**Blood and Iron-**

**A Victorian Steampunk Scenario of Adventure and Intrigue using a variation of the Victoriana system.**

*Not through speeches and majority decisions will the great questions of the day be decided... but by iron and blood.*

Otto Von Bismarck

**Game by Dudley Martin**

Game Blurb:

The year is 1862. Britannia rules the waves and the skies through the force of her ironclad Battleships and aerial Dreadnaughts. In North America, Union and Confederate Forces attempt to break a deadlock with newly developed weapons. Despite a blockade, mercenaries and innovators seek to enter the fray and to test new tactics and technologies. Life is cheap and blood easily spent, but glory and wealth are there to be gained. The Lord High Chancellor has summoned you to do a job for him. A simple thing, bring back the wayward son of one his associates. He was last seen boarding a ship bound for Charleston. Of course you will do this. Helping him means helping the Empire. How can you refuse? The rewards are great, but will all be as it seems?

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# System Basics

**USING SKILLS**

Whenever your character tries to do something (called taking an action), there’s

always the question of whether he’ll succeed or fail. Sometimes the task is so easy

that it’s obvious; for instance, taking a step forward without falling down. In those cases

you’ll just tell the gamesmaster what you’re doing, and no die roll is needed.

But if you’re trying to take a step on the deck of a ship pitching wildly in a driving

rainstorm, walking might be very difficult indeed. That’s where task resolution comes

in. All tasks in Victoriana are resolved with the same formula: take the relevant ***characteristic***

and add to it the relevant ***skill***, then add the result of an ***action roll of 3d6*** to create an

‘***action total’***. Compare your total to the difficulty of the task. If you equal or exceed

the difficulty value, you succeed!

**Characteristics**

***Intellect*** for memory recall, problem solving, manipulating tools &

instruments

***Resolution*** for the ability to face danger, fear, stress

***Presence*** for interactions with others.

***Dexterity*** for fighting, dodging, athletics, driving, running, and swimming

***Body*** for using physical power, resisting pain, disease, shock

*Your* ***(characteristic + skill) + 3 dice*** *in an* ***action roll***

*Vs. The* ***difficulty of the task***

***DIFFICULTY TABLE (for most rolls use an average difficulty. Use higher or lower depending on situation and action)***

***Its …difficult Difficulty***

***Easy 10***

***Average 14***

***Exasperating 18***

***Really 22***

***Very 26***

***Extremely 30***

***Ridiculously 34***

***Impossibly 38***

***Million to one 42***

When you roll your action dice you may roll all sixes, if so then rejoice!

This is known as a ***special success***. In combat attacks this generally means

that you double the damage done, in other action rolls the gamesmaster

will tell you how your special success manifests. Adversely if your dice roll comes up

with three 1’s then the attempt automatically failed, this is known as a ***foul failure***.

**Effect and damage rolls**

Effect rolls follow some action rolls; usually they represent damage done by weapons, or define the effects of a spell. You usually roll a set amount of effect dice and add the results together, just like a ***action roll***. The difference to ***action roll***s is that there are no skill or characteristic

bonuses to effect rolls Once rolled add the results together, this is the ***effect total***, or ***damage roll*** as it is often known.

# Combat:

**INITIATIVE**

At the beginning of each round, each character rolls 2 dice and adds their ***initiative***

characteristic in an ***action roll***. The character with the highest total acts first for that round

(they are also allowed to hold their action and act later in the round). The character

with the next highest total acts next and so on. Roll an additional die to break ties; high

number goes first.

**What can I do as an action?**

You can do one thing with each action. In its simplest terms if there is a dice roll required it counts as an action. This

could include:

Combat Actions...

Draw a weapon

Make a single melee attack

Make a single ranged attack

Throw a stone or bomb

Move up to your full combat movement

Non-combat actions…

Make a small speech to ***intimidate*** or

***impress***

Perform an ***athletics*** feat, such as

leaping, or breaking down a door.

Cast a spell

Command an embodiment

Invoke a demon

Maintaining a spell with a ***concentration*** roll

Untying a captive

Opening a closed but unlocked door

Get up after being knocked prone

*Each one of these things would be considered a single action.*

Melee & hand-to-hand attacks

Melee represents up close and personal duels and brawls, opponents might be using swords, clubs, chair legs, frying pans, fists, feet, and perhaps even skill.

**Making the attack**

An opposed action roll between the attacker and defender represents melee combat.

**The attacker** combines his ***dexterity***, an appropriate ***weapon skill*** and an ***action***

***roll***. He may also have to add or subtract certain ***modifiers*** from this action total to

determine the final outcome. **The defender** combines his ***dexterity***, his ***dodge!*** Skill and the result of an ***action roll***, the defender might also have modifiers to his roll before obtaining a final total. The final totals are compared, if the attacker has the higher score then he hit, and

should roll damage, if the defender has the highest total then he evaded the attack –

this time. In the event of a tie, the defender always evades.

