2	12s
Cane (Weighted)	Blunt Weapons	3	£1
Chain	Improvised Weapon/Specialty Weapon (Chain)	4	2s
Collapsible Sword*	Swordplay	4	2s 6d
Hammer	Improvised weapon/Blunt Weapon	3	10d
Hammer (Sledge Hammer)	Blunt Weapons	5	1s 10d
Hunting Shield	N/A	-	From £3
Grapple Staff (closed)	Blunt Weapons	4	£2.12
Grapple Staff (with hooks)	Specialty Weapon (Grapple Staff)	6	£2.12
Iklwa (Assegai) Spear*	Specialist Weapon (Iklwa)	6	From £4
Katana (Replica)	Swordplay	9	From £50
Katana (Genuine)	Swordplay	11	From £50
Katar	Swordplay or Fisticuffs	5	£2/6
Large knife (Bowie knife, naval dirk, or bayonet)	Swordplay	5	5d
Maul	Blunt Weapons	8	1s 3d
Pata`	Fisticuffs or Swordplay	6	£2
Pick Axe	Improvised weapon/Blunt Weapon	4 (ignores 3 AP)	2s 2d
Poker	Blunt Weapons	3	6s
Rampuri#	Swordplay	4	From 6s
Razor	Swordplay	5	From 2s
Sap/Blackjack	Blunt Weapons	3	8d
Scimitar	Swordplay	8	£3
Scythe Arm blade (melee)	Swordplay	4	+£2
Thuggee Scarf (mundane)	Specialty weapon (Garrotte)	Special	1s 6d
Thuggee Scarf (magical)	Fisticuffs	Special	£100
Tiger Claws	Fisticuffs	3	£50
Tramps Terror Pistol (melee)	Swordplay	2	£1 2s
Wakizashi (Replica)	Swordplay	5	From £50
Wakizashi (Genuine)	Swordplay	7	From £50

*+1 to combat pool against long melee weapons (spear)

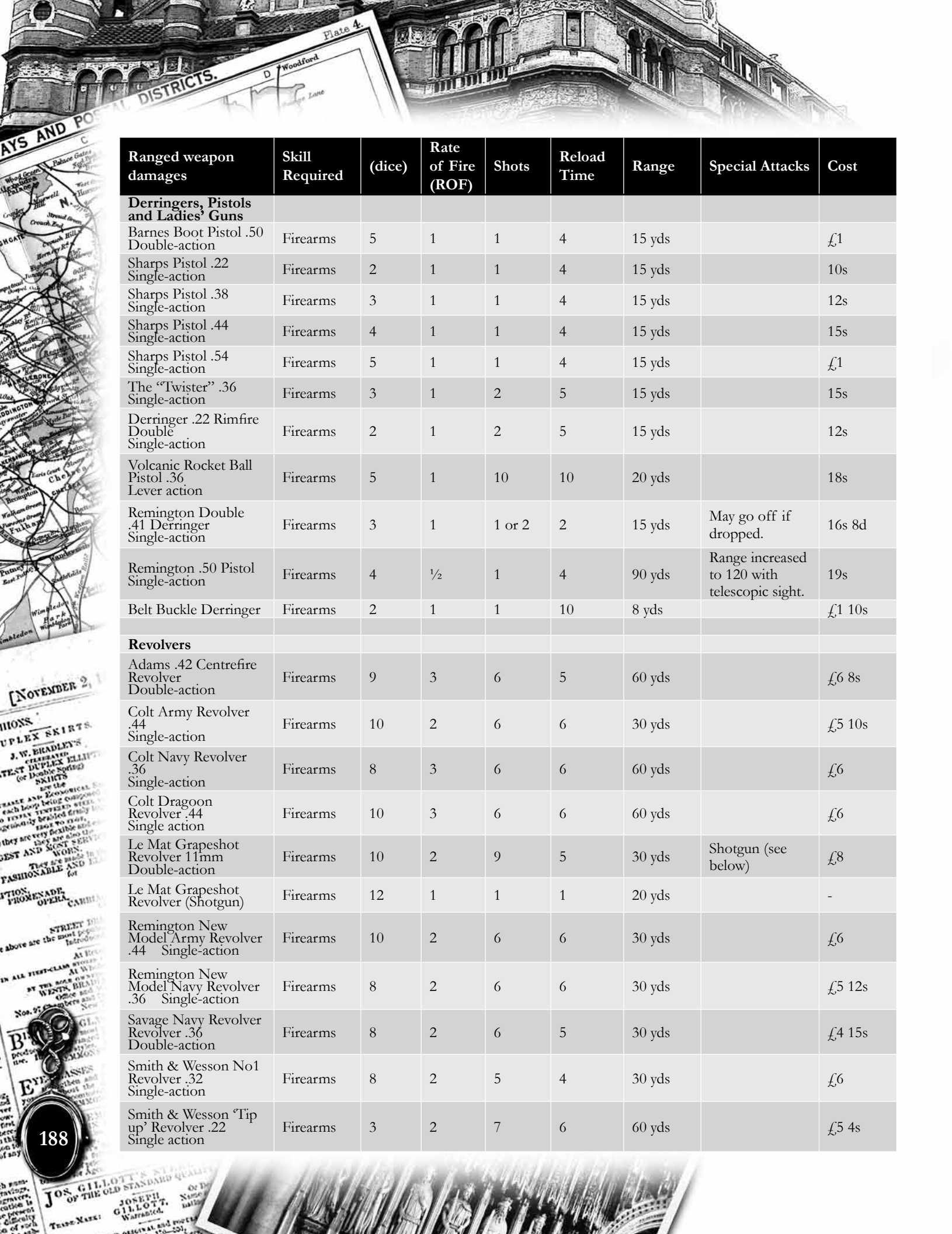
#Attempts to conceal a Rampuri gain a +1 dice pool bonus.

