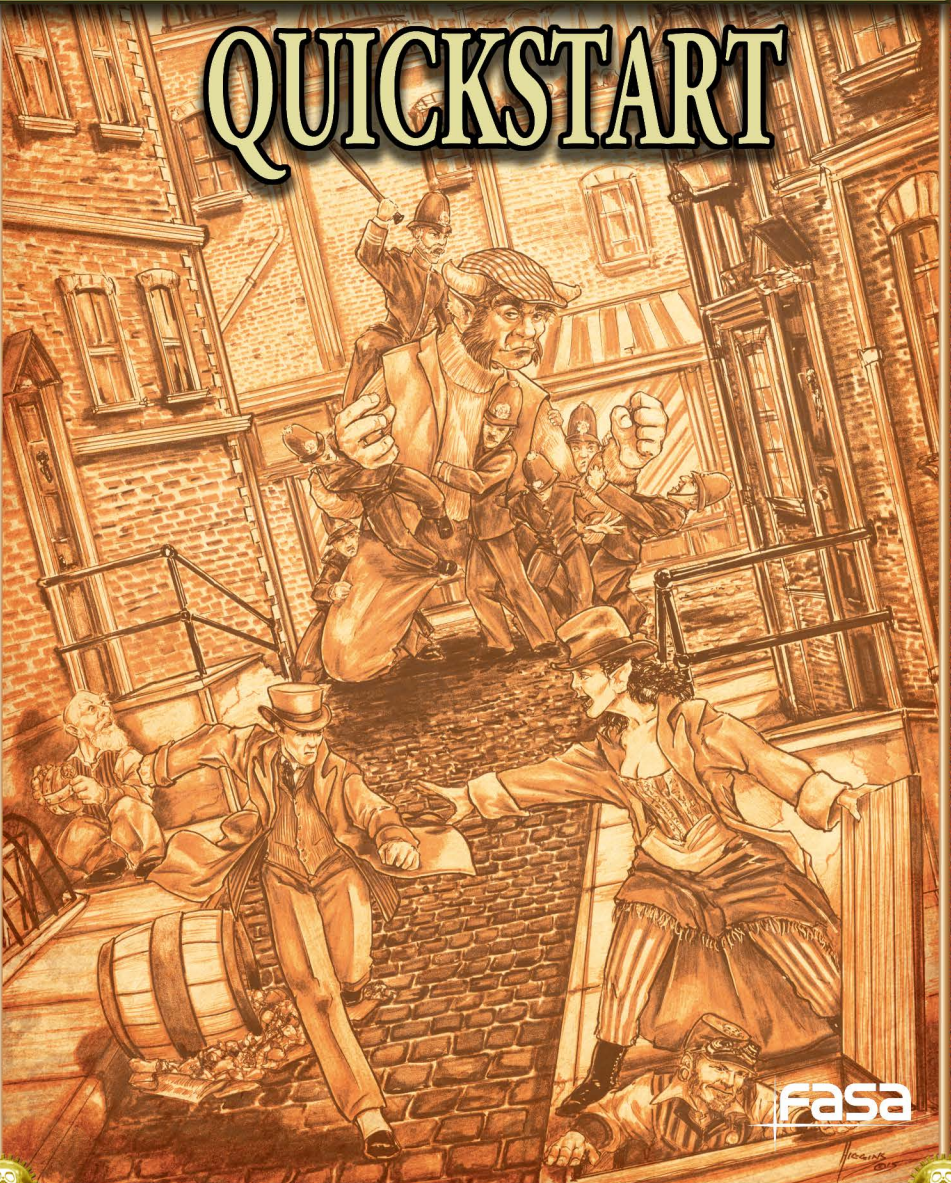


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ROLEPLAYING

GAME

QUICKSTART



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DEDICATIONS

To all the rolegamers, those who have been, those who are, and those who will be.

Playtesters

The GenCon attendees who have shared our tables

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TABLE OF CONTENTS

1. Introduction and Base Mechanics.....	5
2. Characters	19
3. Skills Listing	35
4. Spells Listing.....	45
5. Punch'd or The London Chiaroscuro	55



1. Introduction and Base Mechanics

What Is This?

The PDF you are reading is an abridged version of the *1879 Roleplaying Game* from FASA Games Inc. This document has everything you need to try our game, including a complete three-act adventure. The ruleset is restricted to what's needed for this adventure. Character creation and advancement are not included, nor are any of the mechanics that don't directly apply. We hope that you will enjoy this adventure, share it with friends, and maybe come back for more!

Overview

This section introduces roleplaying and the game world.

Roleplaying

Storytelling is humanity's oldest form of entertainment. We've been telling stories since we learned how to build a fire and sit around it. Over time, though, most of us have stopped telling stories and become an audience, reading or watching or playing through the stories of others. In a book or a movie, the characters do what the plot demands, no matter how much trouble it lands them in. The readers and viewers can't change the character's behavior. In a video game, the options are limited to what the developers allow. If the game is set to switch to combat mode when a character moves into a particular space, there's no way to try talking first.

In a roleplaying game, the **players** control the actions, or play the roles, of their characters, and respond as they wish to the events of the plot. If the player doesn't want their character to go through a door, the character won't. If the player thinks their character can talk their way out of a tight situation rather than resorting to fighting, they're welcome to try. The plot of a roleplaying game is flexible, ultimately based on the decisions the players make for their characters.

The adventures, or stories, evolve much as they do in a movie or book or video game, but within the flexible story line created by the **Gamemaster**, or **GM**. Though the players all contribute to the story, creating it as they play, the GM creates the overall outline. The GM keeps track of what happens and when, describes events as they occur so that the players (as characters) can react to them, plays all the other characters in the game (referred to as Gamemaster Characters or **GMCs**), and uses the game system to resolve the players' attempts to take action. The game is not a contest between the players and the GM, however. The GM may control the opposition, but should work with the players to build and experience a tense, exciting adventure.

INTRODUCTION AND BASE MECHANICS

A roleplaying game offers its players a level of challenge and personal involvement unmatched by any other type of game. Because the players and GM create the adventures they play, what happens in the course of a roleplaying game is limited only by their imagination. In the end, what roleplaying games do is teach people how to tell their own stories again, changing the players from an audience into active participants.

The Game World

Many years ago, Prince Albert was badly injured in a coach accident. He's still with us because Queen Victoria offered substantial rewards to any person of learning who could help him. Doctor Elizabeth Garrett Anderson, the first female physician to attend the royal family, warded off post-injury infections, and later cured the Prince of Wales, young Albert VII, of typhoid, paving the way for gender equality in the field of medicine. Prince Albert became the champion of scientific progress in the British Empire.

Three years ago, Professor Oswald Grosvenor put on a demonstration at the Silver Exhibition, a gathering twenty-five years after the famed Crystal Exhibition, designed to show off advances in British science to the world. A bolt of lightning struck Grosvenor's equipment at a critical moment, and when the tumult died down, the professor and his gear were gone. In their place, in the middle of Greenwich Park, was a portal to another world.

Now, in 1879, the Iron Tunnel passes through the Rabbit Hole, protecting travelers from the strange energies and unbreathable atmosphere of the portal. Trains run from London to Fort Alice. The Grosvenor Land, or more casually the Gruv, has been settled by people from all across the British Empire. Other nations have joined the effort, with the Prussians having their own settlement and others soon to follow. Colonial auxiliaries from the Zulu, the Maori, and the Raj have been regularized, bringing a diversity of race and gender to the Queen's military it had never known before.

On both worlds, Looking Glass Fever has arisen, a malady of unknown origin that leaves its victims physically changed. Collectively known as Boojums, the victims of LGF resemble the ancient mythical races of elves, dwarves, snarks, and trolls. Magic is no longer just an illusion on the music hall stage. The Order of Britannia Victorious brings fire and lightning to the field of battle. Her Majesty's Knights of the Grail guard the Royal family and the Empire from arcane threats.

Advances in technology have given us airships, micro-steam, Analytical Engines, and an entire new class in the underworld, the Dodgers, savvy criminals who exploit these new ideas for their own profit and in a shadowy war between the great business firms.

In London and in the Gruv, adventure awaits. Tally ho!

Playing the Game

This section tells you how the character sheets and the dice rolls of this simplified version of the game work. Combat and magic are covered later on.

What You Will Need:

- Pregenerated Character Sheets, printed out.
- Enough dice for all players. Everybody will need a standard polyhedral set (d4, d6, d8, d10, d12, d20). An extra set for the table, for those times when a roll requires a second die, would be useful.
- Pencils and scratch paper.

How The Characters Take Action

When a player wants their character to perform an action, they roll dice. This is called making a Test. The dice are based on the Step Number of the Attribute or Skill being used to perform the action. Step Numbers represent the type and combinations of dice rolled when attempting to use an ability. As their Step Numbers get higher, characters roll larger dice and more of them. The Step Number table appears to the right of this section.

For example, the Brassman wants to climb a tree for a better view. This action requires the character to use her Dexterity, as the Brassman does not have the Climbing Skill. The character's Dexterity Step Number is 7, meaning that the player would roll a twelve sided die, 1d12. This is called **making a Dexterity Test**. If the result of the dice roll is equal to or higher than the Target Number of the action being attempted (determined by the Gamemaster), the character succeeds. If the result is lower than the Target Number, the character fails.

Rolling Up

When a player rolls dice in *1879*, if the highest possible result comes up on a die, the player may roll that die again and add the new result to the total. In game, this is called "rolling up". The player may continue to roll up as long as a die continues to turn up its maximum value. Thus, it's possible to have a result of 27 on a four-sided die.

The Rule of One

If all the dice in a Test come up with a 1, then the character has failed spectacularly. The Gamemaster will inflict additional penalties for the failure beyond the action itself not succeeding. For example, if the Byron attempts to shoot an enemy, and gets a Rule of

Step Number	Action Dice
1	D4-2
2	D4-1
3	D4
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8+D6
10	2D8
11	D10+D8
12	2D10
13	D12+D10
14	2D12
15	D12+2D6
16	D12+D8+D6
17	D12+2D8
18	D12+D10+D8
19	D20+2D6
20	D20+D8+D6
21	D20+2D8
22	D20+D10+D8
23	D20+2D10
24	D20+D12+D10
25	D20+2D12
26	D20+D12+2D6
27	D20+D12+D8+D6
28	D20+D12+2D8
29	D20+D12+D10+D8
30	2D20+2D6

INTRODUCTION AND BASE MECHANICS

One result on his Firearms Test, not only does he miss the enemy, but hits the fueling apparatus next to the party's airship, setting it on fire.

Extra Successes

If the die roll result exceeds the Target Number by five (5) points, that creates an Extra Success. Every 5 points beyond that is another extra success. These extra successes may roll over to the effect, such as adding extra Steps to Damage from an Attack Test, or may have other uses, which are described in the mechanics where appropriate.

The Character Sheet

The following describes the information on the character sheets.

Tier: All the characters are Novice Tier characters. This means that they are beginning adventurers, but have enough experience to survive a tough adventure.

Character Races: People changed by Looking Glass Fever (LGF), known as Boojums, are classified into four types.

- Elves are taller than humans, slender and somewhat androgynous, with upswept pointed ears that end at the top of the skull. They can see in the dark like a cat. The men have no facial hair.
- Dwarves are short, stocky, muscular, and tough. The men grow heavy beards. Their ears are a bit pointy but not elongated. They can see heat as a form of light.
- Snarks are bigger than humans in all directions, hairy, muscular, and very tough. Their lower canines elongate into tusks. Like elves, they can see clearly in very low light. LGF affects their minds, leaving them a little slow and prone to violent tempers.
- Trolls are massive, twice the size of a human, with tusks, profuse hair, bony deposits in their skin that act as natural armor, and horns like a sheep or goat. Their size grants them prodigious strength, but leaves them clumsy compared to the smaller races, and segregates them from most society due to not being able to fit into buildings. Like dwarves, they can see heat.

Profession: Each character follows a specific trade, a unique combination of character class and point of view. Explorers see every new horizon as an opportunity. Aristocrats look for the social and political gain in the situation. Soldiers just want to get back to their barracks alive and have enough of their pay available for a beer. Advancement in the Profession brings access to special abilities unique to the trade.

Attributes: Attributes are a character's basic abilities.

- **Dexterity (DEX):** Dexterity measures a character's agility, speed, and hand-eye coordination. It also determines the character's ability to engage in and avoid physical attacks.
- **Strength (STR):** Strength measures a character's muscle power. It determines the base damage inflicted by physical attacks, and how much a character can lift and carry.
- **Toughness (TOU):** Toughness measures a character's endurance and general health. It gauges a character's ability to absorb damage and still keep going, as well as their natural ability to heal.

Chapter 1

- **Perception (PER):** Perception measures a character's mental quickness, alertness, and ability to notice things. Perception is important to the casting of magical spells, as well as avoiding the effects of spells.
- **Willpower (WIL):** Willpower measures a character's concentration, sense of self, and force of will. It helps characters resist damaging spells. Willpower also increases the effectiveness of spellcasting.
- **Charisma (CHA):** Charisma measures a character's persuasiveness, social savvy, and ability to create a positive impression on others. Charisma determines a character's success or failure at using charm, persuasion, taunt, or other social skills. It's also vital in summoning and bargaining with spirits, and working with animals.

Attributes are rated on a scale of 3 to 18. A character's Attributes determine several of their other characteristics as well as their Step Numbers, which are used when characters attempt actions. For example, the Pioneer has a Dexterity Value of 14. This value is used to determine the character's Physical Defense and Initiative. It also means the Pioneer has a Dexterity Step of 6 (see the chart below).

Skills: Skills are abilities a character has learned over the course of their life. Skill proficiency is rated in Rank. The character's Skill Rank is added to the related Attribute Step to produce the character's Skill Step. For example, the Pioneer's Missile Weapons Skill is based on her Dexterity, which has a Step of 6. She has Rank 3 in the Missile Weapons Skill, giving her a Missile Weapons Step of 9. This allows her to roll $d8+d6$ to try to shoot her enemies with an arrow.

Defense Ratings and Armor: Conflict (physical, magical, and social) involves the character's Defense and Armor Ratings. Whenever another character or a creature attempts to attack or interact with the character, the one attempting the action must roll against the appropriate Defense Rating to see if the attempt is successful. For example, if an enemy character fires a gun at the troll Pioneer, the attacker would need to roll a number equal to or higher than the troll's Physical Defense of 8 for the attack to succeed.

- Physical Defense is used for physical attacks.
- Mystic Defense is used for attacks made with spells and certain other magical abilities.
- Social Defense is used for social interactions or attempts to scare or intimidate a character.
- Armor Rating is the amount of protection the character has from attacks. Physical Armor protects against physical attacks. Mystic Armor protects against magical attacks. Both of these ratings decrease the amount of damage a character receives in an attack. For example, if the Pioneer's Physical Armor is 4 and her opponent scores 10 points of damage in an attack, she would take 6 points of damage.

Damage: These numbers represent how much damage a character can take in combat, and how quickly they heal. When a character takes their Unconsciousness Rating in damage, they fall down, out cold. When they take their Death Rating in damage, they're dead. Recovery Tests allow the character to heal, shedding both damage points and Wounds. This is explained later in the **Combat** section.

Attribute Value	Step
1 - 3	2
4 - 6	3
7 - 9	4
10 - 12	5
13 - 15	6
16 - 18	7

INTRODUCTION AND BASE MECHANICS

Initiative: Initiative lists the type of dice that players roll to determine turn order at the start of each round of combat. For example, the Dodger has an Initiative listing of 7/d12, meaning that her player rolls a twelve-sided die. The player who rolls the highest number goes first.

Karma: Karma represents the extra edge that heroes have, allowing them to go beyond normal limits and perform fantastic feats. Each character has a number of Karma points listed, as well as a type of die. When a character wants to spend Karma to enhance a Skill, the player marks off one Karma point. The player then rolls the listed Karma die along with the dice for the Skill being used, and adds the results together. Karma can be spent before or after the die roll, as the player chooses. Karma cannot be spent on every roll. Characters *may* spend a Karma point on Skills that appear in **boldface type** on their character sheets. They *must* spend a Karma point on Skills that appear in ***bold italics***.

Movement: Characters can move a maximum number of yards in a combat round (10 seconds) equal to their Movement Rate and still take an action. They may move up to double that distance in a combat round if the character does nothing else.

Equipment: This list describes the clothing, weapons, money, gear, Weird Science devices, and so on that each character is carrying or wearing.

Combat

This section details the process of combat, describes how it works in play, and provides some basic options. The *1879 Players Guide* has the full rules for combat, including all options.

1. Declare Intentions

At the beginning of the round, all characters declare the general type of action they intend to perform. Specific details don't need to be decided, but a general overview of what will be happening should be laid out. Combat options need to be declared at this time as they may have an effect that lasts the entire round.

2. Determine Initiative

After declaring intentions, all characters make an Initiative Test to determine the order in which they act. Initiative is based on the character's Dexterity Step, but Skills, armor, or shields can modify a character's Initiative.

Each player rolls Initiative for their character, while the Gamemaster rolls for other characters and creatures. The character with the highest Initiative result acts first, followed by the next highest result, and so on. If two or more characters have the same Initiative result, player characters act before Gamemaster characters, but otherwise the turns can be resolved in whatever order the players wish.

3. Resolve Actions

As each character's turn comes up, they declare the specific action they are taking, along with the abilities they will use.

Actions

While characters might have a number of different abilities they can use, there are limits to what they can do. A character can only use one "Action" ability per round. For example, both Missile Weapons and Firearms indicate they are an Action, so a character could not attack with a bow and a pistol in the same round.

Abilities not considered an Action can be used whenever the appropriate conditions come into play. For example, Avoid Blow may be used whenever a character has been hit by an attack and wants to try to avoid damage.

Movement

All characters can move up to their Movement rate before or after their Action. If a character wishes, they can use their Action to move, allowing them to double their Movement rate.