**Making the attack**

Unlike melee combat, ranged combat is an unopposed action roll by the attacker against a target number defined by range and possibly a modifier from ***all out dodge!*** Attempts.

**The attacker** combines his ***dexterity***, the appropriate ***weapon skill*** and an ***action***

***roll***. The action total is compared to the ***difficulty*** as defined by the range if you equal

or exceed the difficulty of the shot you hit and roll damage.

**RANGE & DIFFICULTY TO HIT**

***Range Difficulty***

**Point blank (4yds or less) 10**

**Close (10yds or less) 14**

**Medium (50yds or less) 18**

**Long (out to listed range of weapon) 22**

**Extreme (beyond listed range) 26,**

***+* 2 per *+* 100yds**

(It is suggested that for ease of con play that all rates of fire be limited to 1 or 2)

**Gatling fire (to be used for final boss)**

Gatling weapons are the latest firearms innovation. Gatling weapons always use cased ammunition, and use a crank to push a belt, magazine or cylinder, repeatedly presenting new rounds into the firing chamber. Gatling weapons have a major advantage over volleying weapons as they are able to continue firing while being turned, allowing multiple targets across an area to be hit, as well as simply filling a single target full of holes. Gatling fire can be used in several ways. ***Burst:*** a burst is a limited gatling attack, usually 3 shots. Since the weapon isn’t

bucking around as much, there is no attack penalty. Make an attack roll; if the defender

fails his roll, he takes 1d6/2 bullets. ***Hosing them down:*** when using autofire against a single target, a normal attack is made. For every 2 points the attacker’s ***attack total*** exceeded the ***difficulty*** of the shot, one additional round hits the target, up to the maximum number of shots

fired. The catch? There’s a 1 point attack penalty for every 5 shots fired during a round as the accumulating recoil causes the weapon to buck around in increasing strength. ***Multiple targets:*** a gatling attack can also be directed against several targets at once. The attack must be directed into an area called a fire zone, and the width (in yards) of the fire zone must be specified at the time of the attack. The total ROF of the attack is divided by the total number of

yards in the fire zone (round down), and this becomes the total number of rounds

that can possibly hit a target in that zone. A single attack roll is made against the difficulty

determined by the range (but may be modified by all out dodges) and the attack roll is modified by the total number of rounds fired (-1 per 5 shots). For every 2 points the attack roll succeeds against a given target one round hits, up to the maximum number of shots.

Determining damage

Once you have made a successful attack the next step is to determine the amount of damage your attack has done to your opponent. Damage rolls are ***effect rolls***, and are dealt with as follows. The weapon used dictates the amount of damage you will do. Few people died from gunshots in this era, most died from infections in the wound days or weeks later.

Once you have determined the amount of damage dice to be rolled, roll them and add

the results together, this is your ***damage total.*** Every character or creature in Victoriana

has a ***fortitude*** characteristic, some will also possess armour, whether worn or as

a natural feature. The defender ***subtracts*** both his ***fortitude*** rating, and the rating of

any ***armour*** he is wearing from the damage total, the rest is applied to his ***health scores***.

EXPLOSIONS

Attacks that strike an area rather than a character (bombs, grenades, gas and

other effects) are known as ***area effect*** attacks. The area affected depends on the damage

dice of the attack being used, typically this is a 1 yard radius per damage dice of the weapon, and will always be described as part of its description or construction. The outcome of area effect attacks is determined by each defender in the area defending against a single attack total by ***diving for cover***; those who fail take damage. Ground zero of an explosion or area effect takes the full damage of the attack, characters take 2 less points of damage for every yard they are away from the centre of the attack. Character who are outside the area of effect, take no damage at all.

ENVIRONMENTAL INTENSITIES

***Type Mild Intense Deadly***

***Damage 1-4 dice 5-10 dice 11-20 dice***

Electricity Battery Generator Lightning bolt

Illness Measles Cholera Plague

Drug Alcohol Opium Cocaine

Poison Belladonna Arsenic Stonefish venom

Fire Wood fire Gas fire Chemical fire

# Special Abilites

## Sensate abilities

Sensates have a strong connection to the natural world, and their gifts reflect their super sensitive

nature allowing them to see what others do not.

***Ability Difficulty Description***

***Aura reading*** 14 A successful ***medium + presence*** roll allows the medium to gauge the mood, temper & intentions of the observed person. Aura reading is only applied to individuals, not to groups. One aura reading can be conducted with one action.

***Glimpse*** 26 By using this power the medium is hit with a powerful and vivid vision of an event that is due to happen. The medium has little control over what he sees (you cant try to see the outcome of this years grand national), but you can be confident that it is imminent, certainly within the next week.

***Know recent events*** 22 A successful ***action roll*** grants knowledge of recent events occurring around the person or object being studied. The nature of the knowledge gleaned from such an observation is often incomplete and fragmented, often, information is only trivial and not of obvious use.