`Opponents suffer +1 Black Dice when attacking

Hunting shields confer one black dice upon opponents in melee combat, standard shields two black dice and Zulu shields three black dice.

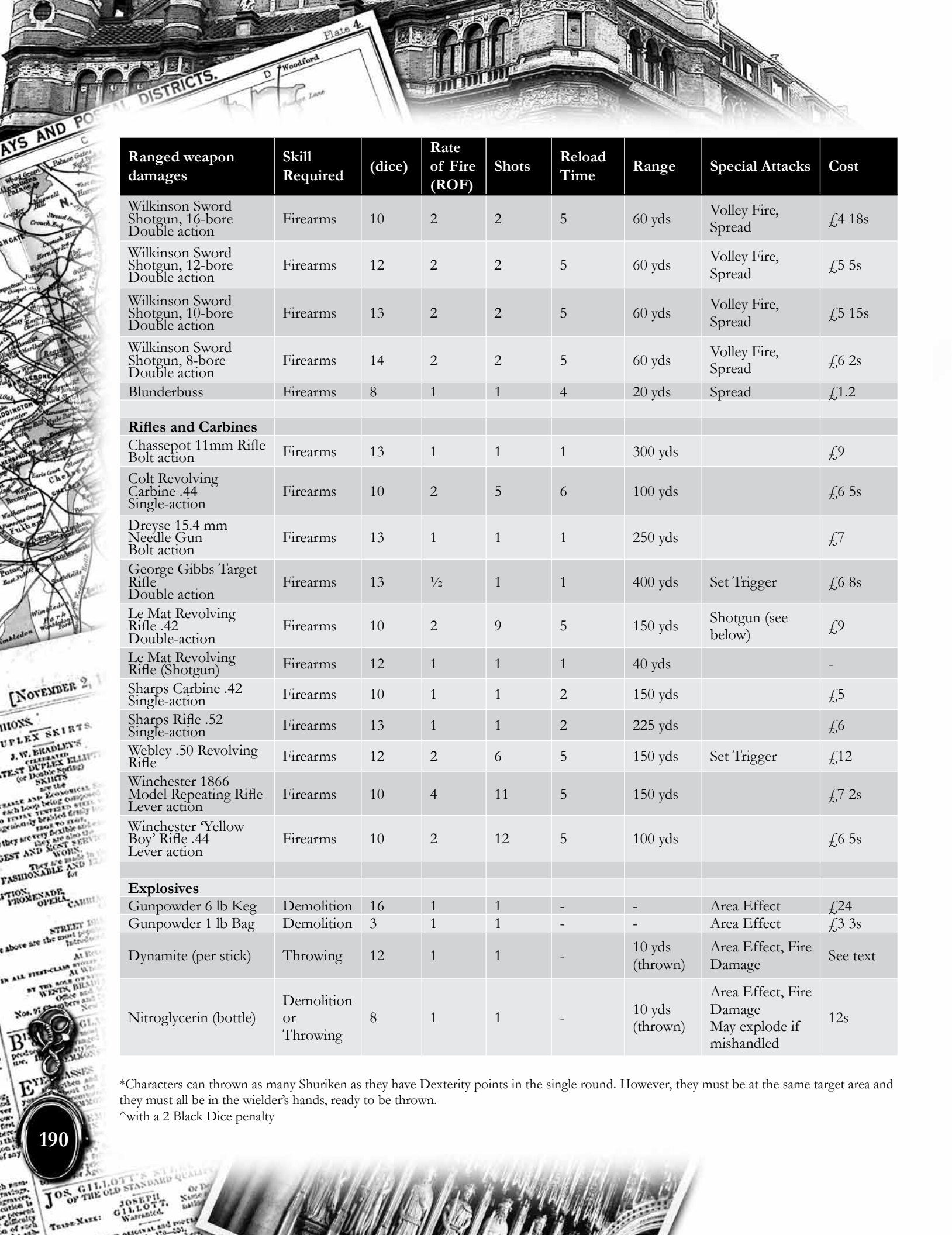
Ranged Weapon Table

Ranged weapon damages	Skill Required	(dice)	Rate of Fire (ROF)	Shots	Reload Time	Range	Special Attacks	Cost
Thrown Weapons								
Chakram Throwing Blade	Specialist Weapon (Chakram)	5	1	1	-	50 yards		From 10s
Dart	Throwing	2 + Str	1	1	-	10 yards		6d for 3
Shuriken	Thrown weapons	2	Dex*	Dex*	-	20 yards		£1 for 6



Ranged weapon damages	Skill Required	(dice)	Rate of Fire (ROF)	Shots	Reload Time	Range	Special Attacks	Cost
Derringers, Pistols and Ladies' Guns								
Barnes Boot Pistol .50 Double-action	Firearms	5	1	1	4	15 yds		£1
Sharps Pistol .22 Single-action	Firearms	2	1	1	4	15 yds		10s
Sharps Pistol .38 Single-action	Firearms	3	1	1	4	15 yds		12s
Sharps Pistol .44 Single-action	Firearms	4	1	1	4	15 yds		15s
Sharps Pistol .54 Single-action	Firearms	5	1	1	4	15 yds		£1
The "Twister" .36 Single-action	Firearms	3	1	2	5	15 yds		15s
Derringer .22 Rimfire Double Single-action	Firearms	2	1	2	5	15 yds		12s
