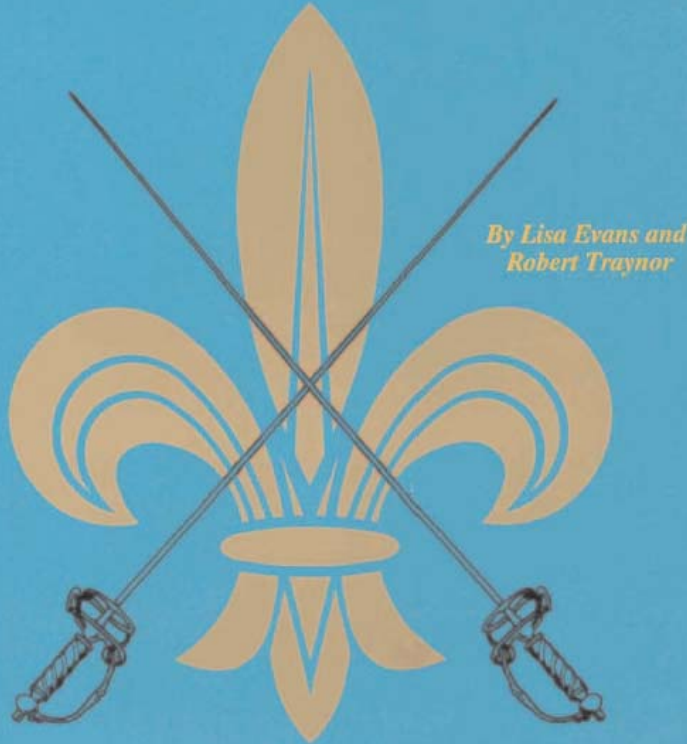


GURPS®

GURPS® SCARLET PIMPERNEL

Swashbuckling Adventure in Revolutionary France



STEVE JACKSON GAMES

CHEAT THE GUILLOTINE

*"We seek him here, we seek him there
Those Frenchies seek him everywhere.
Is he in Heaven? Is he in Hell?
That demmed elusive Pimpernel!"*

So runs the verse about the darling of Regency London . . . the Scarlet Pimpernel, elusive rescuer of the victims of the French Revolution. The streets in Paris are awash in blood as Robespierre orders hundreds to the guillotine, yet this unknown Englishman and his brave band continue to spirit the innocent to safety in England.

Scarlet Pimpernel is set in France during the darkest days of the Reign of Terror. Join the Pimpernel and his gallant crew as they outwit the Committee of Public Safety and its agent Chauvelin again and again. Aristocrats, clergy, shopgirls, even the Dauphin himself – no one is beyond the Pimpernel's aid.