***Magic sense*** 18 The games master makes this roll whenever the character comes within 10 yards of a spell effect; focus, magical artefact or sorcerer. Magical creatures such as demons are not detected by this ability. With success the character is aware of a tingling sensation down the spine, warning the

character of magical presence. An excellent success might yield information concerning the nature of the magical presence.

***Psychometry*** 22 The ability to gain information concerning an individual from their personal effects. Information accessible usually relates to the individual’s present welfare or location, but information about the recent well being and transitions of the items owner may also be gleaned.

***Sense the supernatural*** 14 The medium can sense supernatural beings such as demons, ghosts and the invisible within 10 yards. Exact location cannot be discerned, although a good idea of direction is furnished.

***Sixth sense*** 14 An uncanny & instinctive knowledge of events around the corner. With use of this ability a medium may finish the sentences of others. Also sixth sense may be used to avoid

## Miracles of Faith

***Ability Difficulty Description***

Heal ***18*** The medium can call upon the mercy of heaven to heal a deadly wound or disease. Heals 3d6 points of damage completely.

## Enchanting

Healing poultice

**Ritual resolve**: 4 (22)

**Ritual length**: 1 hr

**Activation range**: touch

**Activation resolve**: 1

**Duration:** instant

The herbs for the focus (the poultice) must be correctly gathered and prepared. The poultice is activated when applied to a wound and has only one use. It immediately restores 2d6 health and stun, up to maximum. May treat the same wound as mundane medical aid and be effective, and more than one poultice can be applied at a time.

Living vines

**Ritual resolve**: 6 (24)

**Ritual length**: 3 hrs

**Activation range**: thrown

**Activation resolve**: 4

**Duration:** minutes

During the ritual the enchanter collects acorns and berries from the ground, and paints them with bark resin. To activate the enchantment the activator simply throws the seeds to the

ground, which then erupts into thick, entangling vines and creepers. The vines cover ***resolution*** square feet, and hinder enemies but not allies. Treat the vines as an entangling

weapon that must be escaped with ***dexterity + athletics*** vs. the enchanters ***resolution + enchanting***.

Rainguard

**Ritual resolve**: 1 (18)

**Ritual length**: 20 mins

**Activation range**: self

**Activation resolve**: 1

**Duration:** hours

This spell once activated keeps the activator dry even in the fiercest downpour. It offers no protection against water-based spells, and the duration is the enchanters ***resolution*** as hours of rainfall. The enchanter must gather rainwater in a copper container, then soak the focus (usually clothing) in the water; the enchantment is activated whenever the item contacts rainwater.

Sleep

**Ritual resolve**: 4 (22)

**Ritual length**: 1 hr

**Activation range**: touch

**Activation resolve**: 2

**Duration:** hours

The enchanter stays awake from dusk till dawn singing to the focus. The focus activates when it touches flesh. The focus makes an opposed roll with the target, it uses the enchanters ***resolution + enchanting*** vs. the ***resolution + concentration*** of the target. If the enchantment is successful, then the target falls asleep, if not the target will still feel exhausted (-5). A target will not necessarily be aware that he is under attack, he will simply feel tired. The duration is ***resolution*** in hours, and relates to the hours of sleep that the focus can induce. Voluntary targets aware of the spell need not make the opposed roll.

Cloak of shadows

**Ritual resolve**: 2 (20)

**Ritual length**: 1 hr

**Activation range**: touch

**Activation resolve**: 1

**Duration:** minutes

The focus must be cloth and is sprinkled with powdered cobwebs; ripping the cloth activates the item. The item and anything enclosed (such as a man within a coat) become semi-transparent, blending with surroundings and becoming easier to hide. Increase the effective ***hide & sneak*** or ***conceal item*** of the activator by ***+*** 4.

## THAUMATURGY SPELLS

Botheration

**Resolve cost**: 1 (18)

**Range**: touch

**Duration:** rounds

Once cast the target must be touched, and a opposed roll between ***resolution***

***+ thaumaturgy*** and ***resolution + concentration*** ensues. If successful the target

becomes totally confused. A bothered target cannot concentrate on even

simple tasks, represented by a –6 action roll modifier.

Darkness of ages

**Resolve cost**: 2 (22)

**Range**: 20 yds

**Duration:** minutes

Creates a billowing black cloud of absolute darkness. From outside the spells

5 yard radius the cloud appears to be thick roiling smoke. From within there

is absolute darkness, with no suggestion of smoke or a gas of any kind.

Ectoplasmic bonds

**Resolve cost**: 4 (24)

**Range**: 40 yds

**Duration:** hours

Tendrils of Ectoplasmic slime materialise to ensnare the target of this spell.

The bonds may stick a target to a surface such as a wall, floor or ceiling.

Breaking free from the slime requires a ***body + athletics*** (32) roll. Winning

breaks free, losing remains entangled. After 2 hours the slime starts to lose

coherence, and the difficulty drops by 4 each half hour from that point until

the end of the duration.