Delaying Actions

If a character wishes to take their turn later in the round, they may do so. No Test is required - they simply declare that they will act later in the round and take their turn when it comes around. If they want to interrupt another character's Action, they may do so, but this adds +2 to the Target Number of any relevant Tests.

Make Attack Test

When a character attempts to attack a target, whether with a weapon, spell, or other ability, they make a Test using the appropriate ability. For example, if a character wishes to fire a pistol at a foe, they use Firearms. These are referred to as Attack Tests, and may be enhanced or modified by other abilities.

The Target Number depends on the ability being used, and is usually provided in the description. For physical attacks with a gun, knife, or other weapon, the Target Number is usually the target's Physical Defense. For attacks with spells or other magical abilities, the Target Number is usually the target's Mystic Defense. Other abilities, such as Graceful Exit, use Social Defense as the Target Number.

If a character wishes to attack with a method they don't have as a Skill (for example, firing a bow without Missile Weapons), they make a Dexterity Test.

Take Strain

If the Skill causes the character to overexert themselves and take damage, this is called Strain. If the Skill used for the Attack Test causes Strain, the character takes the appropriate Damage points now.

Other efforts may cause Strain, such as spellcasting, or using Avoid Blow to lunge out of the way of an incoming attack. These abilities will note the Strain they cause.

INTRODUCTION AND BASE MECHANICS

Determine Success

If the Attack Test result is equal to or greater than the Target Number, the attack hits. The attacker makes a Damage Test based on the weapon, or an Effect Test for spells, to determine the degree of damage or effect of the attack. If the Attack Test fails, the attack misses.

Some abilities have a greater effect if more than one success is rolled. If applicable, the effect of extra successes is described in the rules for the Skill or ability.

Spells work in a similar way, though the result of extra successes depends on the spell and is provided in the spell description. More information is provided in the **Spellcasting** section.

Make Damage Test

After a successful attack, the player makes a Damage Test, with the Step determined by the weapon used. Any extra successes from the Attack Test roll over to the Damage Test, with most weapons getting +1 Step per extra success, but Firearms getting a Step bonus based on their Staging. For example, an *iklwa* does the character's STR Step +4 base damage, and gets another +1 Step per extra success from the Attack Test, but a Medium Pistol does Step 6 base damage (no STR included) and gets +2 Steps bonus damage per extra success. The Damage Test result is the number of points of damage dealt to the target. For spells, the Effect Test, provided in the spell description, determines the damage.

Adjust Damage for Armor

Armor protects a character from damage. Physical Armor protects against physical damage, while Mystic Armor protects against magical or psychic damage. Subtract the appropriate Armor Rating from the Damage Test result to determine the final damage the character takes.

If a character's total damage equals or exceeds their Unconsciousness Rating, they are unconscious and fall down, unable to take any actions. If a character's total damage equals or exceeds their Death Rating, they are dead. Powerful magic might bring them back, but such power is extremely rare in the world of *1879*.

Wounds and Knockdown

If the damage taken from a single attack equals or exceeds the target's Wound Threshold, they suffer a Wound. These represent major trauma and hinder a character's ability to perform at their best. Each Wound imposes a -1 penalty to all of a character's Tests.

If the Damage Test scores any extra successes against the target's Wound Threshold, the force of the blow might knock them down. The character makes a Strength Test against the difference between their Wound Threshold and the damage taken. If successful, they keep their feet. If they fail, they are knocked down and suffer penalties.

4. Begin A New Round

The combat round ends when each character has taken their turn. If any participants wish to keep fighting, a new round begins with declaring intentions and rolling initiative.

Combat Options

While the Skills available in *1879* provide many choices in combat, there are additional options that can add more tactical complexity. Some are described here. More are provided in the *1879 Player's Guide*.

Aggressive Attack

The character throws caution to the wind and attacks their opponent with a flurry of blows. This option increases the character's ability to strike and damage their opponent, but makes them more easily hit in return. The character takes 1 Strain, gains a +3 bonus to their Attack and Damage Tests in close combat, but suffers a -3 penalty to their Physical and Mystic Defense for the round.

Attacking to Knockdown

Rather than dealing damage, the character can choose to try to knock their foe to the ground. They make an attack as normal. If the attack hits, the character rolls damage, but the target makes a Knockdown Test against the result and takes no damage points.

Attacking to Stun

To subdue someone, rather than kill them, characters can pull their blows. If an attack to stun deals more damage than the target's Wound Threshold, they may be knocked down, but otherwise do not suffer a Wound. Damage from an attack to stun cannot kill the target, but is otherwise treated as normal damage.

Defensive Stance

Sometimes it is more important to survive a fight. This option allows a character to adopt a defensive posture that makes them harder to hit. They gain a +3 bonus to their Physical and Mystic Defense for the round, but suffer a -3 penalty to all Tests made during the round, except for Knockdown Tests.

Situation Modifiers

While a character relies on their wits and abilities to survive their adventures, even the most prepared hero can find themselves at the mercy of circumstances beyond their control. These circumstances can affect Test results and Defense Ratings. The most common modifiers are provided here, with more described in the *1879 Player's Guide*.

Blindsided

When a character cannot see their opponent to react effectively to an attack, they are Blindsided, and suffer a -2 penalty to Physical and Mystic Defense. Examples of Blindside attacks include attacks made from behind, attacks against a blinded target, or attacks made from ambush. The attacker must be able to see their target to gain the advantage of this modifier.

Darkness

Characters sometimes find themselves fighting in the dark. Unless the character has an ability like low-light vision or heat sight, they take a penalty on Tests made under those conditions

INTRODUCTION AND BASE MECHANICS

involving sight. For example, if the character is making a Perception Test to hear a noise, the amount of light present will not affect the result of the Test.

Partial Darkness: The equivalent of being outside on a moonlit night. Ambient light provides some visibility, but there are lots of shadows. Characters suffer a -2 penalty to sight-based Tests. Characters with low-light vision or heat sight are not affected by this penalty.

Full Darkness: The equivalent of being outside on a moonless or heavily overcast night. There is almost no ambient light and very heavy shadow. Characters suffer a -4 penalty to any sight-based Tests. Characters with low-light vision take a -2 penalty. Characters with heat sight are not affected by this penalty.

Knocked Down

A character knocked down in combat, whether as the result of a Wound or some other circumstance, can still act but is impaired while prone. The character suffers a -3 penalty to their Tests, Physical Defense, and Mystic Defense. These penalties remain in effect until the character stands up. Standing up takes the character's action for the round.

Range

Characters may attack opponents with ranged weapons like a pistol, bow, or thrown knife. All firearms, missile, and throwing weapons have a Range characteristic, which affects Tests made with the weapon.

Short Range: If the target is within the Short Range indicated for the weapon, there is no modifier to the Test.

Long Range: If the target is beyond the Short Range given for the weapon, but within the weapon's Long Range, the character suffers a -2 penalty to their Test. Weapons are not effective beyond their Long Range.

Surprise

Sometimes a character or creature will appear in an unexpected place. This might be an intentional tactic, like an ambush, or an accidental encounter. The surprised character does not roll Initiative, and may not take Actions during the combat round they are surprised. They may also suffer the penalties associated with being Blindsided, and may not use defensive abilities like Avoid Blow.

To determine if a character is surprised, the player makes a Perception Test against a Target Number based on the situation. This is usually related to stealth abilities, such as the attacker's Stealthy Stride Test result, and modified by environmental conditions. If the Perception Test fails, the character is surprised.

Damage, Wounds, Recovery

Characters make Recovery Tests, using their Toughness Step, to heal damage. The Test result is subtracted from the character's Current Damage. Each character has a limited number of Recovery Tests available, determined by their Toughness. Some Skills and spells give the character additional Recovery Tests, which have to be used within a short time. Unused Recovery Tests cannot be saved from one day to the next.

Chapter 1

Characters may spend Recovery Tests as they wish, but must meet the following conditions:

- Upon waking from a full night's rest, an injured character (with 1 or more Current Damage points) must make a Recovery Test, to represent the natural healing process.
- At least one hour must pass between Recovery Tests, unless a spell, Skill, or item allows an exception.
- The character must spend one minute without engaging in physical activity or taking damage before making a Recovery Test, again unless a spell, Skill, or item allows an exception.
- Characters must wait at least one hour after engaging in combat before they can make a Recovery Test, again unless a spell, Skill, or item allows an exception. This time must be spent in a state of relative rest. The character cannot undergo any strenuous physical activity during this time. Apart from certain Skills and spells, or the use of healing aids, the only exception to this rule regards unconscious characters: If a Recovery Test is available, an unconscious character may make the Test one minute after falling unconscious.
 - Another character can attempt to revive the unconscious character, allowing them to immediately make a Recovery Test.
 - If the unconscious character does not recover enough Damage points to regain consciousness, they must wait an hour before they can make another Recovery Test.
- Each Wound a character takes incurs a cumulative -1 penalty to all Tests, with the exception of Recovery Tests, although the character still reduces their Recovery Test result by the number of Wounds taken.
 - A character normally heals one Wound per day under the following conditions:
 - The character is not suffering from any damage. Even 1 point of Current Damage, including Strain damage, prevents a Wound from healing.
 - The character uses a Recovery Test after a full night's rest.
 - Wounds can also be healed by some healing aids, spells, or abilities.

Gear and Weaponry

The pregenerated characters all have their weaponry and armor specified in their equipment listings. The following tables are for Gamemaster reference.

Melee Weapons Table

Weapon	Damage Step	STR Min	Size	Cost	Weight	Availability
Iklwa	4	8	3	£1/12	4	Average
Knife	1	3	1	3d	10oz	Everyday

INTRODUCTION AND BASE MECHANICS

Missile Weapons Table

Weapon	Damage Step	STR Min	Size	Short Range	Long Range	Cost	Weight	Availability
Longbow	4	11*	5	2-50	51-100	£3/-	4	Average

*A minimum Dexterity value of 13 is required to use a longbow.

Missile Ammunition

Weapon	Cost	Weight	Availability
20 Longbow Arrows	10/-	3	Unusual
Quiver	2/-	2	Unusual

Throwing Weapons Table

Weapon	Damage Step	STR Min	Size	Short Range	Long Range	Cost	Weight	Availability
Assegai	4	9	3	2-10	11-20	9	3	Average
Knife	1	3	1	2-8	9-16	3cp	10oz	Everyday

Firearms Table

Firearm Type	Dmg	STR Min	Cpy	RoF	Short Range	Long Range	Size	Wgt	Cost	Success Bonus
Light Pistol	4	4/NA	1 or 2	1/2	30	120	1	2	13/2	+2
Medium Pistol (revolver)	6	8/NA	6	2*	60	240	2	2	£1/-	+2
Bolt Action Rifle	9	10/NA	5	1	150	600	5	6	£2/12	+2

*Repeating firearms take a 1 Step penalty on the Attack Test for the second shot in a combat round.

Armor Table

Item	Physical Armor	Mystic Armor	Initiative Penalty	Cost	Weight	Availability
Ballistic Jacket (Cotton)	6	0	1	£2/10	5	Average
Ballistic Jacket (Silk)	6	0	0	£8/6	3	Rare
Ballistic Vest (Cotton)	4	0	0	£1/16	4	Average
Ballistic Vest (Silk)	5	0	0	£6/12	2	Rare
Flak Jacket	4	0	0	£12	8	Average
Leather	3	0	0	£1	15	Unusual

Shield Table

Shield	Physical Defense	Mystic Defense	Initiative Penalty	Shatter Threshold	Cost	Weight	Availability
Hide	+2	+1	1	17	£1/7	6	Average

Casting Spells

To work spell magic in the game world of *1879*, magician characters must follow these steps.

Identify the Spell. This lets the Gamemaster know what's about to happen, and determines the game stats of the process.

Identify the Target. This determines the base Target Number, which is usually the target's Mystic Defense. Check the spell description for any differences or modifiers. Make sure the target can be perceived sufficiently for casting.

When the magician targets the spell on themselves, they use their base Mystic Defense, ignoring all bonuses from enchantments, items, devices, and so forth.

Make the Spellcasting Test. Figure any Step bonuses or penalties to Spellcasting, then roll the appropriate dice. Take note of any extra successes. Some spells have their range or duration extended by extra successes in the Spellcasting Test, while others allow them to be applied to the Effect Test. If the Spellcasting Test fails, skip the Effect Test and move on to Take Strain. On a Rule of One result, the magician takes their own Spellcasting Rank in Strain, then moves on to the Take Strain step. There may be other effects of a Rule of One result specified in the spell description.

Determine Effect. The spell description will specify the Effect, and whether or not an Effect Test is required. Apply the Effect to the target. If the caster has the Willforce Skill, they use that for the Effect Test in place of their raw Willpower Attribute.

Take Strain. The casting magician must take the Strain damage specified in the spell description. If this causes a Wound, the magician must make a Knockdown Test as if taking a physical blow. If this renders the magician unconscious or dead, that's one of the risks of working spell magic.



2. Characters

This chapter provides the pregenerated characters for the Quickstart adventure. Following are brief descriptions of the various character types. While the scenario is limited to six characters, there are seven provided, so that the last player will still have a choice.

Brassman: Clever with their hands, the Brassman makes and repairs devices, steam, clockwork, electrical, providing other heroes with the gadgetry they need. They're also good with a lock or a power system. You need a door open? A boiler fired up and an engine set in motion? Talk to your Brassman. If they're good enough, they might be called a Guppy, after Sarah Guppy, an amazingly inventive woman who after her death was recognized as the first Brassman.

Byron: The Analytical Engine is the beating heart of business. The Byron is the heart surgeon. Given a half hour and access to the firm's Engine, the Byron can route a farthing of every transaction to a private account in Switzerland, or reveal the second set of accounting books that describe the firm's misdeeds. Engines aren't used just in commerce, either. They run lighthouses, the moving signage in Piccadilly, and the alarms in the toff's mansion. This is the Nineteenth Century. Sooner or later, you're going to need someone who knows how to read punchcards.

Dodger: Sometimes a lighterman, them what goes in by the skylight; sometimes a footpad, them what lifts your wallet at knifepoint by the alley; sometimes the person you need to get into the locked warehouse where you think the evidence of treason might be hid, the Dodger makes their living from their wits, they does. Don't go puttin' on your fancy airs around them. They're proper craftsmen, they are, and the fact you need them says loads about the worth of your fancy morals, now don't it?

Medium: Gifted, or perhaps cursed, with sensitivities far beyond those of ordinary people, the Medium can read a person's thoughts, know the history of an object just by touching it, and speak with the dead on behalf of the living. This does not make for a comfortable life, as the Medium's abilities are often beyond conscious control, sometimes available, sometimes not, and sometimes activating at the most inopportune of moments. Cards? Crystal balls? Those are just props. The power is in the Medium.

Pioneer: Every expedition into the wild needs a woodsman, someone savvy in the ways of the land. Who better than someone who's dedicated their life to carving a home out of the wilderness? Not only able to get around in the uncivilized part, but accustomed to living there, the Pioneer can build a shelter out of whatever's ready to hand, find food in the middle of a forest, and in a pinch, fight equally well with gun or axe.

Priest: Scoff if you like, but religion has real power now. Whatever the belief system of the Cult Priest, whether it's a mainstream faith like Christianity or Hinduism or an obscure one like Khemetic Orthodoxy or Mithraism, the Priest has the backing of the Divine. Banishing a destructive spirit? Healing your wounds? Purging evil with fire conjured out of nothing? All in a day's sacred work.

Weird Scientist: Oh, fine, you have someone who knows clockwork, and steam, and electricity. Do you have someone who understands etheric vibration? What about the applications of phlogisticated air? Does your clockwork expert really know what will happen if you pull that lever, or is he just guessing, with no real understanding of the trans-phenomenal principles involved? Hm?

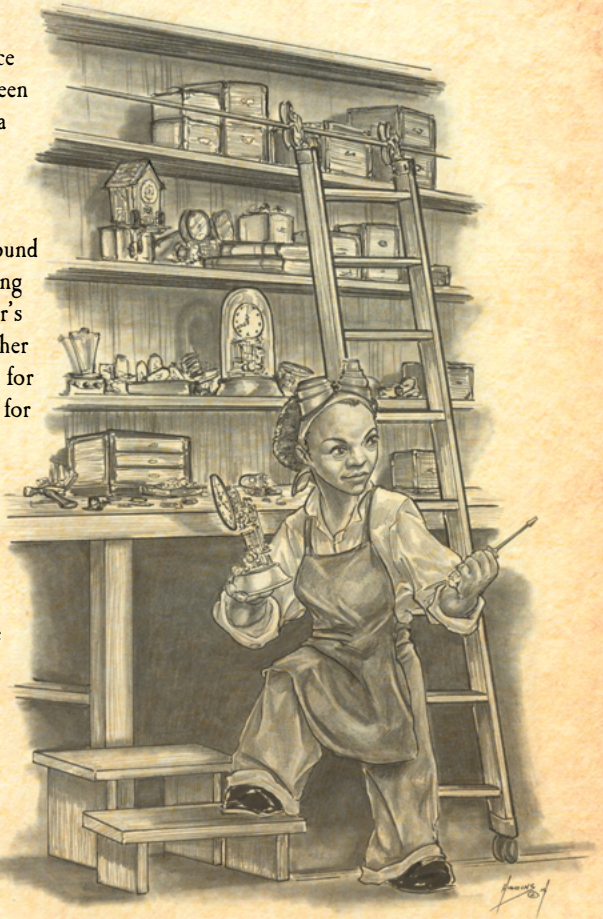
Beatrice Sitwell

Dwarf Brassman

Always clever with her hands, Beatrice got out of the laundry business at thirteen after many late evenings studying under a local horologist, spending the next few years as his apprentice and building up a stake. Between her gender, her color, and her lower class origins, though, she found so many barriers put into her way trying to open her own high street watchmaker's shop that she turned her mind to other pursuits. After all, there are so many uses for clockwork besides making pocket watches for snooty toffs.