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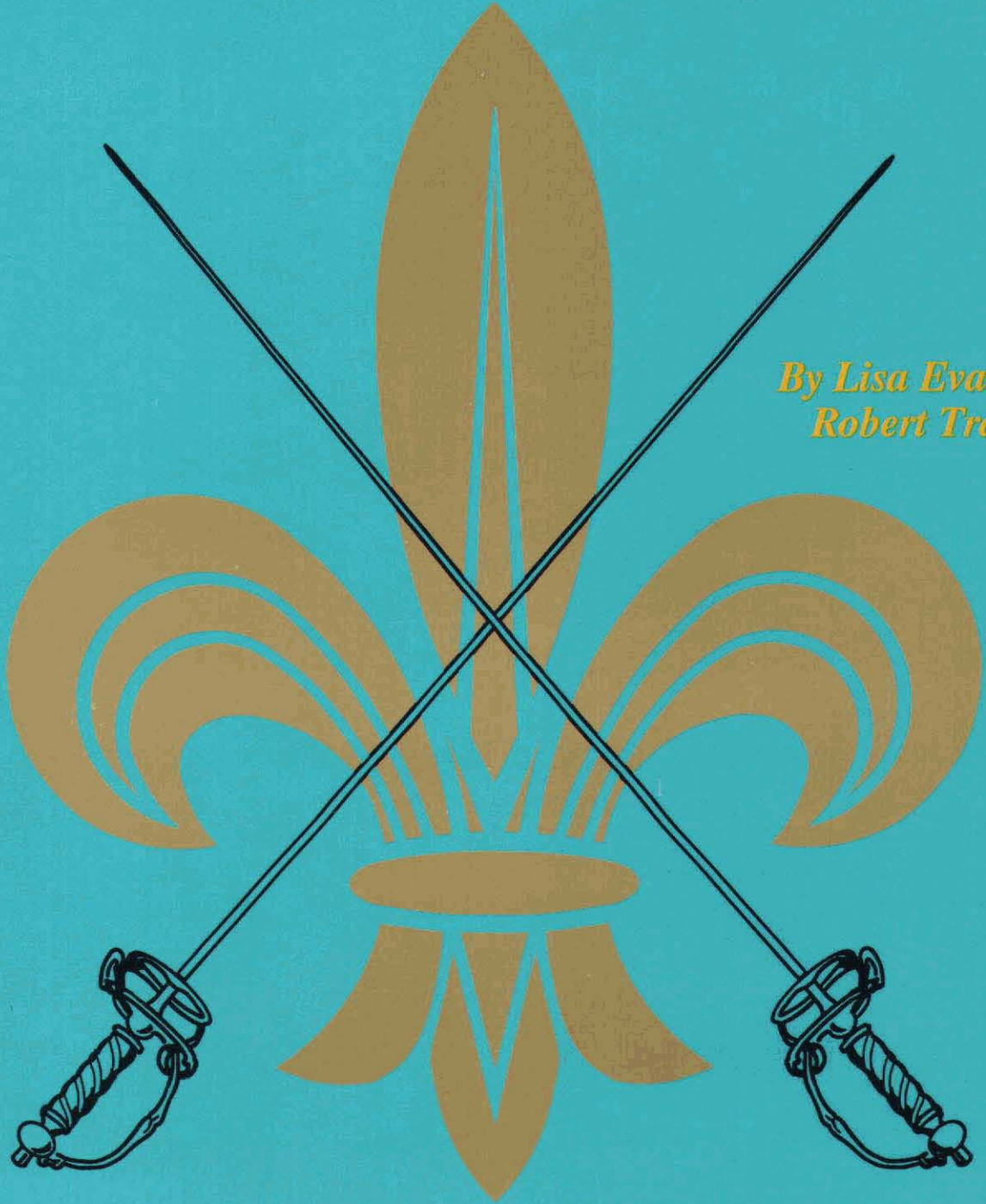


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SCARLET PIMPERNEL

Swashbuckling Adventure in Revolutionary France



*By Lisa Evans and
Robert Traynor*

STEVE JACKSON GAMES

GURPS® SCARLET PIMPERNEL

Swashbuckling Adventure in Revolutionary France

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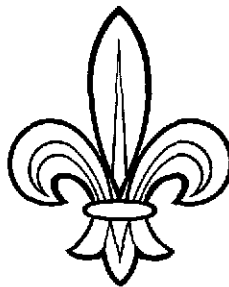
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STEVE JACKSON GAMES

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INTRODUCTION

Scarlet Pimpernel n. 1: a common pimpernel (*Anagallis arvensis*) having scarlet, white or purplish flowers that close in cloudy weather 2: a person who rescues others from mortal danger by smuggling them across a border.

— Webster's New Collegiate Dictionary

It is not often that a wildflower becomes a synonym for courage and daring. It is even rarer for a fictional hero, however brave and swashbuckling, to enter the dictionary. Yet this is exactly what has happened with Baroness Orczy's greatest literary creation: Sir Percy Blakeney, alias the Scarlet Pimpernel, the gallant adventurer who devotes his life to rescuing innocents from the Reign of Terror.



About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

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Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition. Similarly, any reference beginning with an H refers to *GURPS Horror*.

The League of the Scarlet Pimpernel

Baroness Orczy

Baroness Emmuska Orczy was born in Hungary in 1865 and emigrated to England as a teenager. Trained as an artist, she began writing in her adopted language in the 1890s, and soon made a name for herself with detective stories about the Old Man in the Corner, the first "armchair detective."

In 1905 she wrote the play of *The Scarlet Pimpernel* with her husband, Montague Barstow. The play and accompanying novel were an instant success, and for the next 40 years the Baroness wrote a succession of popular historical novels, most of them centered around the Pimpernel and his family. Although much of her work is no longer available, *The Scarlet Pimpernel* has never been out of print, and has become a byword for selfless heroism.



The Scarlet Pimpernel

"The Scarlet Pimpernel . . . is the name of a humble English wayside flower; but it is also the name chosen to hide the identity of the best and bravest man in all the world, so that he may better succeed in accomplishing the noble task he has set himself to do."

— *The Scarlet Pimpernel*, by Baroness Emmuska Orczy

Anagallis arvensis is a small wildflower, growing on vines by roadsides and on the edges of cornfields. Its flowers, which appear during daytime from May through August, are made up of five red petals, with a purple dot in the center. It is found throughout the world — including the United States — in temperate climates. The flower is odorless, and has a bitter taste. While the concentrated extract of the plant is a strong narcotic and poison, the flower has a widespread reputation as a medicinal plant.