Farspeech

**Resolve cost**: 1 (20)

**Range**: sight

**Duration:** instant

This spell allows whispered conversation to be passed as far as the

eye can see. As long as the target can be seen they can hear the

caster’s words. This spell does not grant two-way communications.

Etheric bolt

**Resolve cost**: 4 (24)

**Range**: 20 yds

**Duration:** instant

Upon completion of the spell, an etheric bolt of green energy forms

around the casters hand, which may then be fired with ***dexterity + thaumaturgy***

in the same manner as mundane ranged attacks. The bolt does

4 dice of lethal damage. Etheric bolt is not resisted with ***resolution***; the

rules for dodging ranged attacks apply. One casting provides one bolt.

Etheric bludgeon

**Resolve cost**: 2 (22)

**Range**: 20 yds

**Duration:** instant

Upon completion of the spell, a pale bolt of energy forms around the

casters hand, which may then be fired with ***dexterity + thaumaturgy*** in

the same manner as mundane ranged attacks. The bolt does 4 dice of stun

damage. The bolt is not resisted with ***resolution***; the rules for dodging

ranged attacks apply. One casting provides one bolt.

Firespark

**Resolve cost**: 1 (20)

**Range**: self

**Duration:** instant

A small gas flame appears from the finger or thumb of the caster. The

flame lasts several seconds and is sufficient to light a pipe, cigarette,

lamp, candle or fire.

Etheric barrage

**Resolve cost**: 6\* (26)

**Range**: 100 yds

**Duration:** rounds

This spell channels energy around the sorcerer and then through him into

a seething stream of fire, which may then be fired with ***dexterity + thaumaturgy***

in the same manner as mundane ranged attacks. The caster can

throw any amount of barrages from one casting, but each bolt after the

first costs an additional 2 resolve. Should the Thaumaturge foul with any

roll when using this spell, the caster will suffer a full strength barrage hit

himself.

Each barrage does 6 dice of lethal damage. Barrages are not resisted with

***resolution***; the rules for dodging ranged attacks apply. One casting provides

unlimited bolts for the duration.

Flight of the wyvern

**Resolve cost**: 3 (22)

**Range**: self

**Duration:** minutes

The caster can command ethereal forces to counterbalance the forces of

gravity, thereby granting the power of flight. The caster gains a flying

combat speed of 16 yards/round. As the air is not a native element to

mankind, flight is slow and unsteady at first, with manoeuvres relying on

***intellect*** alone. Frequent flyers however, may study the ***speciality: flight***

skill.

Levitate

**Resolve cost**: 2 (20)

**Range**: 10 yds

**Duration:** rounds

The caster can command ethereal forces to counterbalance the forces

of gravity, allowing the levitation of himself, or other persons and

objects. No object may be raised higher that 6 yards from the ground,

and no more objects than the casters ***intellect*** may be raised at one time.

Levitation simply moves objects upwards; it confers no further movement

ability.

Gaslight

**Resolve cost**: 1 (18)

**Range**: 4 yds

**Duration:** minutes

Creates a small ball of light in the caster’s hand. The light has the power of a good

gas lamp and illuminates approx 5 yards radius. The ball can float and may be mentally

directed by the caster to any position within range.

Groom

**Resolve cost**: 1 (18)

**Range**: self

**Duration:** instant

This spell washes, refreshes, oils and combs hair, trims the moustache,

even dusts down and presses the caster’s clothes. Observers will see

the caster improving in appearance as if tended to by invisible hands,

with creases and folds in clothing ironing out while still worn.

Hair of the dog

**Resolve cost**: 2 (26)

**Range**: touch

**Duration:** hours

The caster must incant the formula to this spell loudly in Latin, upon

completion all the targets hangover symptoms are gone. The spell expels

headache, dizziness, lethargy, curried eyes, and bowel trouble. Note that

none of the above symptoms can be dispelled unless they are symptoms

of a hangover.

Heal

**Resolve cost**: 4 (22)

**Range**: touch

**Duration:** instant

This spell instantly knits flesh and dispels infection, healing 4d6 health.

The application of this spell has made the guild renowned as miracle

healers. Diseases cannot be treated with ***heal***, they must be treated with

***cure***

Cure

**Resolve cost**: 6 (26)

**Range**: touch

**Duration:** instant

This spell instantly cleanses the target of any resident diseases or infections

that might be afflicting them. Poisons and physical wounds cannot

be treated with ***cure***.

Instant beauty

**Resolve cost**: 2 (22)

**Range**: touch

**Duration:** hours

Increases the desirability of the recipient. No discernible change occurs, but

others find the recipient attractive anyway, possibly being puzzled as to why.

***Presence*** increases by 2 for the duration.

Magic tobacconist

**Resolve cost**: 1 (18)

**Range**: self

**Duration:** instant

Allows the caster to magically produce a fine cigar or cigarette.

Alternatively the spell might be used to magically fill a pipe bowl.