Sitwell's Watch Repair, a tiny shop in an East End basement with an upper half facade onto the street, gives Beatrice an explanation for her income. Hardly any of the customers walking down the four steps from the street into the narrow shop are there with a broken timepiece, though. They come for much more clever devices with no legal purpose. The local constabulary know about Beatrice, of course. She changes out the watches and clocks in the curtained-off window once a month for appearance's sake anyway, but keeps the police from closing her down by doing the odd job for them. It's not only Dodgers that want spring-loaded door openers, extendable arms that can open window latches when inserted through a nearby crack, and other means of surreptitious or sudden entry.

The Rabbit Hole brought a whole new complication two years back. A week after it opened, Beatrice was seized with Looking Glass Fever, and spent the next week at St. Drogo's, wracked with pain as her body compacted. She's adjusted to her new size, and Boojum status, adding step stools to her workshop, building a few devices for her own use to accommodate her lack of reach, and making sure that her clientele would keep off anyone trying to bother her as they always did. Besides, she says with a wink and a nudge, everyone says good things come in small packages, don't they?



Chapter 2

Dexterity (DEX) 16	7 / d12	Physical Defense	9
Strength (STR) 13	6 / d10	Mystic Defense	9
Toughness (TOU) 15	6 / d10	Social Defense	8
Perception (PER) 16	7 / d12		
Willpower (WIL) 11	5 / d8	Physical Armor	4
Charisma (CHA) 13	6 / d10	Mystic Armor	2
Initiative 7 / D12		Unconsciousness	48
Movement 10 yards		Death Rating	57
Karma D6 12 pts		Wound Threshold	10
current		Recovery / Day	3

Skill Name	Attribute	Rank	Step	Action Dice
Clockwork	PER	3	10	2d8
Detect Trap	PER	2	9	d8+d6
<i>Eidetic Memory</i>	WIL	2	7	D12
Evidence Analysis	PER	2	9	d8+d6
Field Engineering	PER	3	10	2d8
Firearms	DEX	3	10	2d8
Knowledge (Building Security)	PER	3	10	2d8
Lock Picking	DEX	3	10	2d8
Mechanic	PER	2	9	d8+d6
Research	PER	2	9	d8+d6
Stealthy Stride	DEX	2	9	d8+d6
Streetwise	CHA	3	9	d8+d6

Equipment

Medium Pistol, Damage 6, Rate of Fire 2, Capacity 6, Short 20, Long 50, Staging +3
Ammunition, 50 rounds
Cotton Ballistic Vest
Clockwork Tools
Mechanic's Tools
Metalworking Tools
Lockpicks
Workman's Clothing
Sunday Suit
City Boots

Notes

Beatrice can see heat as a form of light.
Current Cash: 1 pound, 6 shillings

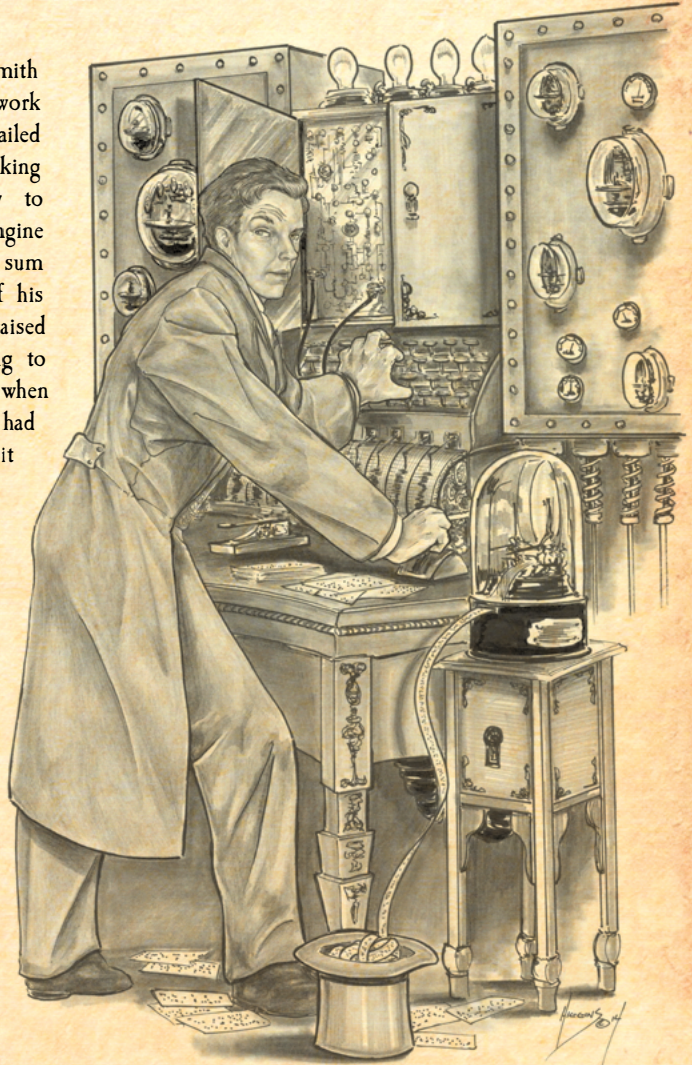
Coppersmith Bairnsfather

Human Byron

An odd child, Coppersmith took to mathematics and clockwork like a duck to water, but utterly failed at cricket, tree-climbing, and making friends. Until he learned how to access the school's Differential Engine remotely, that is, and made a tidy sum selling higher marks until one of his clients told his parents how he'd raised his performance without appearing to do any real work. Fortunately, when Coppersmith was expelled, he had made enough in his illicit pursuit to afford the entry fee at a public school in another borough. His parents had decidedly mixed feelings about that.

He did learn a modicum of discretion. No more nobbling the school's Engine, no thank you. There were other vastly more interesting targets anyway. His teachers despaired of him. Coppersmith excelled at mathematics, and studied German with the assiduousness of a fan of His Royal Highness. His knowledge of classics, though, and his grasp of Latin were both practically nonexistent. Then there was all that workmanlike business, with the gears and the tools and such, certainly not the sort of education a public schoolboy should be receiving. And he came back from his Saturdays smelling of metal and grease and spicy Turkish food.

No university offers were forthcoming. No matter, Coppersmith already had a clientele. He moved into a small room in Lower Clapton, and seemed to have no trouble paying his rent. He's been arrested a few times, but each time released, as either he hadn't done what he was suspected of, or had learned to leave no recoverable evidence, which in the end amount to the same thing, from a legal perspective. And he still spends his Saturdays at the Turkish Market.



Chapter 2

Dexterity (DEX) 13	6 / d10	Physical Defense 8
Strength (STR) 11	5 / d8	Mystic Defense 9
Toughness (TOU) 12	5 / d8	Social Defense 7
Perception (PER) 16	7 / d12	
Willpower (WIL) 12	5 / d8	Physical Armor 6
Charisma (CHA) 11	5 / d8	Mystic Armor 2
Initiative 5 D8		Unconsciousness 39
Movement 12 yards		Death Rating 47
Karma D8 18 pts		Wound Threshold 8
current		Recovery / Day 2

Skill Name	Attribute	Rank	Step	Action Dice
Awareness	PER	3	10	2d8
Bribery	CHA	1	6	D10
Clockwork	PER	3	10	2d8
<i>Eidetic Memory</i>	WIL	3	8	2d6
Engine Programming	PER	4	11	d10+d8
Firearms	DEX	2	8	2d6
Graceful Exit	CHA	3	8	2d6
Knowledge (Finance)	PER	2	9	d8+d6
Research	PER	2	9	d8+d6
<i>Slough Blame</i>	CHA	2	7	D12
Stealthy Stride	DEX	2	8	2d6
Streetwise	CHA	3	8	2d6

Equipment

Medium Pistol, Damage 6, Rate of Fire 2, Capacity 6, Short 20, Long 50, Staging +3
Ammunition, 30 rounds
Ammunition (Express), 10 rounds (Damage +1 / Staging +1)
Cotton Ballistic Vest
Sunday Suit
Proper Hat
City Boots
Byron's Tools

Notes

Coppersmith speaks and reads German as well as English.
Current Cash: 8 pounds 7 shillings

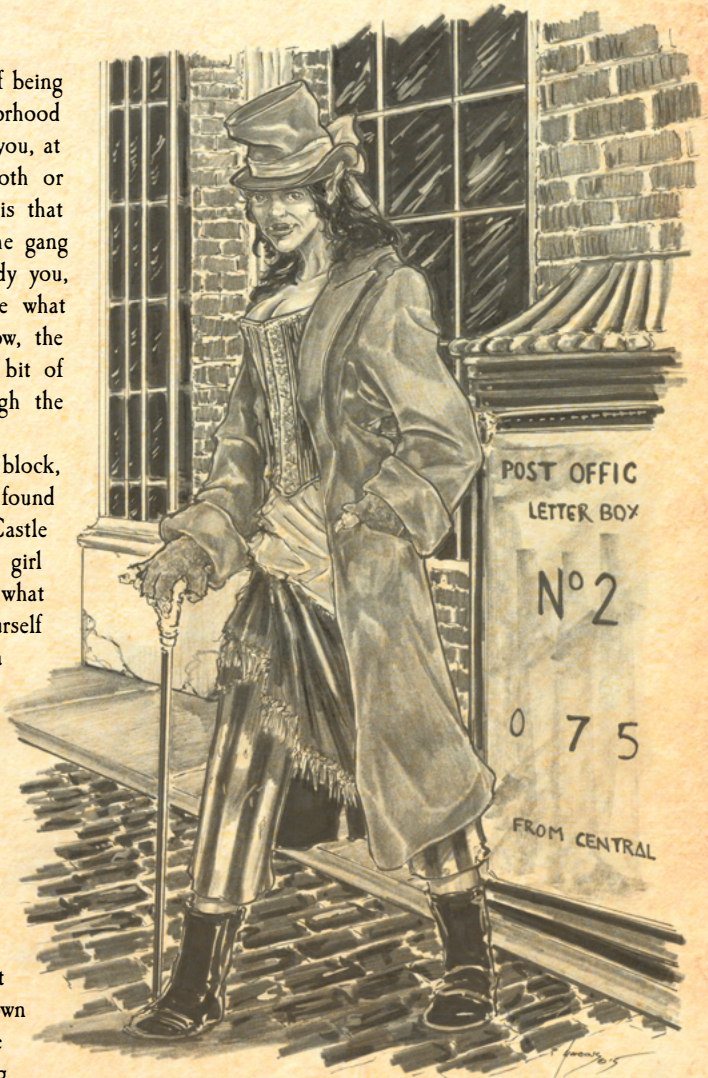
Lucy Garrett

Snark Dodger

One of the advantages of being a scrappy girl in a tough neighborhood is that people learn to respect you, at least after you pop out a tooth or bloody their nose. The other is that you've got a better place in the gang than most girls. No arm candy you, no, you're the small wiry one what gets boosted up to the window, the one with clever hands with a bit of wire to work the latch through the crack.

When you outgrew the block, and the neighborhood, you found new friends. Elephant and Castle had room for you, oh yes, a girl what stood up for herself, what had useful talents. Found yourself some very close friends there, a special friend even, a bit closer than the law would allow if the men what made it thought about what women might get up to amongst themselves, too busy worrying about what other men did to spare a thought there. Those were a couple of good years.

And when you had that run of bad luck, and went down with spasms in your legs on the way out, police whistles blowing down the block? No, you didn't grass your mates, not even when the coppers left you in a cell to pass through the Looking Glass with just a hard roll twice a day and a bucket of scummy water. You came out six months later with tusks, and a prison tattoo, and your head held high because you'd still kept your pride. Even with Elspeth moving on, not into snarks she wasn't, her and Ruby now and you out in the cold. Best to run on your own for a while, anyways. The coppers may be watching, and a snark has a harder time blending into the crowd than the girl she used to be.



Chapter 2

Dexterity (DEX)	17	7 / d12	Physical Defense	10
Strength (STR)	13	6 / d10	Mystic Defense	8
Toughness (TOU)	13	6 / d10	Social Defense	8
Perception (PER)	13	6 / d10		
Willpower (WIL)	10	5 / d8	Physical Armor	3
Charisma (CHA)	13	6 / d10	Mystic Armor	2
Initiative	7	d12	Unconsciousness	44
Movement	12 yards		Death Rating	53
Karma	d4	15 pts	Wound Threshold	9
current			Recovery / Day	3

Skill Name	Attribute	Rank	Step	Action Dice
Avoid Blow	DEX	2	9	d8+d6
Awareness	PER	3	9	d8+d6
Climbing	DEX	4	11	d10+d8
Clockwork	PER	1	7	D12
Detect Trap	PER	3	9	d8+d6
Disarm Trap	DEX	2	9	d8+d6
Knowledge (Building Security)	PER	2	8	2d6
Lock Picking	DEX	3	10	2d8
Melee Weapons	DEX	2	9	d8+d6
Stealthy Stride	DEX	3	10	2d8
Streetwise	CHA	2	8	2d6
Unarmed Combat	DEX	3	10	2d8

Equipment

Knife, Damage 1
 Leather Jacket
 Cheap Clothing
 Work Boots
 Thieves' Tools

Notes

Lucy has low-light vision and can see in the dark like a cat.
 Current Cash: 2 shillings, 5 pence

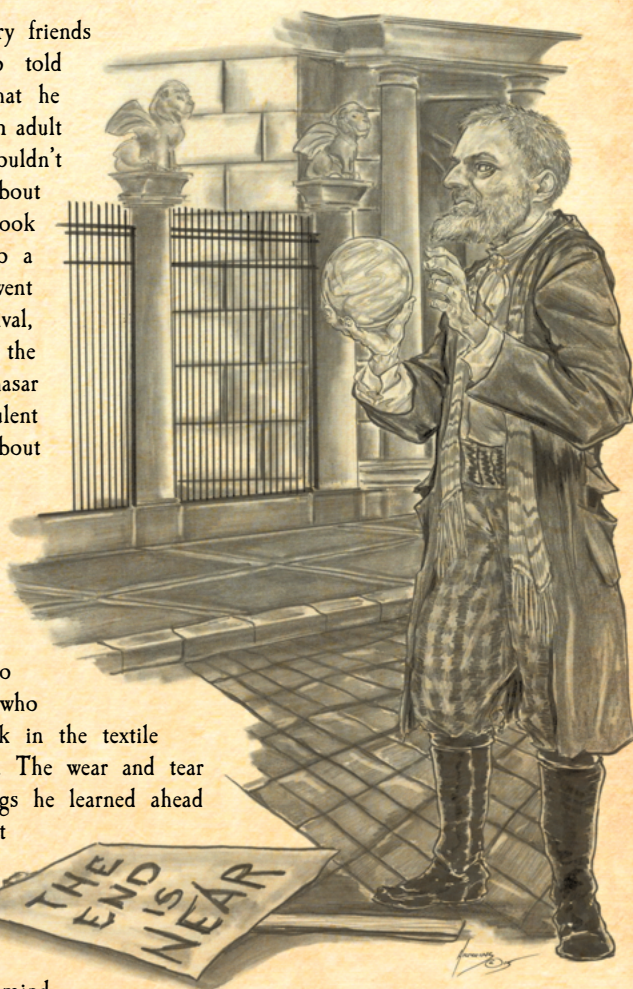
Balthasar Frobisher

Human Medium

Balthasar always had imaginary friends as a child, invisible friends who told him all sorts of stories, stories that he couldn't possibly have overheard from adult conversations, facts that he really shouldn't have known. Uncertain what to do about their odd child, the Frobishers took him to a few doctors, and then to a spiritualist, and that's when it all went slantwise. Ten minutes after their arrival, the Frobishers were thrown out of the spiritualist's parlor, after young Balthasar revealed more about the fraudulent medium than she was able to guess about her clients.

Seeing their way to a small fortune, and perhaps a bit of fame, the Frobishers started holding seances in their parlor, putting Balthasar and his abilities to work supporting his family, no different really from those families who had to send their children to work in the textile mills in order to make ends meet. The wear and tear on Balthasar, though, and the things he learned ahead of his age, took their toll. After just three years, and only six months after the Frobishers had taken a lease on a room down the block for a proper spiritualist's parlor, seventeen year old Balthasar lost his mind.

Most of the money the family had put aside from his earnings went to his treatment. Two years went by as Balthasar was tried on a number of cures and medications, some of which helped, while others caused more harm than good. Eventually, the voices were shut out, and Balthasar left the hospital and went to work at a factory, just another young man churning out parts on an assembly line. Until the Rabbit Hole opened. And the flood of magic pried open his gifts with a crowbar. Balthasar is back in the psychic game, whether he will or no. He's a bit twitchy. You would be too, if you saw what he sees.