Aside from that, Sir Percy Blakeney — the Pimpernel himself — uses the flower as his calling card. Every rescue of an aristocrat from the guillotine is followed by a mocking message sent to the authorities, bearing the imprint of the flower — Blakeney has a seal ring for the purpose. His messages to other league members invariably bear the sigil of the flower.

The French Revolution of 1789 was the greatest upheaval Europe had seen since the Reformation. The old order of the Three Estates was displaced by a republic modeled roughly on the United States, which quickly deteriorated into a police state such as the world had never before seen. The dreaded Law of the Suspect allowed anyone to denounce anyone else for offenses as trivial as serving bad soup or as serious as treason, and allowed the accused to be tried and sentenced without evidence or a defense. Maximilian Robespierre and the Committee of Public Safety were the virtual dictators of France, and no one was safe from denunciation. Shopkeepers and nuns were executed beside aristocrats and traitors, and today's political hero could easily be tomorrow's scapegoat. Thousands of desperate people tried to flee to England or the Netherlands, but it was almost impossible to do so without being arrested. France, once the cultural center of Europe and the most elegant nation in the West, had become a land at war with itself.

The League of the Scarlet Pimpernel was created in response to the carnage of the Terror. A group of foppish young Englishmen came together in 1792, vowing to rescue the unjustly accused from the guillotine. They took their name from a humble English wildflower, and soon became a major irritant to the ruling Jacobin party. Hundreds of aristocrats were whisked away to safety in England, leaving behind estates and servants and a slip of paper imprinted with a five-petalled red flower — the little scarlet pimpernel, harmless enough in its native land, but guaranteed to drive Robespierre to distraction when transplanted to France . . .

The Adventure Begins!

The Scarlet Pimpernel, leader of the gallant band which bears his name, is always on the lookout for new recruits, fearless adventurers to aid him in his work. It is a rare rescue that can be accomplished without teamwork, and there are plenty of victims to be saved. Courage, brains, a cool head and (of course) exquisite manners are the only requirements for membership. Can any English gentlemen refuse such a call? Join the League in its noble work, and remember that quick thinking can be just as useful as swordplay . . . and so much more sporting!

About the Authors

Lisa Evans wrote her first story at the age of six and has never stopped. She holds an A.B. in medieval English from Smith College in Northampton, Massachusetts, where she studied with Richard Wilbur and Jane Yolen and founded the college science fiction club. Over the years she has done everything from costuming mystery plays to singing in Christmas festivals to running a Unitarian-Universalist church; current projects include a novel and several quilts. She lives in Springfield, Massachusetts, with her husband, two cats, and entirely too much fabric. This is her first project for Steve Jackson Games.

Bob Traynor is a bank representative and long-standing gamer whose covert reason for writing is to finance Springfield Indians hockey season tickets. He holds a B.S. degree from the University of Massachusetts, and can't help thinking that there's some moral justice there. A lifelong resident of Massachusetts, he has written for Gamelords, Iron Crown, and Mayfair Games. His previous book for Steve Jackson Games was *Conan and the Queen of the Black Coast*.

THE PIMPERNEL CAMPAIGN

1

"But, tell me, why should your leader — why should you all — spend your money and risk your lives — for it is your lives you risk, Messieurs, when you set foot in France — and all for us French men and women, who are nothing to you?"

"Sport, Madame la Comtesse, sport," asserted Lord Antony, with his jovial, loud and pleasant voice; "we are a nation of sportsmen, you know, and just now it is the fashion to pull the hare from between the teeth of the hound."

— The Scarlet Pimpernel



The Swashbuckling Rescuers



Given Names

English

Names in the 18th century were very close to modern names. However, custom and fashion could create some true oddities; in England, nobles' sons were often given their mother's surnames as first names, and daughters were given fanciful names from popular novels. This could lead to combinations such as "Sir St. John (pronounced 'Sinjin') Sinclair," or "Lady Araminta Nelson-Uppark."

Common names for men included George, John, Charles, Andrew, Anthony, Samuel, David, Isaac, Jonathan, William, Benjamin, James, Robert, Thomas and Edward. Common names for women included Sarah, Charlotte, Mary, Anne, Elizabeth, Margaret, Harriet, Caroline, Sylvia, Catherine, Susannah, Sophia, Jane and Pamela.