Power of steam

**Resolve cost**: 3 (22)

**Range**: touch

**Duration:** minutes

The caster may confer the motive power of a steam train into a vehicle.

When travelling in such a manner multi hued steam pours from the vehicle,

often obscuring sight (-2 to driving rolls).

If applied to a person, their running speed is doubled and they gain +2

***body***. However, they also go bright red as magical steam gushes from

ears, mouth, nose and through the seams of clothing. Living creatures

take 1d6 stun each minute as a result of the unnatural exertions the body

undergoes in this state.

Scholar’s guard

**Resolve cost**: 1 (20)

**Range**: touch

**Duration:** hours

The caster traces an imaginary perimeter with pointed finger. The perimeter

may be up to 3 yards radius. Anything stepping through the perimeter

sets off a magical alarm. The nature of the highly audible alarm is

left to the caster.

Second sight

**Resolve cost**: 2 (20)

**Range**: self

**Duration:** rounds

Allows the caster to see supernatural effects clearly. Such phenomena

include: possessing demons appear as if fully manifested through second sight.

Spells effects appear as glowing energy and their nature may be discerned

with ***scrutinise*** rolls. Creatures such as ghosts are always visible through second

sight. While second sight is active, mundane sight is dim and darkened - all

perception tests relating to the mundane world are at –4 modifier.

Spyglass eyes

**Resolve cost**: 1 (20)

**Range**: self

**Duration:** minutes

Allows the caster to see with up to x20 magnification, as if using a powerful

spyglass. The spyglass effect may be turned on or off during the

duration.

Steely skin

**Resolve cost**: 5 (24)

**Range**: touch

**Duration:** minutes

The spell weaves an invisible shroud of magical energy about the recipient,

granting an armour value of 10, which is added to any other armour

worn.

The emperor’s new spell

**Resolve cost**: 4 (24)

**Range**: self

**Duration:** minutes

Renders the caster totally invisible to normal sight. Some creatures and use

of second sight spell will detect the caster. The spell will only render the body

invisible, clothes and items are not invisible unless swallowed or otherwise

enclosed in a body cavity.

True door

**Resolve cost**: 2 (20)

**Range**: touch

**Duration:** hours

This spell is cast upon a portal such as a door, window, box lid or other

such scalable opening. The magic of the spell permeates the material of

the portal and knits it together with strong, magic glue. The portal can

no longer be opened normally, and must be forced.

# Setting mood:

This game takes place during a time of change and growth. In this world the British Empire is expanding with the aid of steam power.

The gap between rich and poor is even more pronounced and should be played up. The rich will be light, airy, and clean, while the poor will be dark, dingy and filled with sooty smoke. Poverty abounds and the chances for advancement are not possible, while the upper classes live well beyond their means and utilize the poor as stepping stones to fame and fortune.

# Opening Scene: In the House of Lord Gibbons

Players have been called out to Sir Bertram William Gibbons’ estate in Hampstead Heath. (Be sure to note the clean air here is very different from in London.)

“Welcome Lady and Gentlemen, you have my greatest appreciation in answering my summons. You are no doubt wondering why I have sent for you?” he said, he tones dripping with false sincerity. “ “Very well then, I shall cut right to the heart of the matter. “ said Gibbons, his voice becoming hard and serious. He leaned forward and placed his hands on the desk. “One of my associates in the House of Lords is having a problem with his youngest son. The lad is bringing unsavoury attention to the family name and his father would like help in finding him and bringing to heel.” He sat back into his chair and waited for his agents to ask their inevitable questions. “

**Some answers**

**Where has he been?**

“The boy is usually seen carousing around the slums and I felt that your particular skill sets would be able to handle any situation that could possibly arise.”

**Can we meet with your friend?**

“He can be found at our social club, The Seven Dials. He usually there all day.” answered Gibbons, rising from his chair as he did so. “When you get there, ask for Sir Bartholomew Wilberforce. He will give you all the relevant information regarding his son. “

Will answer most other questions with a statement directing them to ask it of Wilberforce.

He makes his way to the front of the desk and picks up a bell and rings it. The door to the library opens and the butler comes in. “Now, if you will excuse, I have other matters to attend to. Nathaniel will see to any needs you may have. Thank you for your assistance and I wish you well. “ With that he returns to his desk and began looking at the series of letters in front of him.

(Given directions to club, a letter of introduction to Sir Bartholomew Wilberforce , told of a meeting arranged for the following day at noon and a 500£ retainer by the Butler) The Butler will arrange any transportation or lodgings if necessary or if asked for. Give the group a chance to discuss matters before moving on to the next scene.

# Scene 2: Lunch at the Seven Dials

To meet with Sir Wilberforce the next day at his club

The doorman to the club opened the door and was greeted by the sight of the most unusual group of people he had ever encountered. “How may I be of service?” he asked, his voice filled with the pomposity that his job requires.