Chapter 2

Dexterity (DEX)	13	6 / d10	Physical Defense	8
Strength (STR)	11	5 / d8	Mystic Defense	9
Toughness (TOU)	13	6 / d10	Social Defense	8
Perception (PER)	16	7 / d12		
Willpower (WIL)	14	6 / d10	Physical Armor	4
Charisma (CHA)	14	6 / d10	Mystic Armor	2
Initiative	6	D10	Unconsciousness	36
Movement	12 yards		Death Rating	45
Karma	D8	18 pts	Wound Threshold	8
current			Recovery / Day	2

Skill Name	Attribute	Rank	Step	Action Dice
<i>Arcane Mutterings</i>	CHA	1	7	d12
Astral Sight	PER	2	9	d8+d6
Awareness	PER	3	10	2d8
Clairvoyance	PER	3	10	2d8
<i>Eidetic Memory</i>	WIL	2	8	2d6
Empathic Sense	CHA	4	10	2d8
Firearms	DEX	1	7	D12
Knowledge (London Arcane)	PER	2	9	d8+d6
Magic Theory	PER	2	9	d8+d6
Read Object	PER	1	8	2d6
Stealthy Stride	DEX	1	7	D12
Streetwise	CHA	2	8	2d6

Equipment

Light Pistol, Damage 5, Capacity 1, Rate of Fire 1 per 2 rounds, Short 5, Long 30, Staging +2
Ammunition, 15 rounds
Cotton Ballistic Vest
Everyday Clothing
City Boots
Fancy Dress for Arcane Work
Tarot Deck
Scrying Mirror

Notes

Balthasar takes 3 Strain for using his Clairvoyance, 1 for Astral Sight, 1 for Spirit Talk, and 6 for Read Object.
Current Cash: 3 pounds, 7 shillings

Rebecca Newnham

Troll Pioneer

Born in the Dakota Territory, ostensibly part of the Union but somewhat in doubt ever since the War of Secession left the United States without enough military power to contest the Indians, Rebecca grew up on a farm still being hewn out of the wilderness. The eldest surviving of the children, she filled the roles of both son and daughter, helping her father with the outside chores and her mother with the inside ones. She learned to ride, shoot, handle the livestock, and to survive where the nearest neighbour was a two hour ride away, and the doctor was an overnight trip to the town.

In the normal course of events, she would have been courted by one of the local boys, taken a Norwegian surname from her husband that her father would have complained he couldn't sneeze right, and moved to a farm of their own to raise a family and repeat the cycle. But the Rabbit Hole opened. In less than a week, Rebecca doubled in size and grew horns. Her family ripped through half of what they'd put by for winter just keeping her from starving. Sverre Ljoekelsoey came round during her illness, and once afterwards, but told his father Rebecca was just too much woman for him now. He married Ingeborg Hagen, the lumber mill owner's daughter.

While Rebecca made up for what she'd cost her family, doing twice the labour she'd done before her change, she had to find a future. Advertisements went up at the general store for colonists for the Gruv, looking for anyone willing to open up the new world. With tearful goodbyes, she set off for London to join a settlement expedition, but when she arrived, she found the organiser had been arrested for fraud. There was no settlement, and she had no return ticket. She's found work, but wants to either move on or go home. Although the Renteszes have been plenty welcoming, and there's a carpenter name of Hiram living with them, a troll who thinks she's just woman enough...



Chapter 2

Dexterity (DEX)	14	6 / d10	Physical Defense	8
Strength (STR)	18	7 / d12	Mystic Defense	9
Toughness (TOU)	17	7 / d12	Social Defense	5
Perception (PER)	15	6 / d10		
Willpower (WIL)	16	7 / d12	Physical Armor	3
Charisma (CHA)	8	4 / d8	Mystic Armor	3
Initiative	6	D10	Unconsciousness	55
Movement	14 yards		Death Rating	65
Karma	D4	9 pts	Wound Threshold	11
	current		Recovery / Day	3

Skill Name	Attribute	Rank	Step	Action Dice
Animal Handling	WIL	3	10	2d8
Athletics	DEX	2	8	2d6
Awareness	PER	1	7	D12
Equestrian	DEX	2	8	2d6
Firearms	DEX	3	9	d8+d6
Mechanic	PER	1	7	D12
Missile Weapons	DEX	3	9	d8+d6
Navigation	PER	3	9	d8+d6
Shake It Off	TOU	2	9	d8+d6
Tracking	PER	3	9	d8+d6
Unarmed Combat	DEX	3	9	d8+d6
Wound Balance	STR	2	9	d8+d6

Equipment

Bolt Action Rifle, Damage 9, Rate of Fire 1, Capacity 5, Short 100, Long 300, Staging +4
Ammunition, 40 rounds
Longbow, Damage 5 + STR, Rate of Fire 1, Short 50, Long 100, Staging +1
Arrows, 20
Leather Coat
Rugged Clothing
Hiking Boots
Tent, Bedroll, Mess Kit, etc.

Notes

Rebecca can see heat as a form of light.
Current Cash: 2 shillings, 9 pence

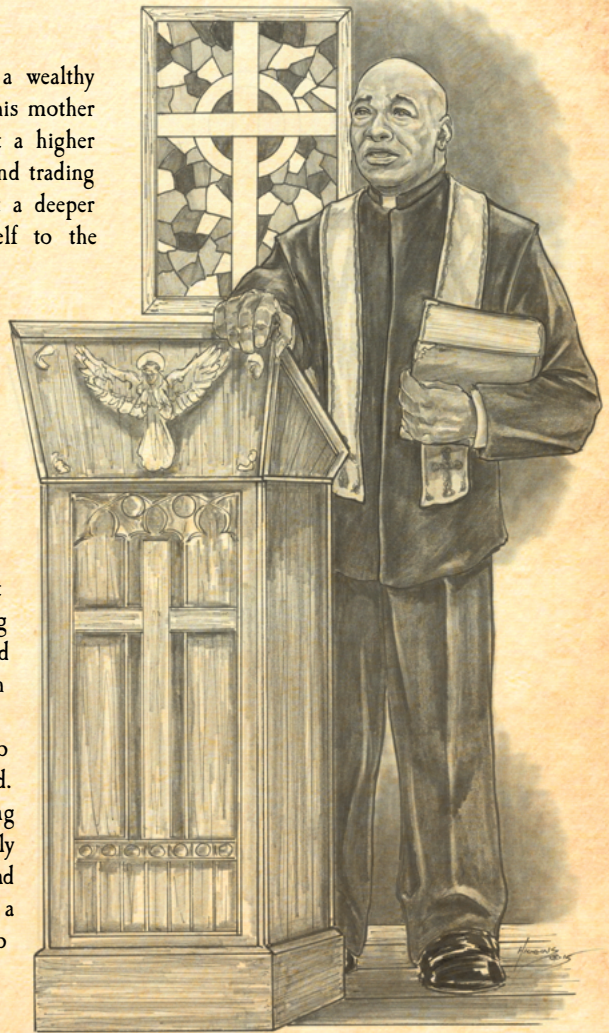
Gabriel Arthur MacLeod

Human Priest

While Gabriel's grandfather was a wealthy merchant from the Canary Islands, and his mother married a grist mill owner, Gabriel felt a higher calling. Not for him the manufacturing and trading firms of Edinburgh, no, Gabriel sought a deeper truth than coin. He committed himself to the study of the spiritual world, and to the Protestant Church. Well, said his mother, at least he didn't convert to Anglicanism, or worse become a papist.

Years of seminary followed, and ordination, and assignment to a small parish church in Boleskine. There were challenges, of course, not the least of which being the reaction of the parochial town to their new priest being of African descent, but Reverend MacLeod met them all with calm and equanimity, giving people time to get to know him and him to know them, reasoning that with familiarity the stranger becomes a friend.

All that came to an abrupt end two years ago, when the Rabbit Hole opened. While some were taken with Looking Glass Fever, and others could suddenly prove their psychic abilities, Reverend MacLeod found himself with more of a blessing from God than he knew how to handle. Suddenly, his prayers had real force behind them. He sought counsel from the Synod, and much to his dismay was routed to the Anglicans, and to London, where he entered a new kind of seminary, one teaching theurgical magic. The Reverend hopes to be able to return to his pulpit someday soon, but in the meantime, he will learn to properly use this gift from God, and minister to those in the streets as he is called to.



Dexterity (DEX)	13	6 / d10	Physical Defense	8
Strength (STR)	9	4 / d6	Mystic Defense	9
Toughness (TOU)	12	5 / d8	Social Defense	9
Perception (PER)	16	7 / d12		

Chapter 2

Willpower (WIL)	16	7 / d12	Physical Armor	4
Charisma (CHA)	16	7 / d12	Mystic Armor	3
Initiative	5	D8	Unconsciousness	39
Movement	12 yards		Death Rating	47
Karma	D8	18 pts	Wound Threshold	8
	current		Recovery / Day	2

Skill Name	Attribute	Rank	Step	Action Dice
<i>Arcane Mutterings</i>	CHA	1	8	2d6
Astral Sight	PER	3	10	2d8
Avoid Blow	DEX	3	9	d8+d6
Awareness	PER	1	8	2d6
Dispel Magic	WIL	3	10	2d8
Empathic Sense	CHA	1	8	2d6
Equestrian	DEX	1	7	d12
First Impression	CHA	1	8	2d6
Knowledge (Protestant Faith)	PER	2	9	d8+d6
Magic Theory	PER	3	10	2d8
Research	PER	1	8	2d6
Spellcasting	PER	3	10	2d8

Spells

Spell Name	Difficulty	Casting Time	Range	Duration	Effect	Strain
Holy Blessing	TMD	1 round	touch	R+5 rounds	Defenses +R	3
Cleansing	TMD	1 round	R feet	Instant	R+WIL	2
Michael's Guard	8	1 round	self	R rounds	R+WIL	3
Smite	TMD	1 round	Rx10 yards	Instant	R+WIL	1+target count
Lay On Hands	TMD	1 round	touch	instant	R+WIL+1	4
Divine Force	TMD	1 round	Rx2 yards	Instant	R+WIL	4
Rite of Closure	TMD	2 rounds	touch	Rx10 hours	R+WIL	2+TMD

Equipment

Cotton Ballistic Vest

Black Weekday Suit with Clerical Collar

City Boots

Vestments

Cross, Bible, Book of Common Prayer

Notes

Rev. MacLeod speaks Latin as well as English.

Using his magical Skills (Astral Sight, Dispel Magic, Suppress Curse) causes 1 point of Strain.

Current Cash: 5 shillings, 2 pence

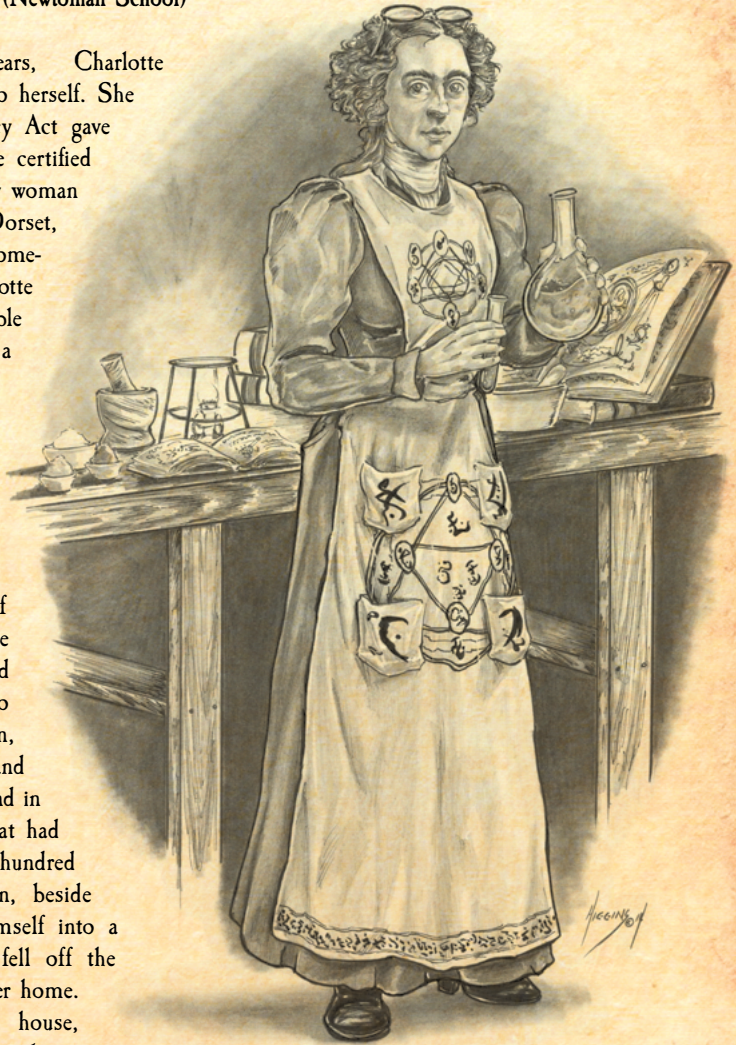
Charlotte Margetson

Human Weird Scientist (Newtonian School)

For thirty-eight years, Charlotte Margetson kept her hobby to herself. She grew up before the Pharmacy Act gave women the opportunity to be certified as high street chemists. Every woman in Fiddleford, in northern Dorset, knew who to go to for home-brewed remedies, but Charlotte tried to maintain a respectable front. It wouldn't do for a housewife with no formal schooling in such things to be working as a chemist.

But nothing lasts forever. The Rabbit Hole gave with one hand, and took with the other. Looking Glass Fever took the life of her only child, Timothy, whose frame stretched and contorted into something she could no longer recognize as her son, despite her best efforts and recipes from books she'd found in the divinity college library that had been collecting dust for three hundred years. Her husband, Merton, beside himself with grief, drank himself into a near stupor one night and fell off the cliff-side path trying to stagger home.

Charlotte sold her house, packed what little she cared to keep, and left for London. She'd heard of others like herself, people with a strange knack for chemistry. She writes to her relatives in Dorset every week, tells them how she's doing, the news from London, and all that, but she leaves out her research. They wouldn't follow it anyway. She's not sure she follows it quite herself. There are secrets in the alchemical symbology, and if she can just puzzle them out, she might be able to prevent any more children from dying the way her Timothy did. In the meantime, she'll do whatever she has to for the coin to keep working. Reagents and glassware aren't cheap, you know.



Chapter 2

Dexterity (DEX)	15	6 / d10	Physical Defense	9
Strength (STR)	8	4 / d6	Mystic Defense	11
Toughness (TOU)	8	4 / d6	Social Defense	7
Perception (PER)	19	8 / 2d6		
Willpower (WIL)	18	7 / d12	Physical Armor	4
Charisma (CHA)	11	5 / d8	Mystic Armor	3
Initiative	6	D10	Unconsciousness	28
Movement	12 yards		Death Rating	35
Karma	D8	18 pts	Wound Threshold	6
	current		Recovery / Day	2

Skill Name	Attribute	Rank	Step	Action Dice
Alchemy	PER	3	11	d10+d8
Arcane Mutterings	CHA	1	6	D10
Avoid Blow	DEX	2	8	2d6
Cryptography	PER	2	10	2d8
<i>Eidetic Memory</i>	WIL	2	9	d8+d6
Firearms	DEX	2	8	2d6
Impressive Display	CHA	3	8	2d6
Knowledge (Mathematics)	PER	1	9	d8+d6
Magic Theory	PER	2	10	2d8
Mechanic	PER	2	10	2d8
Research	PER	2	10	2d8
Streetwise	CHA	1	6	d10

Equipment

Medium Pistol, Damage 6, Rate of Fire 2, Capacity 6, Short 20, Long 50, Staging +3
Ammunition 15 rounds
Silk Ballistic Vest
Weekday Suit
City Boots
Photograph of Timothy, in a locket
Portable Alchemical Kit
Phlogiston (Ignite potion), 2
Oil of Function (Fix potion), 1
Elixir of Iron Skin (Shield potion), 2

Notes

Charlotte knows the recipes for the following magical effects, that she can brew into potions:
Astral Sight, Darkness, Ignite, Improve Sight, Shield, Bolt, Fix, Levitate
Current Cash: 1 pound, 6 shillings



3. Skills Listing

This section provides an alphabetical list of the Skills known by characters in this quick-start guide. When the description states the character must make a Test, the dice used for the Test are based on the character's proficiency in the given Skill. For example, when making an Avoid Blow Test, the player rolls the dice indicated on their character sheet for the Avoid Blow Skill. The Target Number for the Test is usually based on the target's Social, Mystic, or Physical Defense. Other Target Numbers appear in the individual Skill descriptions.

Some Skills will indicate they are an "Action". Only one of these Skills may be used per combat round. If a Skill causes damage through Strain, that is indicated at the beginning of the description. The number indicates how much damage the character suffers when they use that ability. More information on the restriction and interaction of different abilities is provided in the sections on **Combat** and **Spellcasting**.

Some Skills cause Strain, or damage due to overexertion. If the Skill causes Strain, it will have the Damage point cost after the word *Strain* at the beginning of the description. The character takes the Strain whether or not the Skill use is successful.

Some Skills require a character to spend Karma, providing the necessary magical energy to fuel the Skill. These Skills are noted by the word "Karma" at the beginning of their description. If a Skill requires Karma, the character must spend a Karma point when using the Skill. Add the character's Karma Die to the Test. If the Skill does not require a Test, the Karma point is used to fuel the Skill's effect, and no Karma Die is rolled. Unless stated otherwise, a character can spend only one Karma point on a Skill Test. If a character has no Karma points, they may use a Recovery Test to generate the magical energy required. If a character has no Karma points or Recovery Tests, they cannot use a Skill that requires Karma.

The rules presented here are simplified for these quick-start rules. More detailed rules, as well as additional Skills, are provided in the *1879 Player's Guide*.

Skills Listings

Alchemy

Action. This Skill requires an alchemist's kit or access to an alchemist's shop. The Alchemy Skill includes an understanding of the fundamentals of chemistry, the magical principles and formulas used to create magical concoctions, the knowledge needed to gather ingredients, and the ability to test and analyze substances, including potions, a character might discover in the course of adventuring.

Using an alchemical recipe takes a day's work. The character makes an Alchemy Test against the appropriate Target Number for the desired result. If successful, the potion or other resulting substance

SKILLS LISTING

is finished and immediately usable, creating one dose per success or one dose with the extra successes turned into bonuses for the effect. If the Test fails, the result is inert and useless.

Animal Handling

Action. The character works with domesticated animals, for example as a rider commanding horses, a driver urging mules to move, or a handler getting dogs to attack. Making an animal perform any action beyond its normal activities requires the character to make an Animal Handling Test against the highest Social Defense among the target group, +1 for each additional animal. If successful, the animals perform the requested action.