Volcanic Rocket Ball Pistol .36 Lever action	Firearms	5	1	10	10	20 yds		18s
Remington Double .41 Derringer Single-action	Firearms	3	1	1 or 2	2	15 yds	May go off if dropped.	16s 8d
Remington .50 Pistol Single-action	Firearms	4	½	1	4	90 yds	Range increased to 120 with telescopic sight.	19s
Belt Buckle Derringer	Firearms	2	1	1	10	8 yds		£1 10s
Revolvers								
Adams .42 Centrefire Revolver Double-action	Firearms	9	3	6	5	60 yds		£6 8s
Colt Army Revolver .44 Single-action	Firearms	10	2	6	6	30 yds		£5 10s
Colt Navy Revolver .36 Single-action	Firearms	8	3	6	6	60 yds		£6
Colt Dragoon Revolver .44 Single action	Firearms	10	3	6	6	60 yds		£6
Le Mat Grapeshot Revolver 11mm Double-action	Firearms	10	2	9	5	30 yds	Shotgun (see below)	£8
Le Mat Grapeshot Revolver (Shotgun)	Firearms	12	1	1	1	20 yds		-
Remington New Model Army Revolver .44 Single-action	Firearms	10	2	6	6	30 yds		£6
Remington New Model Navy Revolver .36 Single-action	Firearms	8	2	6	6	30 yds		£5 12s
Savage Navy Revolver Revolver .36 Double-action	Firearms	8	2	6	5	30 yds		£4 15s
Smith & Wesson No1 Revolver .32 Single-action	Firearms	8	2	5	4	30 yds		£6
Smith & Wesson 'Tip up' Revolver .22 Single action	Firearms	3	2	7	6	60 yds		£5 4s