The doorman led them past several groups of men sitting around tables either embroiled in deep discussions about the state of the market and other such financial circles or just sitting at their leisure. The room smelt of fine brandy’s and of quality cigar smoke. Eventually they came across Lord Wilberforce. He was sitting down near the roaring fireplace, reading the latest copy of the financial times and drinking a glass of port.

“Won’t you please sit down? Is there anything I can get for you?” he asked, indicating for them to take the remaining chairs by the fireplace.

“Wilberforce squirmed in his chair, clearly uncomfortable with the whole scenario, but nevertheless he soldiered on. “Ah yes, my son. Well where do I begin? He is, for lack of a better phrase, a disappointment.“

“ He received the best education money could buy and he also received training in the military arts but he just threw it away. His brother on the other hand, now there is a man any father would be proud call son.” A smile came to his face as he talked about his eldest son, citing the honourable mentions he was getting in military dispatches before his unfortunate disappearance. “I had hoped that his younger brother would follow in his footsteps and bring twice the glory to the family name but alas it was not to be.” he said, giving a sad shake of his head.

“I gave the boy every opportunity to live up to the expectations of the family name and unfortunately he failed. But nevertheless he is still my son and I want to see him succeed.” He took a sip of his port and continued on. “I have arranged a marriage for him that will hopefully bring him to his senses and bring him back on the straight and narrow but now he has disappeared. There are times I believe he acts this way just to spite me.”

Wilberforce shook his head in response.” I cannot help you there but I think I may know someone who can. My son is a notorious drinker and he spends his days with a common slattern, Molly Grayer I believe her name is. Oh the shame of it.” he said, bringing his fist to his mouth to stop an anguished sob.

“I have heard that they were frequently seen in a tavern called the Motley Pony. “ he said, disgust etched across his face. “It is deep within the slum district of the Warrens that is all I can tell you. “

# Scene 3: Into the Warrens in Search of a Trull

The slums of London were reputed to be amongst the worst in the world. The gutters were teeming with filth and rubbish. What was worse was the fact that every so often they came across a group of children playing in the gutters, throwing all sorts of things at each other.. The further they went into the slums the worse the conditions became and also the more noticeable the group became. From alleyways, doorways and windows eyes stared out at the group.

**Twice have urchins trying to pickpocket the party**. The tavern is a ramshackle, dilapidated looking two storey building that had large square area in front of it. The place stank to high heaven of cheap ale, tobacco, vomit and desperation. The patrons stopped whatever they were doing and they turned to look at the group. The landlord is a hideous looking man, vastly over weight, bald, sweaty and his skin showed the tell-tale of the pox. **When asked of Cyril** “Never heard of him.” grunted the bartender, spitting into a dirty glass and wiping it with an even dirtier cloth. **When bribed**-The Bartender looked at him and then at the money on the table. **When asked of Grayer** “She’s in the back with a client.” he grunted again, reaching down and taking the money.

From inside both rooms came the sounds of a man’s exertion and a whore’s false adoration. Again the door flew from its hinges. saw a very distinguished older gentleman in the midst of mounting a young lady. The colour drained from his face and he hurriedly got off her, grabbed his clothes from the floor and bolted past. “You could have just knocked.” said the girl, not bothering to do up her blouse or pull up her underwear. “ ’Fraid I can’t help you there my lord.” she said coyly..

“Cyril isn’t here anymore. He got it into his head that he wanted to seek his fortune in America. He left here looking a ship to Savannah about three days ago. That’s all that I can tell you.”

**When exit tavern**- hear a thick muffled voice called out to them “Prepare to die.”

Party comes face to face with a group of half a dozen masked men, each wearing a tricorner hat, a mask and a black travelling cloak. Each man had two pistols pointed at the group. **When asked who they are**-“Your death.” came the assassins reply and then they opened fire.

***See Assassins in Antagonists section for stats***

## The rookery warrens

Every city of Europe has its oldest quarters. In London these warrens of old lanes are so dense

that even at midday the streets are in perpetual shadow. These old slums are known as rookeries, and act as home and shelter for criminals, the poor, the dispossessed, and quite probably your PCs. Law and order does not trespass into the rookeries, preferring to keep the violence and problems of the slums out of sight and out of mind.

Props & cover

Dark alleyways spring to mind as excellent sources of cover (+4 to hide and sneak, -2 for opponents shooting). Piles of refuse provide limited cover (-1), as do items such as carts, piles of rubbish etc (-4). There are also washing lines full of clothes (partial cover –2), outhouses (full cover) and coalhouses (full cover). Props could include dead dogs, old battered parts

of carts (e.g. wheels), bits of two by four, loose cobblestones, housewives brooms, or even the

sewage from the open ‘slops channels’ which line many of the streets.

Common modifiers

Unless a native of the rookery, all characters must make an ***intellect+streetwise*** (20) roll to navigate the complex lanes and alleys. If involved in a chase this can become a major complication as, failure indicates that you have blundered down a dead end, or are otherwise lost.