Arcane Mutterings

Action, Karma. The character confuses others by muttering dire, largely incomprehensible warnings and making an Arcane Mutterings Test against the highest Social Defense among the target group, +1 for each additional character after the first. If successful, the target characters become confused and take a -3 Step penalty to all actions and a -3 penalty to their Social Defense for a number of rounds equal to the character's Arcane Mutterings Rank. During this time, the character must continue to murmur imprecations or the effect ends. If the character achieves an extra success, those affected by the Skill will take no hostile actions against the character or their obvious companions, so long as no one takes any hostile action against the targets. Arcane Mutterings is ineffective against targets already engaged in combat. As the warnings are mumbled and hard to understand, the targets do not have to speak the language the character is using.

Astral Sight (Magic)

Action, Strain 1. The character sees into the astral plane to a distance equal to their Astral Sight Rank x10 yards and for a number of rounds equal to their Astral Sight Rank. Examining magical items using Astral Sight in this way does not provide any information about the item's powers or how to use them.

Athletics

Action. The character has training in sports and other physical pursuits. Athletics Tests may be made to play a game, such as cricket or football, to make running or standing broad jumps, to throw objects other than weapons, or to perform other typical athletic pursuits. The TN and usefulness of the Skill must be determined by the Gamemaster on a case by case basis.

Avoid Blow

Strain 1. The character avoids injury by dodging attacks. When attacked in close combat, the character makes an Avoid Blow Test against their opponent's Attack Test result. If successful, the character sees the attack coming and dodges or parries it at the last moment. The character can avoid a maximum number of attacks equal to their Avoid Blow Rank each round, but may make only one attempt per Attack Test. A character cannot use Avoid Blow if they are Blindsided or Surprised by their attacker.

Awareness

The character has trained to be more aware of their surroundings, noticing things they might otherwise miss. When trying to spot someone or something, including hidden vaults, secret doors, or disguised or concealed characters who are actively avoiding attention, the character makes an Aware-

ness Test against the Mystic Defense of the target instead of a Perception Test. If successful, they spot the target of their search.

Bribery

Action. Though most societies publicly disapprove of bribes, many people are more than willing to take them. Bribery is the Skill of discreetly buying favors, or influencing someone's judgment by offering them illicit compensation. The character makes a Bribery Test against the target's Social Defense, +1 for each additional character. If successful, the target will do the favor asked.

Clairvoyance (Magic)

See the Spell by the same name.

Climbing

Action. The character traverses up or down vertical surfaces by making a Climbing Test against the Difficulty of the surface being scaled, as determined by the Gamemaster. If successful, the character can move up or down a number of yards equal to their Climbing Rank each round, +1 yard for each additional success (to a maximum of their Movement Rate). If the Test fails, the character makes no progress. On a Rule of One result, the character loses their grip and falls, taking 1d10 damage per ten feet.

Clockwork

Action. The character may design and build complex mechanical objects that operate by gears in an automatic fashion, using a physical source of energy such as weights, springs, or steam. These devices may range from pocket watches to wind-up musicians, as long as they operate according to a regular movement of interlocking machinery. Characters may also add functionality to an existing device.

Cryptography

Action. The character understands codes, including making and breaking them, and can secure information by encrypting it and reveal information by decrypting it.

To encrypt text, a telegraphy signal, Engine code, or other information, the character makes a Cryptography Test to create the cipher key and encrypt the information. The result becomes the Code Rating of the encryption.

To decrypt encoded information, the character has two options. If the key to the cipher is known, the character may simply work through the decryption process. If the key to the cipher is not known, the character must attempt to break the code, making a Cryptography Test against the Code Rating of the encryption. A success reveals the key to the cipher. The character may only make a number of attempts equal to their Cryptography Rank before being defeated by the encryption.

Detect Trap

Action, Strain 1. The character can find mechanical traps by making a Detect Trap Test. The Target Number for most traps is 5, but well concealed traps could have a higher Target Number. On a single success, the character notices something that gives away the trap's presence. Two successes allow the character to spot the trap's trigger and know how to avoid setting it off. Three successes tells the character what type of effect (crushing, poison, etc.) the trap employs.

SKILLS LISTING

Disarm Trap

Action, Strain 1. The character uses deduction, professional know-how, and a deft touch to render traps inoperative by making a Disarm Trap Test against the trap's Disarm Difficulty, as determined by the Gamemaster. If successful, the trap's trigger mechanism is disabled, preventing it from activating. On a Rule of One, the trap immediately goes off. The character may attempt to disarm the same trap a number of times equal to their Disarm Trap Rank.

Dispel Magic (Magic)

Action, Strain 1. The character attempts to stop an ongoing magical effect, such as the result of a spell or spirit Power. The character must be within Rank x 2 yards of the target effect, and makes a Dispel Magic Test against the Step of the effect. If successful, the effect halts immediately.

Eidetic Memory

Action, Karma. The character commits the content of a book or other written text, or a complex image such as a painting or map, to memory for use at a later time. They do not need know the language of the text. The character makes an Eidetic Memory Test against the target's Mystic Defense, typically 5 for ordinary books or paintings, but higher for magical texts and encrypted maps. The Mystic Defense of an encrypted document or map is equal to the Code Rating of the item. A character can memorize a maximum number of texts at a time equal to their Eidetic Memory Rank. They may voluntarily discard currently memorized texts in order to memorize new ones.

For 2 points of Strain, the character may memorize their surroundings. The Eidetic Memory Test is made against the Mystic Defense of the location. If successful, the character may memorize what they can see from their current vantage point, up to a distance of 2 x Rank yards. The character may turn in place while memorizing but may not move to another spot. One location takes up one slot in their Eidetic Memory, just as a book does.

Empathic Sense

Action, Strain 1. The character gains information about the emotional state of a character within 10 yards by making an Empathic Sense Test against the target's Social Defense. If successful, they sense the target's emotions and gain information appropriate to the number of successes achieved. A single success gives the character an idea of the target's general emotional state. Two successes allows reading of the target's surface emotions. Three or more successes allow the character to know exactly what the target is feeling, and what those emotions are directed toward.

Engine Programming

The character knows how to write code for a Differential or Analytical Engine. Use of this Skill in the Quickstart adventure is restricted to certain Tests that include preset Target Numbers. If players come up with ways to use this Skill that are not covered in the adventure, the Gamemaster may create whatever Target Number seems appropriate at the time.

Equestrian

Action. The character knows how to ride a mount animal, typically a horse. This Skill covers not only staying in the saddle, but reacting to problems such as spooking, or obstacles such as jumps or water. The character also knows how to put on and remove saddle and tack, care for the equipment, feed and care for the animal, and deal with basic health issues, such as colic or a sore tendon.

Evidence Analysis

Action, Strain 1. Using equal parts observation, logic, and an understanding of human nature, the character examines physical evidence to determine the answers to questions relating to an investigation. For example, the character might examine a bed to determine if its occupant had slept well, could identify a weapon as being the object used to murder someone, or, noticing the pattern of ink stains on a person's hand and the notebook in their vest pocket, would know that they made their living as a professional writer, possibly as a journalist. The character makes an Evidence Analysis Test against the Mystic Defense of the person responsible for leaving the evidence. If successful, they learn the answer to one question about the object or place for each success achieved. As a general rule, this Skill only answers questions regarding what happened, or how something happened, to an object or place, or the nature and occupations of a person.

Field Engineering

Action. Field Engineering can be used to analyze existing buildings, vehicles, industrial machinery, and the like, to determine how it functions and potentially how it might be disassembled, broken, repaired, modified, or enhanced. To analyze an existing machine or building, the character makes an Engineering Test against the Mystic Defense of the target. One success provides general information, such as the probable towing capacity of a locomotive, or whether a bridge will hold up under the weight of a specified vehicle. Additional successes provide additional or more specific information, such as the weight loading of each pier of a bridge, or the best place to put an explosive charge to bring down a wall. Engineering may be used against fortifications to spot flaws in their defenses. The character makes an Engineering Test against the sum of the fortification's Physical Defense and Barrier Rating to locate weak points in the construction. These can then be either shored up or exploited.

Firearms

Action. The character makes an attack in ranged combat against an opponent by using a rifle, pistol, or other weapon that fires projectiles using gunpowder, magnetic acceleration, or other non-mechanical propulsive force (bows use a stretched string, which is mechanical force). The character makes a Firearms Test against the target's Physical Defense. If successful, the attack hits the target, and the character makes a Damage Test for the weapon used.

First Impression

Action. The character favorably impresses a Gamemaster character that has just been met for the first time by making a First Impression Test against the target's Social Defense. If successful, the target's attitude improves toward the character - a neutral character becomes friendly; an unfriendly character becomes neutral; and so on. Any hostile act the character commits against the target immediately erases the impression. The character may only attempt to use this Skill once against any given character.

Graceful Exit

Action. The character escapes from combat or social conflict by distracting their opponents, making a Graceful Exit Test against the highest Social Defense among the target group, +1 for each additional character. If successful, the character makes good their escape, immediately moving their Full Movement away from the combat. The character may not take any actions other than movement or the Skill's effect ends. For each additional success generated on the Graceful Exit Test, the character can

SKILLS LISTING

extend the effect to cover another character. The same restrictions apply: if any character involved takes an action that breaks the Skill's effect, it is ended for everyone.

Impressive Display

The character impresses another character with a display of Skill. The display can use any Core Skill, as long as the target character observes it. If the Skill Test is successful, the character makes an Impressive Display Test against the target's Social Defense, with a +2 bonus per success from the original display. If successful, the target becomes favorably impressed and the character adds +1 per success of the Display Test to any Interaction Tests made against the target for a number of hours equal to the Impressive Display Rank.

Knowledge

The character is familiar with a specified topic, having studied it deliberately and for some time. While the area of expertise is determined by the player, the Gamemaster determines how applicable the knowledge is to the question at hand.

Lock Picking

The character uses a set of lock picks to open locks by making a Lock Picking Test against the lock's Rating. If successful, the lock opens. The character may attempt to open the same lock a number of times equal to their Lock Picking Rank. Should all the attempts fail, or any attempt end in a Rule of One result, the character cannot open that lock until they increase their Lock Picking Rank.

Magic Theory

The character gains a greater understanding of the mysteries and applications of magic. This includes the ability to read and write magical writing, such as that found in grimoires or magical glyphs. For each page or set of glyphs that the character is attempting to translate, make a Magic Theory Test against the writing's Target Number, determined by the Gamemaster. The number of successes determines how well the character understands the content. A single success allows the character to understand the basic gist of the text, but not any subtle or complex ideas it contains. Two or three successes allow the character to understand the subtleties of the text, though obscure clues or riddles might be misinterpreted. Four or more successes means the character completely understands content, easily deciphering any hints, clues, or hidden meanings.

Mechanic

The character can build and repair machinery. The character makes a Mechanic Test against a Target Number determined by the Gamemaster according to the complexity of the task and the availability of the proper tools and parts. On a success, the character puts together or repairs the target machinery. Additional successes may be used to improve the function of the machine. On a Rule Of One result, the character fails to accomplish the task, and damages at least one tool or vital part. Note that working on some machinery, such as an airship's Kipp apparatus, may require additional Skills, such as Knowledge (Chemistry).

Melee Weapons

Action. The character makes a direct physical attack in close combat against an opponent with a hand-held weapon, such as a sword, axe, or dagger. The character makes a Melee Weapons Test against the

target's Physical Defense. If successful, the attack hits the target, and the character makes a Damage Test for the weapon used.

Missile Weapons

Action. The character makes a missile attack in ranged combat against an opponent by using a bow, crossbow, or another weapon that fires projectiles. The character makes a Missile Weapons Test against the target's Physical Defense. If successful, the attack hits the target and the character makes a Damage Test for the weapon used.

Navigation

The character can read maps, chart courses, and travel safely, minimizing environmental challenges and other hazards. To pinpoint their location, navigators must be able to see the sky or have a compass, and must possess a map or set of navigator's charts. The character makes a Navigation Test against a Target Number determined by the Gamemaster. The Test result determines the character's accuracy.

Read Object

See the Spell of the same name.

Research

Action. The character finds information through study and investigation, including library research and following up on rumors and legends, by making a Research Test against a Target Number determined by the type of information sought. The number of successes determines how much information is obtained. More successes often turns up more detailed information than the character initially sought.

Shake It Off

Action. This Skill allows the character to summon their fortitude and get rid of injuries they've just taken. The character must be currently engaged in combat, although they do not have to be directly facing an opponent. The character spends a Recovery Test to immediately heal a number of Physical Damage Points equal to the result of the Shake It Off Test.

Slough Blame

Action, Karma. The character temporarily diverts suspicion and blame from themselves to another person by concocting a plausible explanation, then making a Slough Blame Test against the higher of the accuser's or scapegoat's Social Defense, +1 for each additional character involved. If successful, the blame is passed on per the character's explanation for a number of minutes equal to their Slough Blame Rank, hopefully sufficient time for the character to make an exit.

Spellcasting (Magic)

Action. The magician casts spells by making a Spellcasting Test against the Casting Difficulty given in the spell's description. If successful, the spell is successfully cast and the effect determined.

Stealthy Stride

Action. The character combines fluid movement from cover point to cover point with careful placement of their steps to avoid making noise and revealing their presence. The character makes a Stealthy

SKILLS LISTING

Stride Test, the result being the Detection Difficulty for any Perception Tests made to notice the character. This Skill does not allow the character to vanish while being observed. Once someone is aware of the character's presence, the Skill will not work. Using Stealthy Stride halves the character's Movement Rate and the effect of any abilities used to increase movement speed.

Streetwise

A character with the Streetwise Skill knows the ins and outs of urban environments, particularly the seedier side of cities. Streetwise is used for etiquette in situations where the character tries to fit into criminal or street subculture. Streetwise also allows a character to gain the trust of other characters living apart from society who would otherwise not speak to them. The character makes a Streetwise Test against the highest Social Defense among a target group, +1 per additional character. If successful, the targets are convinced the character is a local street element and not sent by the authorities or otherwise out to disrupt their trade. They will interact with the character, but are not necessarily friendly. Streetwise can also act as a Knowledge Skill when trying to find information typically available to local underground characters, such as the location of black markets. The character does not have any knowledge, but can emulate a Knowledge Skill by asking around.

Tracking

Action. The character follows the trails left by people or animals across great distances, using a combination of knowing what traces might be left based on the environment, and the evidence of their senses, in particular sight and smell, to find traces of the target's passage. After locating some visible trace of passage, either by searching for it or spotting it with a Perception Test, the character makes a Tracking Test against the tracks' Detection Difficulty. If successful, the character may follow the tracks for a number of hours equal to their Tracking Rank before requiring another Tracking Test. The base Detection Difficulty of a trail is equal to the lowest Dexterity Step among the target group.

Unarmed Combat

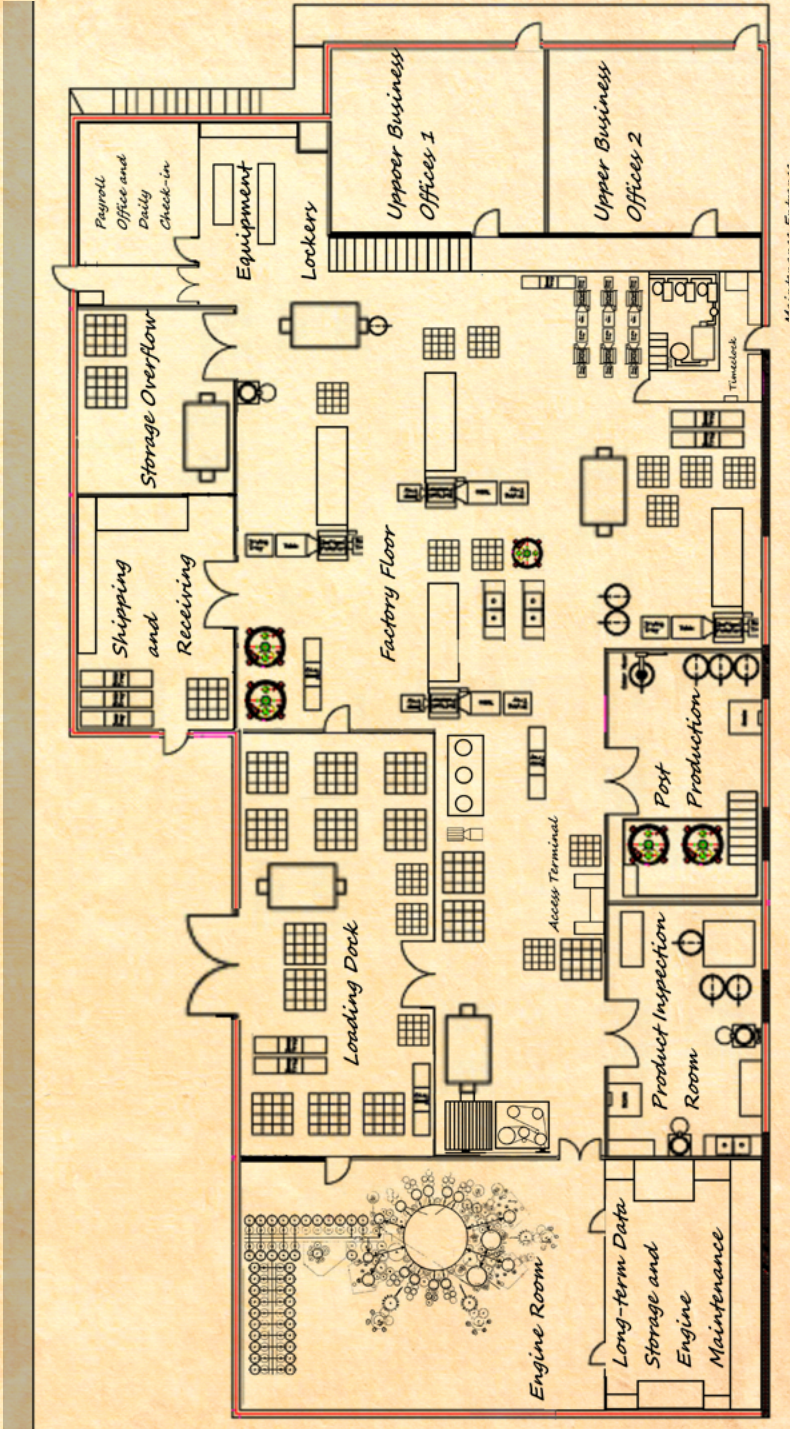
Action. The character makes an attack in close combat without weapons, using hands, feet, or another body part against an opponent. The character makes an Unarmed Combat Test against the target's Physical Defense. If successful, the attack hits the target. Unless noted otherwise, the character uses only their Strength Step for the Damage Test.