Ranged weapon damages	Skill Required	(dice)	Rate of Fire (ROF)	Shots	Reload Time	Range	Special Attacks	Cost
Tranter Pocket Arm .32 Single or double-action	Firearms	8	2	5	5	30 yds		£5 5s
Tranter Centrefire .44 Revolver Single action	Firearms	10	3	6	5	60 yds		£8 6s
Webley Revolver .44 Double-action	Firearms	10	2	6	5	30 yds	Set Trigger	£8
Webley Pocket Revolver .577 Double-action	Firearms	12	2	6	5	30 yds	Set Trigger	£10 10s
Hybrids								
Tramps Terror Pistol .41 Double-action	Firearms	4	1	1	4	15 yds	See next line	£1 2s
Tramps Terror Pistol (Knife)	Swordplay	2	-	-	-	-		-
My Friend Revolver .41 Double-action	Firearms	9	2	4	5	20 yds	See next line	£3
My Friend Revolver (Knuckle Dusters)	Fisticuffs	2	-	-	-	-		-
Elgin Cutlass Pistol .54 Single-action	Firearms	6	1	1	5	15 yds	See next line	£2 10s
Elgin Cutlass Pistol (Blade)	Swordplay	5	-	-	-	-		-
Flechette Pistol	Firearms	3 (8)	2	30	2	15 yds		£20
Flechette Pistol	Firearms	4 (12)	2	50	2	120 yds		£30
Eldritch Flintlock	Firearms	6	1	1	Special	80 yds		£80
Rapier Derringer	Firearms	3	1	2	10	10yds		£8
Shotguns								
Elephant gun, 8-bore Single-action	Firearms	14	2	2	5	150 yds	Volley Fire	£18
Elephant gun, 6-bore Single-action	Firearms	15	1	1	5	150 yds		£12
Elephant gun, 4-bore Single-action	Firearms	16	1	1	5	150 yds		£15
Hill Double Shotgun, 20-bore Single action	Firearms	8	1	2	5	50 yds	Volley Fire, Spread	£3 10s
Hill Double Shotgun, 16-bore Single action	Firearms	10	2	2	5	50 yds	Volley Fire, Spread	£4 10s
Hill Double Shotgun, 12-bore Single action	Firearms	12	2	2	5	50 yds	Volley Fire, Spread	£5
Hill Double Shotgun, 10-bore Single action	Firearms	13	2	2	5	50 yds	Volley Fire, Spread	£5 12s
Remington Coach Gun, 16-bore Single action	Firearms	8	2	2	5	30 yds	Volley Fire, Spread	£3 10s
Remington Coach Gun, 12-bore Single action	Firearms	10	2	2	5	30 yds	Volley Fire, Spread	£3 16s
Rhino gun, 2-bore Single-action	Firearms	20	1	1	5	100 yds	N/a	£30+
Wilkinson Sword Shotgun, 20-bore Double action	Firearms	8	1	2	5	60 yds	Volley Fire, Spread	£4s



Ranged weapon damages	Skill Required	(dice)	Rate of Fire (ROF)	Shots	Reload Time	Range	Special Attacks	Cost
Wilkinson Sword Shotgun, 16-bore Double action	Firearms	10	2	2	5	60 yds	Volley Fire, Spread	£4 18s
Wilkinson Sword Shotgun, 12-bore Double action	Firearms	12	2	2	5	60 yds	Volley Fire, Spread	£5 5s
Wilkinson Sword Shotgun, 10-bore Double action	Firearms	13	2	2	5	60 yds	Volley Fire, Spread	£5 15s
Wilkinson Sword Shotgun, 8-bore Double action	Firearms	14	2	2	5	60 yds	Volley Fire, Spread	£6 2s
Blunderbuss	Firearms	8	1	1	4	20 yds	Spread	£1.2
Rifles and Carbines								
Chassepot 11mm Rifle Bolt action	Firearms	13	1	1	1	300 yds		£9
Colt Revolving Carbine .44 Single-action	Firearms	10	2	5	6	100 yds		£6 5s
Dreyse 15.4 mm Needle Gun Bolt action	Firearms	13	1	1	1	250 yds		£7
George Gibbs Target Rifle Double action	Firearms	13	½	1	1	400 yds	Set Trigger	£6 8s
Le Mat Revolving Rifle .42 Double-action	Firearms	10	2	9	5	150 yds	Shotgun (see below)	£9
Le Mat Revolving Rifle (Shotgun)	Firearms	12	1	1	1	40 yds		-
Sharps Carbine .42 Single-action	Firearms	10	1	1	2	150 yds		£5
Sharps Rifle .52 Single-action	Firearms	13	1	1	2	225 yds		£6
Webley .50 Revolving Rifle	Firearms	12	2	6	5	150 yds	Set Trigger	£12
Winchester 1866 Model Repeating Rifle Lever action	Firearms	10	4	11	5	150 yds		£7 2s
Winchester 'Yellow Boy' Rifle .44 Lever action	Firearms	10	2	12	5	100 yds		£6 5s
Explosives								
Gunpowder 6 lb Keg	Demolition	16	1	1	-	-	Area Effect	£24
Gunpowder 1 lb Bag	Demolition	3	1	1	-	-	Area Effect	£3 3s
Dynamite (per stick)	Throwing	12	1	1	-	10 yds (thrown)	Area Effect, Fire Damage	See text
Nitroglycerin (bottle)	Demolition or Throwing	8	1	1	-	10 yds (thrown)	Area Effect, Fire Damage May explode if mishandled	12s

*Characters can throw as many Shuriken as they have Dexterity points in the single round. However, they must be at the same target area and they must all be in the wielder's hands, ready to be thrown.

^with a 2 Black Dice penalty

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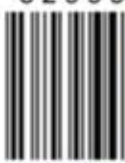


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