Complications

The rookeries are closed communities in many respects, and outsiders will stick out like a sore

thumb, and are unlikely to receive aid from locals (especially if upper or middle class). Possible

complications include mud or faeces on cracked cobblestones ***dexterity+athletics*** (14) not to slip over, taking d6 damage and –4 to fashion rolls until cleaned up.

# Scene 4: Off to Amerikay

PCs travel to North America (Steamship or Airship-can ask Gibbons or Wilberforce for help with passage)

Quiet voyage until they encounter the Union Blockade outside Savannah.

The Union blockade was indeed an imposing sight. Massive battle cruisers were stationed as far as the companions could see and patrolling in between them were squads of ornithopters. They were state of the art and their guns were all trained forward, ready to blast out of the sky anything that viewed as a threat. The ship sailed directly ahead towards the hull of one of the behemoths, which bore the name “Liberator”. As they drew nearer an amplified voice called out to them. “Halt or we will be forced to open fire.” the voice said with a thick American accentAfter a few seconds the airship came to a standstill and the voice addressed them again. “Prepare to be boarded for inspection. Any failure to comply and we will fire upon you.” The companions looked on as a small barge made its way from the cruiser, flanked by two of the smaller combat ships. The travellers lowered the boarding ladder and prepared themselves to be inspected. After a few tense seconds the first of the union soldiers made their way onto the deck, his rifle trained the group. The rest of the Union soldiers came on board and each of them targeted one of the travellers.

The Union captain made his way on board. His uniform was immaculate, a clear indication that the man had never seen combat. However, from the way he carried himself, he gave the off the impression that he was a veteran. “Where are you coming from?” he asked, his voice full of an unwarranted menace. “What’s your purpose here “Can you give us any information about any ships that might have come over from England in the past few days. He was heading to Savannah?” The captain gave an irritated huff. “A few cargo ships came through here on recently but they were all directed to New York. If you want to go to Savannah I can’t stop you.” He signalled for his men to return back to their barge and turned to face the companions again. “Just a word of warning though.” said the captain, giving them a small smirk. “If you are going down to Savannah, you might want to be careful of those treacherous Confederates. They aren’t as nice as we are here in the North.” With that he turned his back towards them and made his way of the ship

The companions watched as the patrolling ornithopters moved off to the side to allow the ship through the blockade. As the ship sailed gracefully passed the war machines they could feel hungry eyes and itchy trigger fingers following them on their course to Savannah.”

# Scene 5: Truths, Lies and Weapons of Mass Destruction

The party lands in Savannah and need to track down the son.

The air was sweltering as the ship approached the docking base. They had reached Savannah earlier that morning and now they were looking for a place to set down. The journey from the blockade had been uneventful and they had spent the time deciding how best to go about looking for their quarry.  As they drew closer to air base they noticed that it was almost deserted, the only signs of life being the skeleton ground crew milling by one of the docking stations. They lazily went about securing the mooring ropes of the ship as she hovered over them. The looked around for any figure of authority and saw an officer approaching them with a clip board. He was dressed in a southern officer’s uniform and he had an elaborate handlebar moustache on his face. “Good afternoon to y’all.” he said, his thick southern drawl was a stark contrast to the accents they had heard at the barricade. “How can I help y’all today?”

 “I’m afraid you’re out of luck there my friend. Any ships coming in past the blockade would be immediately directed to New York to support the Yankee war effort.” The group exchanged alarmed glances, annoyed at the fact that they might have come all this way for nothing. However, the officer had not finished with them. “Although a few blockade runners make it through here every so often.” he said, idly brushing some dust off his shoulder. “I’m afraid I wouldn’t be of much help to you there sir. Now how can I help you with your ship?”

Can gather information at the local Bar for ships crews ‘The Cock’s Crow’

With bribery can get information leading to the boarding house where Cyril is staying.

Track down Cyril and confront on the street outside of his boarding house.

• Is not Son of Wilberforce , real name Ezekiel Fallon

• Is secretly working with British government to keep Professor Tobber from selling new a warmachine to the Prussians. (Tobber has been building and testing his machine in the war.) The British want to keep this deadly machine off the market. He is trying to find Professor Tobber. Has tracked him to a local Warehouse on the docks where he is shipping his machine back to Europe.)

• (when leave building) Assassins (some clockwork) and Prussian Thaumaturge attack party (see Antagonists for stats)

Help Son track down Professor Tobber and stop his plans.

# The Final Battle

Fallon leads the party to the dockside warehouse that Tobber is using to transport his creations.

Encounter six (6) Prussian soldiers and a steam powered Mech.