Willforce

The character focuses their mind, increasing the effectiveness of their spells. The character substitutes their Willforce Step for their Willpower Step when making a spell Effect Test. This substitution must be done for each Effect Test. Willforce cannot substitute for Willpower in any other Test unless specifically permitted.

Wound Balance

The character firmly stands their ground, substituting their Wound Balance Step for their Strength Step when making Knockdown Tests. This Skill may only be made if the character is supporting and balancing their own weight, as opposed to being mounted or carried by another character.



See the Adventure on p57 for an explanation.



4. Spells Listing

Spell Statistics

Before getting into the spell listings, an explanation of the game statistics for spells is in order. Spells being processes, they require time to cast, and only last for so long. Their effects have to be targeted, and the target has to be in range. The following text describes the statistics used in *1879* for spells.

Tier: The Tier of a spell determines when it can be learned. Magicians cannot learn spells above their Tier, because they have not yet learned the prerequisites for understanding the spell. Think of it as trying to follow a recipe for Eggs Benedict that tells you to poach three eggs. If you don't already know how to poach an egg, you're not going to be able to follow the recipe and make the dish.

Casting Difficulty: Casting Difficulty specifies the Target Number for the magician's Spellcasting Test. For most spells, particularly those that cause or heal damage, this will be the target's Mystic Defense (TMD). For other spells, there is a predetermined number given in the spell description. The minimum Casting Difficulty for spells, regardless of modifiers, is 6. "Target" can refer to the recipient of a beneficial spell as well as to an opponent.

Casting Time: The Casting Time of the spell is the length of time, usually stated in combat rounds, needed to gather the energy and complete the process. Spellcasting is normally a Standard Action. Spells with Casting Times greater than one round become effectively a Sustained Action. The magician may take no other actions during the Casting Time beyond working the spell. If the magician is interrupted during the Casting Time, such as taking a Wound from a physical attack, their concentration is broken and the spell fails.

Range: The Range of a spell is the limit of its effective distance, usually given in yards. A range of "self" means the spell only works upon the caster. A range of "touch" means the caster must be able to touch the recipient of the spell, which could also be the caster. A touch range spell cast on an unwilling target does not require an additional Action Test, like a Dexterity or Attack Test, to touch the target. A successful Spellcasting Test means the caster has also successfully touched the target.

Duration: Duration is the length of time the spell remains in effect. A spell's Duration is usually given in combat rounds, but can also be measured in minutes, hours, weeks, or longer. Unless the description says otherwise, "Rank" refers to the magician's Spellcasting Rank. Thus, a Duration listed as "Rank + 10 minutes" is a number of minutes equal to the character's Spellcasting Rank plus ten. Once cast, most spells continue for their full Duration even if the caster is killed or falls unconscious. Some spells require concentration, and end if that is broken, or expire under other conditions noted in the spell's description. Unless specifically noted, a magician cannot end their own spell before the Duration expires. The magician (or another magician) could use the Dispel Magic Skill or an equivalent spell to do so, however.

SPELLS LISTING

Effect: The spell effect varies with the spell. The most common use of the Effect Step is to generate a number, such as the amount of damage the target takes, a creature's Attribute Values, the Target Number for other Action Tests made by the spell's target, and so on. When a character needs to generate such a number, the spell description instructs the player to make an Effect Test. When a spell requires an Effect Test, the Step Number is indicated, for example "WIL + 4." In this example, if the magician successfully casts the spell, the Effect Step is equal to the magician's Willpower Step plus four more points. Players with magician characters may want to calculate and record the Effect Steps for all of their character's spells to save time during play.

Some spells allow or require a character other than the magician to make an Effect Test. Unless noted, the character uses their own Willpower Step to determine the Effect Step. Some spells use the Effect Test to determine success or failure. Use the spell Effect Step to make an Effect Test against the Target Number given, which is often the target's Mystic Defense (TMD), but may be another value noted in the spell description. Magicians with the Willforce Skill may use it to improve their spell's Effect Step.

If the Effect causes damage, the type will be followed by /Physical, /Mystic, or /NA. This means that Physical Armor, Mystic Armor, or No Armor provides protection against this damage. The natural Mystic Armor that characters gain from their Willpower Attribute is always in play, and will protect a character even from a No Armor spell.

Strain: Strain specifies how much damage the energies required for the spell do to whatever they're being routed through. Magicians take Strain after making their Spellcasting Test. If the magician is interrupted and does not complete the spell, they do not take the Strain for the spell.

Description: The text underneath the game statistics block explains the spell's effect or any special information for the spell. It also describes any requirements for the spell to be cast, such as gestures, supporting objects, access to a particular environment, Target Numbers for Effect Tests, and other conditions and restrictions.

Gestures: Some spells include gestures in their descriptions, which need to be completed for the spell to be cast. Gestures include both physical movement and verbal speech. If the magician is unable to make the gesture or speak the appropriate words, for instance being bound and gagged, they cannot cast the spell.

Prerequisites: Some spells have prerequisites that must be met before they can be cast. Often, these are physical components, such as a handful of dirt or a carpet. Some spells require environmental conditions, such as being on the deck of a ship. If the magician does not have the physical item or other prerequisite available, then the spell cannot be cast.

Success Levels: A number of spells designate special uses for the Success Levels achieved on either the Spellcasting or the Effect Test. If the spell has a special use for Success Levels, the description will specify it.

Spells – Base Listings

Astral Sight

Tier: Initiate

Casting Difficulty: 6

Casting Time: 1 round

Range: Self

Duration: Rank + 10 minutes

Effect: WIL + 6

Strain: 4

This spell grants the magician vision into astral space. The magician makes a Spellcasting (6) Test. If successful, the magician is able to see presences in astral space. Each round, the magician may make an Effect Test against the Spell Defense of any target within the area of effect. If successful, the target is detected. If more than one target is in the area of effect, the magician detects those with the lowest Spell Defense first. Once detected, a target stays detected as long as it remains within the area of effect. Once the spell is cast, the magician should take a round to sense nearby members of their group and verify that an astral presence is not coming from a comrade. Once their comrades have been sensed, the magician knows the next target detected is unknown. Making an Effect Test does not prevent the magician from taking other actions that round. Astral sight is a Simple Action. The magician may attempt to cast spells on a target that has been astrally sensed, even if the target cannot otherwise be seen. Magicians use this spell for many different reasons. It is often cast to determine if an item or object has an astral presence, or to detect the presence of nearby entities within astral space. A magician using Astral Sense to view a magical item can sense that the item is magical in nature. However, they gain no other information.

Bind

Tier: Initiate

Casting Difficulty: TMD

Casting Time: 1 round

Range: Rank + 5 feet

Duration: Rank + 8 rounds

Effect: WIL + 4

Strain: 2 + target count

This spell entangles, shackles, or otherwise contains the target, hindering their action. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target is entangled, and takes a penalty of the magician's Rank plus 1 for each extra success to all Actions that require freedom of movement. The magician makes an Effect Test, the result of which becomes the Target Number for the target to escape the binding. Whether this TN requires a Test with WIL, DEX, or STR depends on the Style of the spell. A Style that uses ribbons of mystic light would require a WIL Test to escape, while a Style that used nearby plants or ship's rigging would require a DEX Test to slip out or a STR Test to break the bonds. On a Rule of One result, the magician entangles their own hands for their Rank in rounds.

Bolt

Tier: Novice

Casting Difficulty: TMD

Casting Time: 1 round

Range: Rank x 2 yards

Duration: Instant

Effect: WIL + Rank/Physical

Strain: 6

SPELLS LISTING

This spell throws a bolt of damaging energy. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the magician makes an Effect Test to determine the damage taken by the target, at +1 Step per extra success on the Spellcasting Test. The bolt may be comprised of whatever the magician's Style calls for - fire, ice, lightning, water, etc.

Clairvoyance

Tier: Initiate

Casting Time: 1 round

Duration: Rank rounds

Strain: 3

Casting Difficulty: TMD

Range: Rank miles

Effect: WIL + Rank

This spell allows the magician to see beyond their physical limits, through barriers and/or into distant locations. The magician makes a Spellcasting Test against the location's Mystic Defense. If the location's Astral condition is different from that where the magician is located, use the worse of the two. If the Test is successful, the magician makes an Effect Test against the Mystic Defense of the person or object at the remote location to be viewed. This Test gains a +1 Step bonus for each extra success scored on the Spellcasting Test. If the Effect Test is successful, the magician can clearly see the target object or person for the Duration of the spell. Anything in the vicinity appears blurred and vague, and cannot be seen clearly. On a Rule of One result, the magician suffers a terrible headache and is at -3 Steps to all Tests for one hour.

Darkness

Tier: Initiate

Casting Time: 1 round

Duration: Rank x 5 minutes

Strain: 4

Casting Difficulty: Area's Mystic Defense

Range: Rank x 5 feet radius from caster

Effect: Rank + WIL

This spell damps out light within the area of effect. The magician makes a Spellcasting Test against the area's Mystic Defense, with a minimum Target Number of 6. If successful, all natural light within the area is blocked. Make an Effect Test, and compare the result to the Spellcasting Test result of any magical lighting in the area. If the Effect Test result is greater than the Spellcasting Test result, the magical light is blocked. This spell's effect counts as a shadow for purposes of other spells and Skills.

Explosion

Tier: Novice

Casting Time: 1 round

Duration: Instant

Strain: 5 + Rank

Casting Difficulty: TMD

Range: 50 yards

Effect: Rank + WIL/Physical

This spell causes a damaging blast at the target point. The magician makes a Spellcasting Test against the highest Mystic Defense in the area of effect. If successful, the detonation occurs at the specified point within the spell's Range. Make an Effect Test for the damage done, at +1 Step per extra success scored on the Spellcasting Test. This damage drops by half every ten feet, and has no effect beyond thirty feet. Physical armor protects against this damage.

Fix

Tier: Novice

Casting Time: 1 round

Casting Difficulty: TMD

Range: Touch

Chapter 4

Duration: Rank hours

Effect: Rank + WIL

Strain: 6

This spell repairs damage to objects. The magician makes a Spellcasting Test against the Mystic Defense of the item to be repaired. If successful, the magician makes an Effect Test to determine how many points of damage are restored. Extra successes increase the Effect Step by +1 each. On a Rule of One result, the magician does their Rank in additional damage to the object.

Heal

Tier: Novice

Casting Difficulty: TMD

Casting Time: 1 round

Range: Touch

Duration: Instant

Effect: WIL + Rank

Strain: 6

This spell only affects creatures and people with at least one point of their Death Rating remaining. Inanimate objects and creatures or people whose Death Rating has been reduced to zero or less are not affected. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the magician makes an Effect Test to determine how many points of damage are restored. If extra successes are scored in the Spellcasting Test, the magician may use them to gain a +1 Step bonus to the Effect Test per success, or may trade two successes to heal one Wound. This means that the magician must score three successes to heal a Wound, as the first success empowers the spell, and two more successes are required for the Wound. On a Rule of One result, the magician takes their own Spellcasting Rank in damage. Priests casting this spell gain +1 Step to the Effect Test, and reduce the Strain by 2 points.

Ignite

Tier: Initiate

Casting Difficulty: TMD

Casting Time: 1 round

Range: 2 yards

Duration: 1 round

Effect: Special/Physical

Strain: 2

This spell sets a flammable object on fire. The magician makes a Spellcasting Test against the higher of the object's or its bearer / wearer's Mystic Defense. If successful, a small jet of flame hovers over the target and sets it alight. If clothes are ignited, the fire inflicts Step 4/D6 damage during the first round, reduced by -1 Step per round until the fire goes out (after three more rounds) or is extinguished. The spell may only be cast on small flammable objects, such as torches, wooden furniture, and clothing.

Improve Sight

Tier: Initiate

Casting Difficulty: TMD

Casting Time: 1 round

Range: Touch

Duration: Rank rounds

Effect: Special

Strain: 1

This spell temporarily increases the sensitivity of one of the target's senses, specified either in the version known or at the time of casting, or adds capability to the specified sense, at the choice of the magician if the generic version of the spell is known. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target gains a +1 Step bonus to Perception Tests made with the selected sense for the Duration of the spell. Alternatively, the magician may extend the capability of the sense. This requires a minimum of two successes on the Spellcasting Test. Possibilities include granting Low Light Vision or Heat Sight to races that do not naturally have such abilities. On a Rule of One

SPELLS LISTING

result, the target's sense is temporarily impaired, taking a -1 Step penalty to Perception Tests made with that sense for the Duration of the spell.

Improve Skill

Tier: Novice

Casting Difficulty: TMD

Casting Time: 1 round

Range: 5 yards, up to Rank targets

Duration: Rank minutes

Effect: Special

Strain: 4 + target count

This spell temporarily increases the Step of one Skill known by the target. Only living creatures with Skills are affected. Inanimate objects gain no benefit from this spell. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target adds the magician's Rank to the Step of the specified Skill for the Duration of the spell. On a Rule of One result, all targets take a -1 Step penalty to the specified Skill for the Duration.

Levitate

Tier: Novice

Casting Difficulty: TMD

Casting Time: 2 rounds

Range: Rank x 10 yards

Duration: Rank x 10 minutes

Effect: Special

Strain: 3 + Rank

This spell moves objects or characters vertically up or down on an invisible 2-yard radius platform of force. The magician makes a Spellcasting Test against the highest Mystic Defense among all characters or objects in the area of effect. If successful, a platform is created which lifts those on it up or down by the magician at 4 yards per round to a maximum height equal to the spell's range. The spell supports 200 times the magician's Rank in pounds of weight. If the magician loses concentration, the platform automatically descends to the ground at 4 yards per round. The magician must make another Spellcasting Test if the number of characters or objects on a platform increases, such as if another character jumps onto it. If the Spellcasting Test fails, the spell ends and all effects stop.

Lock

Tier: Initiate

Casting Difficulty: TMD

Casting Time: 1 round

Range: Touch

Duration: Rank x 10 hours

Effect: WIL + Rank

Strain: 1 + Rank

This spell secures closure of doors, lids, and so forth, both by activating the mechanical means of securing and by enhancing the Lock Rating. This spell does not work on closures that have no lock, bolt, or other mechanical means of holding the thing shut. The magician closes the thing to be secured, if it is not already closed, and makes a Spellcasting Test against the target object's Mystic Defense. Use either the lock's Mystic Defense or that of the container or door, whichever is higher. If successful, the lock activates, regardless of whether or not the magician can see it at the time. (Locks on the far side of a door or inside a chest are activated and secure themselves through contact with the target object, which is being touched by the magician.) Make an Effect Test, at +1 Step per extra success from the Spellcasting Test. Add the result to the target's Lock Rating, to make opening the lock more difficult. Add the Effect Test result to the Target Number of any other attempt to unfasten the device or mechanism that secures the opening, for example to the Target Number of a Strength Test to push

back a bolt securing a door. When the Duration expires, the Effect Test result ceases to apply, but the physical closure remains. The lock reverts to its normal Lock Rating, but remains secured.

Read Object

Tier: Novice

Casting Difficulty: TMD

Casting Time: 1 round

Range: Touch

Duration: Rank rounds

Effect: WIL + Rank

Strain: 6

The magician attempts to see details of events in the target object's past. The magician makes a Spellcasting Test against the object's Mystic Defense. If successful, the magician makes an Effect Test against the object's Mystic Defense, at a bonus of +1 Step per extra success scored on the Spellcasting Test. For each success on the Effect Test, the magician experiences some part of a significant event from the object's past. More recent events are easier to see than older ones. The stronger the emotional impact of the event, the more of an impression it leaves. The visions are always fragmentary, and may include all of the senses, not just sight. For example, reading a murder weapon may cause the magician to feel the pain the victim suffered, although no actual damage is taken. The Gamemaster must decide what information to reveal for each use of this spell. Repeat castings by the same magician do not elicit new information. On a Rule of One result, the magician suffers blurred vision for ten minutes, taking a -3 Step penalty to all sight-related Tests and Actions.

Reduce Damage

Tier: Novice

Casting Difficulty: TMD + DR

Casting Time: 1 round

Range: Rank yards, 1 weapon only

Duration: Rank rounds

Effect: Special

Strain: 3 + 1 per success on the Spellcasting Test

The target weapon's Damage Step receives a temporary penalty. This spell may only be cast on objects deliberately made to be weapons. The magician may attempt to reduce the Damage Step of a sword or pistol, but not the Damage Step of a chair leg wielded as a club. The magician makes a Spellcasting Test against the target's Mystic Defense plus its Damage Rating. If successful, the target's Damage Rating takes a penalty equal to the magician's Rank for the Duration of the spell. Extra successes add -1 Step each to the damage decrease. On a Rule of One result, the target weapon gains a +1 Step bonus to its Damage Rating for the Duration of the spell.

Shield

Tier: Initiate

Casting Difficulty: 8

Casting Time: 1 round

Range: Self

Duration: Rank rounds

Effect: Rank + WIL

Strain: 3

This spell puts up a barrier that protects the magician against physical damage. The magician makes a Spellcasting Test against an 8. If successful, the magician makes an Effect Test, gaining +1 Step for each extra success scored on the Spellcasting Test. The result is the Barrier Rating of the shield. The shield's Physical Defense is equal to the magician's Spellcasting Step. The shield's Mystic Defense is equal to that of the magician. The shield protects the magician from attacks that do physical damage and that strike from the front or sides. Attacks that count as Blindsided ignore the shield.

SPELLS LISTING

Sleep

Tier: Novice

Casting Time: 3 rounds

Duration: Rank hours

Strain: 3 + target count

Casting Difficulty: TMD

Range: Rank x 2 yards

Effect: Rank + WIL

This spell induces the target to drift off into natural slumber. The target must be at their ease and able to sleep, not presently active. For example, this spell will not work on a policeman running in hot pursuit of the magician and his friends. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, the target nods off and goes to sleep. If more than one success was scored on the Spellcasting Test, make an Effect Test, with a bonus of +1 Step for each extra success scored on the Spellcasting Test. The result becomes the Target Number for a Willpower Test for those put to sleep to awaken if provided with a stimulus, such as being shaken. No Willpower Test is required if only one success was scored on the Spellcasting Test, but the target will not awaken on their own while the spell remains in effect. If the target is not awakened by another person or some other form of outside stimulus, they will remain asleep until the Duration expires.

Stun

Tier: Initiate

Casting Time: 1 round

Duration: Instant

Strain: 1 + target count

Casting Difficulty: TMD

Range: Rank x 10 yards

Effect: Rank + WIL/Mystic

This spell does non-lethal damage to the target. The magician makes a Spellcasting Test against the target's Mystic Defense. If casting this spell on a group, use the highest Mystic Defense in the group and add 1 to the Target Number for each additional person or creature. If successful, make an Effect Test for the amount of damage done to the target(s). Mystic Armor protects against this damage. No Wounds are done, no matter how far over the target's Wound Threshold the damage goes. Any damage past 1 point over the target's Unconsciousness Rating is discarded. If the target remains conscious, they take a penalty to all Actions equal to the number of successes scored on the Spellcasting Test. This penalty affects the target for Rank rounds.

Spells – Priest Listings

Cleansing

Tier: Initiate

Casting Time: 1 round

Duration: Instant

Strain: 2

Casting Difficulty: TMD

Range: Rank feet, single target

Effect: Rank + WIL

This spell removes contaminants from a person or object. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the person (and their clothing and carried equipment) or object is cleaned of ordinary substances that do not belong, such as dirt or grease. Extra successes will remove unusual contaminants. The number of extra successes required must be determined by

the Gamemaster according to the nature of the contaminant. Objects are limited in size to twice that of the magician.

Divine Force

Tier: Novice

Casting Difficulty: TMD

Casting Time: 1 round

Range: Rank x 2 yards

Duration: Instant

Effect: Rank + WIL

Strain: 4

This spell allows the magician to move an object or person away from themselves. The magician makes a Spellcasting Test against the object or person's Mystic Defense. If successful, the magician makes an Effect Test, at +1 Step per extra success on the Spellcasting Test. The result is the Strength of the spell effect, which is then pitted against the Strength of the person (if resisting) or the weight of the object or person (if not resisting) to move the object or person away from the magician. The target must be within the Range of the spell when the spell is cast, but may end up outside the Range when its movement is completed.

Holy Blessing

Tier: Initiate

Casting Difficulty: TMD

Casting Time: 1 round

Range: Touch

Duration: Rank + 5 rounds

Effect: Special, see text

Strain: 3

This spell enhances the target's defensive capabilities for a short time. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target adds the magician's Spellcasting Rank (+1 for each extra success on the Spellcasting Test) to their Physical, Mystic, and Social Defenses for the Duration of the spell.

Lay On Hands

As Heal, with a prayer. Increase the Effect by 1 Step, and reduce the Strain by 2 points.

Michael's Guard

As Shield. The shield manifests as a flaming sword that parries incoming attacks.

Rite of Closure

Tier: Novice

Casting Difficulty: TMD

Casting Time: 2 rounds

Range: Touch

Duration: Rank x 10 hours

Effect: Rank + WIL

Strain: 2 + TMD

This spell secures the closure of a door, lid, or other object without regard to whether the target has a lock or other mechanical means of closure. The magician closes the target, if it is not already closed, then makes a Spellcasting Test against its Mystic Defense. If successful, the target is sealed against opening. Make an Effect Test. Add the result to the target's Barrier Rating and Physical Defense to protect it from being forced open.

Smite

As Stun.



5. Punch'd or The London Chiaroscuro

Nothing in London is ever simple or straightforward. What begins as ordinary commercial interference, mucking with a firm's productivity at the behest of a rival, uncovers a dangerous secret, and gains the party a new enemy who will stop at nothing to achieve their goals. Can a disreputable crew of Dodgers, professional criminals living in the shadows of the British Empire, save the Great Smoke without getting themselves arrested in the process?

Exposition

Mr. Fagin has hired the group to pull a run on a large and prosperous firm. They're given a small deck of punchcards to run against the firm's Engine, and a lockbox to hold the resulting output deck. One of the maintenance terminals, with a card punch, will be available at a specific hour due to a bit of fiddling done at the target. The plan is straightforward: get in, run the input deck, get the output cards, get out, and bring the lockbox back to Mr. Fagin. The Dodgers must have a Mage or Medium with them due to the firm's arcane security. Real cutting edge stuff, this magic. Mr. Fagin suspects he's being watched, and tells the Dodgers to be careful. If the primary meet location after the run goes sour, there's a fallback location.

Read the following to the players.

Something seemed a bit off about this Fagin. Nervous type, didn't savvy the lingo, not your usual company man. Something about him smelled of the Crown. Not a copper, more like the Whitehall sort, a bit ashamed of what he's got to do for Queen and Country. Not a gentlemen's game, espionage, which is why the Whitehall Fagins come looking for your sort, people willing to do ungentlemanly things for the greater good. Or for pounds sterling. They don't really care if you're in for duty or money. They do pay rather well. This one offered five pounds each for an evening's work, two sovereigns in advance and the rest on delivery. Of course you took the job.

So here you stand, lurking in the shadows down the street from Smith and Tennant, manufacturers of precision machine parts. You'll go in the back, run a deck of Engine cards Mr. Fagin gave you on a maintenance terminal, box up the output deck, and scarper. Tomorrow night, you'll meet Mr. Fagin at a different pub, and hand over the box in return for the remainder of your fee. If he's not there, and he did warn you that he thought he might be followed, he's arranged a dead drop where you can swap cards for coin. Nasty magical security in the building, above what you'd expect for such a firm, hence your team, with a Byron and a magician both among your ranks. Shall we do this?

Behind the Scenes

Get through this bit as quickly as possible. The adventurers have already taken the job. Let's get to the in media res part and get the run going. Allow very few questions and only a minimum of preparation, as the characters are already kitted out proper. If anyone kicks up about the payment, remind them that one pound in 1879 is equal to roughly \$100 in current American money, so they're being offered \$500 each for a single evening's work. With six characters maximum in the party, that's \$3000 in current American funds for the job.

If the Byron wants to check the input deck, have the player make an Engine Programming Test against a Target Number of 12. On one or two successes, the Byron sees that it pulls a complex financial report involving bills of lading and cargo weights, the sort of thing an auditor would pull if they were looking for cheating on tariffs and taxes. On three or more successes, the Byron notes that there's a subsidiary algorithm that will access a protected secondary repository in the Store and dump the contents as raw output, creating a second output deck.

Scene 1: In Which Our Heroes Step In Something

The party gets in, make their way to the maintenance terminal, and starts the code running. They've brought a case for the output cards. Something serious is going down magically nearby, detectable by the group's Mage or Medium. The output runs, filling the card case. The terminal indicates a pause, then dumps a small deck of additional cards. Someone has to put that in their pocket as there's no room in the case.

If the Dodgers investigate the arcane goings on, they find a cult in the midst of a human sacrifice. Lots of running and screaming ensues, with the cult unable to send the bulk of its forces due to the ritual not being finished. Only the guards outside the ritual space are available. There's a nasty bit of pursuit but if the Dodgers keep moving and don't try to make a stand, they'll get away.

If the Dodgers don't investigate the arcane goings on, there's an aggressive reception on the exit route that leads to them needing to hide while the pursuit goes by, or make an escape by an alternate route. There's a rubbish barge tied up at the end of the firm's private pier. Cut a rope and you're home free. There's also a dead body with arcane markings aboard the barge.

Either way, the Dodgers are now in possession of dangerous information.

Read this to the players:

The Great Bell of St. Stephen's tolled half past midnight as you arrived at the starting point. You've picked a tradesmen's entrance at a shirt boiler's down the street as a place to ready yourselves and wait for your cue. If anything goes amiss, it'll do for a first point of retreat, offering cover from incoming fire the firm's watchmen might send your way. You make your final preparations, ammunition checks, conjurations, whatever you need to do. The first stop on the line will be the employee door down the back. The woman from the pub brought the door guard his dinner a quarter hour ago, with a little something extra in his beer tonight. Ten minutes gone after she came back out, and you're moving. With what he's consumed, the guard wouldn't notice a brass band marching past, but the drug won't last long. The clock is ticking.

Behind the Scenes

See the map on p43.

Getting inside is a series of gimmes. The door lock requires little effort, being a decent enough lock but no challenge for a Dodger. There's no alarm, as there's a watchman's post right inside, just a small desk and a cheap wooden chair. The watchman only made it halfway through his bangers and mash before the drugs in his growler put him out, leaned back against the wall and snoring like a trombone. The party can waltz right in and get on to the real challenge: the factory floor. Other than the watchman's post, there's a cloakroom for hanging up overcoats and such, a timeclock with a rack of punchcards next to it, and a wooden box the other side of the timeclock with a padlock securing it. The door into the factory proper is large, metal, and slides on tracks at the top and bottom. It's got a fairly serious lock.

Mr. Fagin warned the adventurers to beware of magical security. It starts here. Getting into the manufacturing area requires a Lockpicking Test or an Unlock spell against a Target Number of 11, or figuring out which key on the watchman's ring opens the door. That's the easy part. There's a detection spell on the entryway that'll sound an alarm if anyone steps through without a firm token. Spotting the connection takes an Astral Sight Test against a Target Number of 7. Fortunately, the watchman's key ring has one on it. The ring can be tossed back through the entryway as many times as necessary. Figuring this out can be done with a Perception (6) Test if the players don't think of it themselves. If they're truly stuck, one of them might spot the lockbox next to the time clock with a sign posted saying **DROP TOKENS HERE**. It's not been emptied, and its lock only has a Target Number of 8. No, the watchman doesn't have a key to the token box, that's kept in Payroll.

The carbon arc lights are all out at this hour. Blacker than Newcastle in there, and be careful of showing a light. Even with the pencil sketch Mr. Fagin supplied, a bit of time and effort will be needed to find the maintenance terminal among the complex machinery taking up much of the area. There's no Test required, but a little dramatic tension should build here.

Given Fagin's warning, and the ward on the door, the magician should think to check the terminal before the Byron touches it. Unless the Test comes up a Rule of One, the magician learns two things. First, the terminal has no enchantment on it. The Byron can go right ahead. Second, there's a major set of wards and heavy ritual magic going on just the other side of that wall. Who does ritual magic after midnight in a factory? On a Rule of One result, the magician sees the ritual magic, but attracts the attention of the celebrants. This will be dealt with momentarily. A few other things first.

Running the input deck requires an Engine Programming (9) Test. Three tries can be made before setting off alarms. The output fills the card box Mr. Fagin provided, but then the terminal signals a pause rather than a job completion. If the Byron sends a continue order, a small deck of additional cards drops into the output hopper. These will have to go into a pocket or something as there's no room left in the box.

There's three options for exiting this scene. We'll deal with each possibility in turn. Some of them make more noise than others. Once the party has dealt with the combat and made their escape, give the players a moment to regroup before moving on to Scene 2.

The punchline of the scene is that the door guard sleeps through the entire row, undisturbed and oblivious.

If the Party Investigates the Ritual

Read the following to the players:

The problem with poking your nose in is someone's likely to try and cut it off. You have a butcher's into the next room, the one your magician said had the jiggery pokery going on, and there's a baker's dozen robed and hooded figures standing round an altar whilst a chap in fancier robes cuts the heart out of some poor blighter. Several large people with fancy hardware head toward you straightaway. Doesn't look like they'll settle for just a word in your ear. They're going to want your entire head, possibly on a pike.

This starts a running battle back through the factory and out to the street. The cult has Shield and Ward spells up, so firing at any of them to disrupt the ritual will require considerable effort to be effective. The Target Number to hit any of the celebrants through their magical protections is 15. See below for the game statistics for the cult guards. These are meant to be a bit too much, encouraging the party to run for it rather than standing and fighting. If that doesn't set them running, pointing out there's a sizeable number of large-calibre magicians going to join the fun as soon as they wrap up their human sacrifice should help move things along. As well, any time after the first round, one of the guards can toss his cudgel into the midst of the party, shouting "Grenade!" It's dark enough that only elves and snarks will be able to see what he actually threw.

If the Party Ignores the Ritual

Read the following to the players:

Discretion is the better part of survival, or something like that. Let someone else stick their nose in. You've got what you came here for. You saunter out past the watchman, still snoring peacefully next to his cold dinner and half full growler, and out into the brisk night air. That click sounded far too much like a pistol being cocked. "You've got summat belongs to us," a voice growls. Oh bother.

There's no time for explanations. Somehow the party has been rumbled. They've got to fend off this lot and scarper or there'll be no gold in their pockets, just iron about their wrists if they're lucky and lead in their guts if they're not. Let the combat begin.

Down the alley, away from the shirt boiler's and the attackers, is the firm's private pier. Tied up there is a rubbish barge. If the party can get aboard, cast off or cut the ropes, and push off, they'll have gotten away. Any other reasonable route of escape should be allowed. Starting the barge's engine requires a Mechanic or Crew Ship (6) Test or a Perception (9) Test. Bringing the barge in at another pier requires a Pilot Ship (7) Test or a Perception (10) Test.

Oh, and there's a dead body aboard, tossed onto the rubbish heap. It's missing its head, hands, and heart, but it's got some lovely runes painted on.

If The Party Makes a Bit of Noise

If someone attracted the cult's attention, for example turning up a Rule of One result on checking out the magical environment, the cult sends a couple of bruisers to investigate. They arrive just as the last card of the second deck drops into the hopper. The initial bruisers are followed far too soon by the more well equipped team that was protecting the cult. They keep the night unfriendly until the adventurers are well away from the firm. Whether the party escapes by barge or street or some other means doesn't matter. What's important here is that no matter how the party takes their leave, it's loud, hostile, and leaves them with the distinct impression that they've acquired much more trouble than they contracted for.

Game Statistics for the Cult

Bruiser

DEX: (13): 6/D10
STR: (14): 6/D10
TOU: (14): 6/D10
PER: (11): 5/D8
WIL: (12): 5/D8
CHA: (10): 5/D8

Characteristics:

Initiative: 6/D10 Physical Defense: 8
Physical Armor: 4 Mystic Defense: 7
Mystic Armor: 2 Social Defense: 6
Death: 70 Recovery Tests: 3
Unconsciousness: 58 Knockdown: 6/D10
Wound Threshold: 9 Movement: 6

Skills:

Firearms (5):11/D10+D8; Melee Weapons (5):11/D10+D8; Unarmed Combat (5):11/D10+D8

Armor: Ballistic Jacket

Weapons: Heavy Pistol, Cudgel (Club)

Equipment: Sturdy clothing



Cult Mage

DEX: (14): 6/D10
STR: (11): 5/D8
TOU: (11): 5/D8
PER: (16): 7/D12
WIL: (16): 7/D12
CHA: (14): 6/D10

Characteristics:

Initiative: 6/D10 Physical Defense: 10
Physical Armor: 4 Mystic Defense: 11
Mystic Armor: 3 Social Defense: 8
Death: 45 Recovery Tests: 2
Unconsciousness: 37 Knockdown: 5/D8
Wound Threshold: 8 Movement: 6

Skills:

Astral Sight (4):11/D10+D8; Awareness (4):11/D10+D8; Dispel Magic (4):11/D10+D8; Firearms (2):8/2D6; Impressive Display (3):9/D8+D6; Spellcasting (7):14/2D12; Willforce (5):12/2D10

Armor: Ballistic Vest

Weapons: Light Pistol

Equipment: Protective Amulet (Physical and Mystic Defense +2)

Karma: 10 Karma Die: D8

Adventure Award: Novice Tier



PUNCH'D, OR THE LONDON CHIAROSCURO

Spells:

Spell	Style	Modifications
Bind	Rays of brilliant light wrap around the target. If outdoors during the day, these appear to radiate down from the sun.	None.
Ignite	Mage invokes the Goddess of Dragons and exhales a small stream of fire at the target.	None.
Lock	Mage puts a clay seal with the symbol of the god of incantations on the thing to be locked.	None.
Shield	Mage invokes a god of wind to deflect enemy blows.	None.
Bolt	Mage invokes the Goddess of Dragons and exhales a massive plume of flame.	If Effect scores more than one success, target is ablaze and takes Step 8 fire damage until extinguished. Strain +1.
Explosion	Mage conjures a storm cloud that emits a ball of lightning, exploding at the target point.	If Effect scores more than one success, targets take -2 Steps to DEX and DEX-based Tests and are at half Movement for 3 rounds. Strain +2.
Improve Skill	Mage blesses the target in the name of the Goddess of Love and War.	Restricted to fighting Skills. Strain -1.
Reduce Damage	Mage invokes the god of illness to weaken the target.	None.