See Antagonists for soldiers

**Steam Mech**

**Height: 18 feet tall**

**Armour/Health: 200/20 Thick Iron Armour**

**Weaknesses: Three (3) destroy two of which to completely destroy Mech**

1. **Steam Tanks on back of Mech (stops walking)**
2. **Hydraulic Lines on limbs (stops articulation/aiming)**
3. **Ammunition for Gatling gun(Explosion damages weapons/no attack)**

**Weapons:**

1. **Gatling Gun- 6 Lethal (see Gatling rules)**
2. **Death Ray- can fire every three rounds- warning sound as warms up- can be dodged- damage 10 Lethal ( bypasses armour, but can be dodged) \*use on NPC to demonstate**
3. **Claw- 6 Lethal**

Once Mech is destroyed find and face Tobber (stats in Antagonist section)

## The docks

By day London is the busiest port in the world. By night the docks are just as busy, populated

by the drunken sailors heading off with harlots, or heading back to their ship. The scattered river

police wage a constant war with smugglers and river pirates, while mudlarks sweep the quays

looking for anything that can be carried off.

Props & cover

The corners of warehouses, coils of rope, barrels, crates and walls make good cover under most circumstances. Props could include winches which can be flung as improvised weapons (damage as small club), oars (improvised, large club), barrels of oil (could be ignited, doing half the damage of barrel of gunpowder), belaying pins (small club, improvised). Barrels or crates could be used as missiles (***body+athletics*** roll to pick up, thrown as improvised weapon, opponent takes 6d6 stun damage and knockdown). When using barrels and crates, the contents are always of vital importance. Imagine your PCs dismay to find that their cover is actually a huge pile of flammable lamp oil – just as the enemy opens fire. Broken barrels of fish or crates of ball bearings would make the footing treacherous, requiring ***dexterity+athletics*** (14) rolls to remain standing; quicklime barrels are especially nasty when broken, as every combatant needs to make an ***initiative*** (14) roll or be blinded for 2d6 rounds by the caustic powder. Barrels of nails could be used like caltrops, or in combination with explosives to create huge shrapnel bombs - use your imagination, and apply some common sense rules. Try to avoid using the same contents over and over again.

Common modifiers

If slippery, all participant must make ***dexterity+athletics*** rolls to avoid falling over. If

on the waterfront, then a failure might mean falling into the water.

Complications

Possibley crates and barrels being punctured by gunfire. If one is destroyed, the rest may come

tumbling down, requiring a ***Dexterity+Dodge*** (14) roll to avoid being crushed by 6d6 stun damage. Falling in the water will always require athletics rolls to swim back to shore.

Return to London and find Wilberforce gone (Gibbons apologizes and gives hefty reward(2000£)-for silence)

# Antagonists:

**Prussian Soldiers**

Health: 25/9 inc greatcoat

Skill picks: Look threatening (12), hide & sneak (12),

streetwise (12)

Combat picks: Bayonet(12) for 2d+5 lethal, Revolver (14) 4 Lethal, Punch (16) 3 Stun, Rifle (14) 5 Lethal

**Reclusive inventor**

He is tall, dark and dashing. His eyes glint with a brilliant intelligence unsullied by convention,

scruples, or God’s laws. His family’s money has bought him his retreat, and day and night

he toils in it trying to combine sorcery with science.

Health: 20/12 inc lined coat

Skill picks: Science (16), thaumaturgy (14)., pharmacy (14), medicine (12), strange gaze

(12), insane laughter (as if on cue) (16), Mad Science (15)

Combat picks: etheric bolt (16) for 4d lethal, Steam Mech

**Courtesan**

The courtesan is as much escort as prostitute. Gentlemen pay

highly for her conversation and company more frequently than

for physical favours. She is educated and cultured and could

provide much valuable information to the right listeners…

**Health:** 20/8 inc corset

**Skill picks:** Bull (14), charm (16), fashion (14), ride

(12), seduction (12)

**Combat picks:** Room furnishings thrown as improvised

weapons (8) for 3d stun, all out dodge (12)

**Clockwork Asssasins**

**Health:** 25/14 inc greatcoat

**Skill picks:** Oratory (12), hide & sneak (12), conceal

item (14), streetwise (12)

**Combat picks:** Flintlock pistol (14) 3 lethal X 2, Explode (GM discretion) 15 Lethal

Street urchin

A scruffy young tearaway, this child is often found with his

friends, bumping into you and then departing with great haste

clutching your wallet – laughing with the rest of his gang

all the way. If you can impress him then his hero worship can

be most useful as such children often know the streets and

goings on in any town better than any man.

**Health:** 15/3

**Skill picks:** Hide & sneak (14). Pick pocket (14),

streetwise (12), bull! (14), act as though

butter wouldn’t melt in his mouth (12)

**Combat picks:** Sling (16) for 2d stun

Prussian Thaumatuge

A sorcerer of experience and high standing, he is an officer involved in the Prussian High Command.

**Health:** 15/7 inc greatcoat

**Skill picks:** Thaumaturgy (16), occult (18), chemistry

(16), medicine (14), astronomy (16), research (16), linguistics (16)

**Combat picks:** Walking stick (6) for 3d+3 stun, etheric

bolt (16) for 4d lethal, etheric bludgeon (16) for 4d stun, power of steam (16), heal (16)