Cult Priest

DEX: (13): 6/D10

STR: (11): 5/D8

TOU: (12): 5/D8

PER: (16): 7/D12

WIL: (16): 7/D12

CHA: (14): 6/D10

Characteristics:

Initiative: 6/D10 Physical Defense: 8

Physical Armor: 0 Mystic Defense: 9

Mystic Armor: 0+3 Social Defense: 8

Death: 47 Recovery Tests: 2

Unconsciousness: 39 Knockdown: 5/D8

Wound Threshold: 8 Movement: 6

Skills:

Astral Sight (4):11/D10+D8; Awareness (4):11/D10+D8;

Dispel Magic (4):11/D10+D8; Firearms (2):8/2D6;

Impressive Display (3):9/D8+D6; Spellcasting

(7):14/2D12; Willforce (6):13/D12+D10



Chapter 5

Armor: None

Weapons: Light Pistol

Equipment: Akkadian Amulet (Spellcasting +2 Steps, three uses only)

Karma: 10 **Karma Die:** D8

Adventure Award: Novice Tier

Spells:

Spell	Style	Modifications
Ignite	Magician invokes the deity of purifying fire, and a spark leaps from fingertips to target.	None
Shield	Magician invokes the protection of the God of War. Translucent shield of Persian style appears.	None
Sleep	Magician curses the target in the name of the demon of sloth.	None
Stun	Magician invokes the Goddess of Death, Darkness, and Dust. Area dims slightly during casting as if a shadow passed over. Targets are left dazed by Her brief attention.	None
Bolt	Magician invokes the deity of purifying fire, and throws a fire bolt from upraised hand.	Make a second Effect Test against target's Mystic Defense to set target on fire, doing Step 4 damage for three rounds.
Heal	Magician waves a fan made of feathers toward the target.	None
Reduce Defense	Magician invokes the wrath of the God of War on the target.	None

The Body on the Barge

The body is that of a young man, mid to late twenties, human most likely although it's hard to tell with the head gone, in decent health, probably a low level clerk or other office menial. There's no clothing, just a lot of paint, marking the body with magical symbols. Making an Evidence Analysis Test would be pointless. It's immediately obvious that someone cut out the man's heart, chopped off the more identifiable bits, then dumped the remains on the rubbish barge to be tipped out at sea.

Making a Magic Theory (6) Test reveals that the markings are designed to capture the victim's mana at the moment of death, and allow it to be redirected. Toward what purpose cannot be determined. Once the markings have been examined, the party remembers seeing similar markings in the tabloid press recently. The papers have been screaming about a series of brutal murders – *Hearts Torn Out!* – for the last few days, along with the latest financial scandal and the love life of some music hall singer or other. If the adventurers look into this, a Magic Theory (6) Test shows the murders to have been committed at ley line conjunctions, building a pattern. Surely the

police will have noticed this by now. There's some gaps in the pattern. Those could be explained by killings that haven't happened yet, or by the police keeping a few murders out of the press. At any rate, the party doesn't have the time to get involved with a police investigation, and given their reputation, shouldn't get that close to the Peelers on general principles. Whether they shove the body overboard, leave it for someone else to find, or pay a local lad a few pence to lead a copper to it after the party has made themselves scarce, will not affect the investigation or the story. Move along, nothing to see here.

Scene 2: In Which Our Heroes Determine What They Have Stepped In

Read the following to the players.

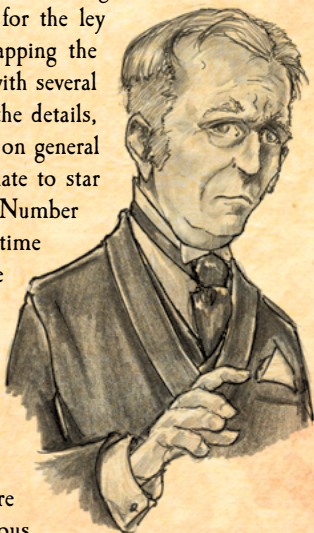
The obvious thing to do is to lay low and get the cards to Mr. Fagin the next night. However, you've got a dead body, some extra cards, and a cult practising human sacrifice that may or may not have gotten a good look at you on your way out. Having a quiet day at home probably isn't in the offing. What to tackle first, though?

Behind the Scenes

The options presented here may or may not happen in the order presented. The adventurers may or may not pursue all of these options. Use what the party wants to play through and slip the information from the rest in somewhere along the line if need be.

The Extra Cards

Having a butcher's at those extra cards could be worthwhile. An Engine Programming (7) Test reveals them to be positional calculations for the ley line conjunctions, as described under **The Body on the Barge**. Mapping the conjunctions shows the tabloid reports to line up reasonably well, with several key points not covered. Well, of course the papers don't know all the details, the Peelers would have kept some of the goings-on out of the press on general principles. There's some time references as well, which seem to relate to star positions. A Navigation or Magic Theory Test against a Target Number of 7 will decode these readily enough, showing that most of the time points have gone by already. There's only two more, one at the center of the pattern, in The City, and one out in Bethnal Green. Magic Theory says the centre point is for balance, and the real control is the Bethnal Green location. That's coming round tomorrow night.



Meeting Mr. Fagin

Handing off the cards and getting paid for their labours are most likely the party's highest priority. Off they go to the rendezvous,

a private room at a large, busy pub down in Wapping, close to the Tobacco Dock. They give the passcode to the barkeep - "Mister Tidwell" - and are directed to one of the upstairs rooms, the one just to the left of the sign that says **NO CARD PLAYING ON SUNDAYS**. There's no answer at a knock. Open the door, and there's Mr. Fagin, or what's left of him, stone dead, sprawled in a chair with his throat cut and a great bloody mess sprayed out in front of him. Well, he did express some misgivings about possibly being followed.

Investigation by Mundane Means

Talking with the bartender or the serving women reveals nothing new. This is the sort of pub where people mind their own business. When word gets out that there's a body upstairs, the place clears out in a hurry, everyone anxious to be someplace else before the Peelers arrive. Might be a good idea for the party to be going as well.

If the party investigates the scene, they'll need to make Dexterity (9) Tests to avoid tracking through the blood. Immediately obvious are the arcane markings on Mr. Fagin's chest, his jacket and shirt having been torn open, and some nasty contusions on his face, indicating he was beaten severely before being killed. An Evidence Analysis (6) Test or a Perception (9) Test, available to each member of the party, reveals the following.

- **One Success:** There were at least three people involved, one to hold each of Mr. Fagin's arms, and the third to cut his throat. Judging by the uninterrupted blood spatter, they stood behind him. Bruises on Mr. Fagin's knuckles suggest he may have given a reasonable accounting for himself before being overwhelmed. His pockets have been turned out, and very little of his personal belongings remain, just a pen knife and two shillings eight pence left on the floor by the chair.
- **Two Successes:** Mr. Fagin's right boot has an empty knife sheath. The knife is not in the room. Blood on Mr. Fagin's right sleeve indicates he wounded at least one of his attackers. Someone left a partial boot print in the blood spatter, but it's not enough to be useful to anyone without the resources of Scotland Yard. Trying to track the miscreant by the blood link dead-ends with a Latvian sailor boarding his ship for immediate departure. He'll admit to nothing, there's no evidence to hold him with, and if he gets onto the ship, he's not on British soil.
- **Three or More Successes:** The window is closed, but unlatched, and there's a bloody thumbprint on the latch. It's a two story drop to the alley, but a little magic or a difficult Climbing Test would take care of that. There's dustbins down there, and one looks to have something shiny in it.

Investigation by Magical Means

Investigating by magic can involve making a Magic Theory Test to study the markings and manner of death, or using spells or psychic abilities such as Read Object. Astral Sight won't reveal anything useful. There's been a violent death in the room, and possibly a spell or two cast, roiling up astral space badly. It would be like looking into a puddle that someone has stepped in and trying to see a footprint.

Magic Theory (6) Test:

- **One Success:** The markings are similar to those seen in the factory, on the dead body on the barge, and in the newspaper sketches of the victims.

PUNCH'D, OR THE LONDON CHIAROSCURO

- **Two Successes:** These are mana channeling runes, used to capture mana released by the subject's death.
- **Three or More Successes:** The markings are similar to those used by the Thuggee, but not the same. Something about the end of the world, you think, but you're not sure if it's bringing it on or staving it off.

The Target Number for Read Object is 9. With one success, the caster can view the murder and get a clear look at the two henchmen, but not the cultist. Three or more successes are required due to the cultist having been carrying arcane shielding. While the henchmen are ordinary enough, typical dockworker types used as hired muscle, the cultist is a young man of obvious upper class origins, clear of complexion and well groomed with a manic gleam in his eye. Mr. Fagin wounded one of the henchmen, was beaten down, marked up, and ritually slaughtered. The three then left by the window, the cultist using a levitation spell to take them down to the alley.

The Dead Drop

Mr. Fagin gave the party a small key and specific instructions. They're to go to a furniture maker's in East Ham, by the Jewish Cemetery. In the back of the shop are three bureaus. The key opens the middle drawer of the one on the left. The shopkeeper, an old Jewish man in a threadbare white shirt, glances up at the adventurers from his ledger when they arrive, then ignores them. He won't provide any useful information. In the drawer are three items: a letter, a small box, and a leather wallet. The box is the sort you keep a ring in, but instead it has a cheap iron key. Any person with magical potential touching it, such as a Mage or a boojum, feels a slight tingle.

The letter, addressed to the party, explains that Mr. Fagin was using the adventurers to try to spoil the ritual. The cult would have smelled Fagin's people from the next block over. This is why we need you to find their final point. That, and you'll have to find it and bring us in to put paid to the cult, or they'll kill you just for knowing they exist. Sorry about that, exigencies of service and all. There's no use going to the Metropolitan Police. At least one senior official at Scotland Yard is a member of the cult and possibly more. The letter says to use the key in the nearest police call box when the adventurers find the control point location. We know it's in Bethnal Green, but not exactly where. The key will not summon the police, but much more reliable assistance. Don't use the key unless the cult is there and getting their ritual started. No help will come if no buildup of magical energy is detected. Please, carry this on.

If the party is still diffident, the wallet may change their mind. Instead of the dozen or so sovereigns the adventurers are owed, there's a sheaf of five pound notes. The letter says that the fifty pounds is incentive, if you need it. There's another hundred pounds waiting for you if you see this through. The letter concludes with a simple "Godspeed" and no signature.

Scene 3: In Which Our Heroes Clean Up The Mess

With little choice, the party must locate the Bethnal Green ritual site. This takes a bit of legwork, using contacts for three or more characters. Once the probable site is identified, a surreptitious entry is needed to clap eyes on the cult and make sure they're present. Oh, they're

present all right, and watching for an intrusion. There's a nasty battle to get out and to the police box. When the key is used, the Knights of the Grail drop in and mop up the cult.

Tracking Down the Miscreants

Rather than roleplaying through the legwork of talking with contacts, having a look at possible locations, and all that, the process is condensed for time purposes to a series of Tests. Any appropriate Skill can be used, such as Streetwise or Haggle. If someone wants to toss in a spell or a Weird Science effect to help out, by all means allow it. The party needs to accumulate five successes against a Target Number of 15. If they come up with a way to use a spell or a Skill to reduce that for a Test, and it seems reasonable, allow it. The point here is not to stall them out, but to make them think about how the game mechanics can be used to their advantage.

Once the party has the needed successes, and yes, extra successes on a test count toward that total, move on to the next encounter in the scene.

But is It Really Them?

Read the following to the players.

You've put in a lot of effort this day. Now the sun is going down, and you're standing down the street from Thatcher and Heath, Cartage and Storage, hoping that you've got the right building. Only one way to know really. Time to sneak in for a dekkko and hope you don't get shot at for your trouble.

Surreptitious Entry

Read the following to the players.

Finding a few ruffians guarding a storage facility isn't proof of the cult's presence. Half the warehouses in London have disreputable sorts keeping an eye on them, some even for legal reasons. Magical protections are likewise commonplace. No, you're going to have to actually clap eyes on those bounders to make sure you've got the right spot. The problem with that, of course, is that if you can see them, they quite likely can see you.

Getting in requires a Lockpicking (12) Test or an Unlock spell. These chaps are learning, and have used a better quality of lock.

If the party has opted for the main entrance, they should have known better. There's four ruffians keeping watch, one of whom has a whistle. That will get used as a free action at the end of the first combat round.

If the party chose a window or the skylight, there's a Climbing (9) Test involved. Failure at the window inflicts Step 10 Falling Damage, while a fall at the skylight inflicts Step 15. Use of ropes, spells, etc. will help with the Climbing Test. There's a guard sort of keeping an eye on the windows, but her attention is badly divided by the number of them and the darkness. A Stealthy Stride (7) Test will get past her. She can also be incapacitated if the party can do so quickly enough to prevent her raising the alarm. There's no guard at the skylight. Looks like the cult still has a few things to learn.

Once successfully inside, sneaking through the building and finding the cult's workspace is a gimme. The excitement begins when the intrusion is discovered.

PUNCH'D, OR THE LONDON CHIAROSCURO

The Quick Way Out

When the adventurers reach the cult workspace, make a Step 9 Perception Test for the watch spirit against the highest Mystic Defense in the party. One success is all that's needed for the spirit to start howling like a banshee. Of course, if the party has drawn attention to itself already, such as with a loud entrance getting past the guards, or a fall and subsequent noise, the cult will already be in hot pursuit. The senior people can't be arsed to fend off disruptions, they're busy with the final sacrifice, but they've delegated the job to a few junior members. Roll for initiative. There's one junior Mage and one guard per party member. The battle will be a matter of the party trying to get back out to the police box on the corner, or signal to the party member they left there if they've been clever.

Junior Mage

DEX: (14): 6/D10

STR: (11): 5/D8

TOU: (11): 5/D8

PER: (16): 7/D12

WIL: (16): 7/D12

CHA: (14): 6/D10

Social Level: 3

Characteristics:

Initiative: 6/D10 Physical Defense: 10

Physical Armor: 4 Mystic Defense: 11

Mystic Armor: 3 Social Defense: 8

Death: 57 Recovery Tests: 2

Unconsciousness: 47 Knockdown: 5/D8

Wound Threshold: 8 Movement: 6

Skills:

Astral Sight (6):13/D12+D10; Awareness (6):13/D12+D10;

Dispel Magic (6):13/D12+D10; Durability [6/5] (5); Firearms (3):9/D8+D6; Impressive Display (5):11/D10+D8; Spellcasting (9):16/D12+D8+D6 Willforce (7):14/2D12

Armor: Ballistic Vest

Weapons: Light Pistol

Equipment: Protective Amulet (Physical and Mystic Defense +2)

Karma: 10 Karma Die: D8

Adventure Award: Novice Tier



Spells:

Spell	Style	Modifications
Bind	Rays of brilliant light wrap around the target. If outdoors during the day, these appear to radiate down from the sun.	None.

Chapter 5

Spell	Style	Modifications
Ignite	Mage invokes the Goddess of Dragons and exhales a small stream of fire at the target.	None.
Lock	Mage puts a clay seal with the symbol of the god of incantations on the thing to be locked.	None.
Shield	Mage invokes a god of wind to deflect enemy blows.	None.
Bolt	Mage invokes the Goddess of Dragons and exhales a massive plume of flame.	If Effect scores more than one success, target is ablaze and takes Step 8 fire damage until extinguished. Strain +1.
Explosion	Mage conjures a storm cloud that emits a ball of lightning, exploding at the target point.	If Effect scores more than one success, targets take -2 Steps to DEX and DEX-based Tests and are at half Movement for 3 rounds. Strain +2.
Improve Skill	Mage blesses the target in the name of the Goddess of Love and War.	Restricted to fighting Skills. Strain -1.
Reduce Damage	Mage invokes the god of illness to weaken the target.	None.



PUNCH'D, OR THE LONDON CHIAROSCURO

Guard

DEX: (13): 6/D10 STR: (14): 6/D10 TOU: (14): 6/D10

PER: (11): 5/D8 WIL: (12): 5/D8 CHA: (10): 5/D8

Social Level: 2

Characteristics:

Initiative: 6/D10 Physical Defense: 8

Physical Armor: 4 Mystic Defense: 7

Mystic Armor: 2 Social Defense: 6

Death: 84 Recovery Tests: 3

Unconsciousness: 70 Knockdown: 6/D10

Wound Threshold: 9 Movement: 6

Skills:

Durability [7/6] (7); Firearms (7):13/D12+D10; Melee Weapons (7):13/D12+D10; Unarmed Combat (7):13/D12+D10; Avoid Blow (5):11/D10+D12

Armor: Ballistic Jacket

Weapons: Heavy Pistol, Cudgel (Club)

Equipment: Sturdy clothing

Adventure Award: Novice Tier

Turning the Key

Once the key is turned, the adventurers have to hold out one full combat round before help arrives. At the start of the second round after the key is turned, the Knights of the Grail make a grand and glorious entrance. Twelve fully armoured Knights, in rune-engraved plate, drop out of thin air and charge into the fray. They're followed half a round later by a contingent of Mages in archaic robes. Let the players get in a few parting shots as the tide of battle turns. Within minutes, there's military steam lorries rolling up, the Mages are healing the party's injuries, and the Knights are packing the surviving cultists into the lorries for transport.

An elven man with metallic silver hair in a braid down to his hips and violet eyes, in a grey bespoke Savile Row, alights from a command vehicle and has a quick survey. He introduces himself graciously, like a party host, to the adventurers as Mr. Fairchild. He's absolutely delighted with the work they've done, shakes their hands and congratulates them. Not British, not with that accent – French? Canadian? Balkan? Does it matter? Nice sort. Oh, and sorry, he nearly forgot, you've got this owed, and hands over a packet of fivers, a hundred pounds cash. Say, you've done really well here. Now, I can't do anything about your criminal records, wrong department, but have you thought about maybe building up some credit that could maybe get you out of one tight spot that has too much iron and into another predicament that involves gold? It wouldn't be the first time someone took the Crown's shilling on the sly.

Whether the party signs up as operatives with the Knights of the Grail or not, this ends the adventure.

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ISBN 978-1-938869-53-2

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ISBN 978-1-938869-53-2



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