French

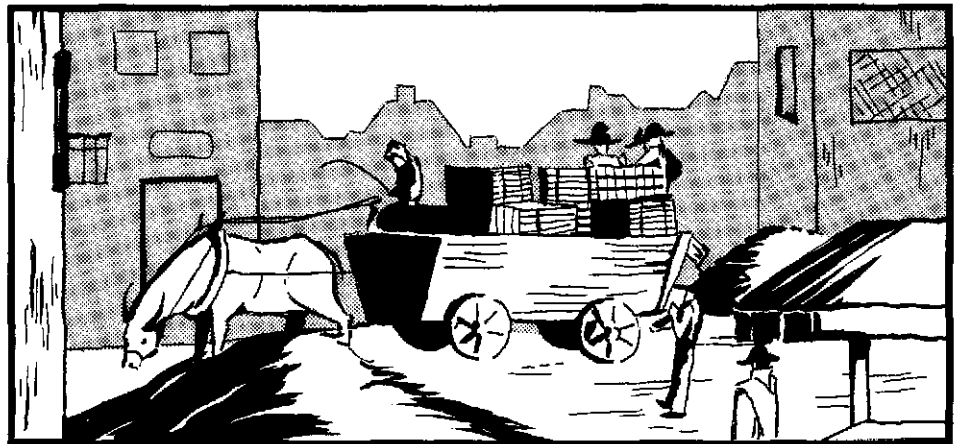
French names could be even more confusing. Children were given several baptismal names and chose one at their majority as their adult name, so that the same person could be known as *Louis* as a child, *Antoine* as an adult, and something entirely different in the bosom of the family. Even worse, men were often named for female as well as male saints — aristocrats' family names were often discarded in public life. For example, Lafayette's birth name was Marie Joseph Paul Yves Roch Gilbert du Motier, family members called him "Gilbert," and American friends called him "General Lafayette." Diminutive endings were popular for women's names, especially "-ette;" "Fleurette" for "Fleur," "Jeannette" for "Jeanne," and so on.

Common names for men included Jacques, Jean, Georges, Maximilian, Louis, André, Armand, Arnaud, Yves, Camille, Achille, Roland, Charles, Guillaume, Michel, Denis, Antoine, Étienne and Simon. Common names for women included Marguerite, Lucille, Gabrielle, Jeanne, Josephine, Suzanne, Aurore, Diane, Michelle, Marie, Anne, Charlotte, Manon, Germaine, Désirée, Mignon, Solange, Celine, Fleurette and Therese.

The activities of the League of the Scarlet Pimpernel are less violent than the accepted swashbuckling standard. League members rarely get into sword fights or shoot their enemies. The Errol Flynn standard of the five-minute cinematic swordfight is not often found in the works of Baroness Orczy. Naturally, brawls are common, and when matters demand swordplay, then the League doesn't hesitate. But — being Englishmen, one might suppose — restraint is the order of the day. Yet in an important respect the adventures of the League represents the highest form of swashbuckling. The gallant band of selfless heroes, led by the dashing leader; the pitiful victims who can only be saved from certain doom by the wiliest of plans; the evil mastermind whose sole wish is to humiliate and dishonor the good guys; the hair-raising escapes against 100-to-1 odds! All the elements are there.

The restraint of the League is as much due to common sense as to English fair play. Running a blockade of soldiers may be dashing, but very few National Guardsmen need hit their targets with musket fire to decimate a party in an armorless era. The League avoids situations in which they would be forced to face musketry or risk unarmed (and usually incapable) victims in uneven sword battles. If the players want a more traditional fighting campaign, the GM should use the optional Cinematic campaign rules found on p. B183, especially the "Flesh Wound" and multiple defenses rules. GMs should be generous about allowing players to reserve a few character points at creation to use with the Flesh Wound rule. NPCs will need to be substantially altered to make them more formidable duellists.

More in keeping with the spirit of the Baroness' books, of course, is to have a thinking rather than a battling campaign. Where is the skill, the cleverness, in defeating Chauvelin and his minions at the point of a blade? So much the better to outwit the blighter, and deuced good sport at that!



The Gentleman Adventurer

A major difference between the adventures of the League and those of a standard fantasy group is the means each will use in order to accomplish a mission. Most fantasy parties are ruthlessly pragmatic. Faced with the task of smuggling aristos out of Paris — a city with heavily guarded gates — the traditional gaming group would consider scaling the city walls, rafting down the Seine, or blowing up a gate. Instead, the League perpetrates elaborate schemes to smuggle people *through* the gates. Faced with a wily enemy like Chauvelin, many parties would waste little time in assassinating the Terrorist. Such a dishonorable course of action would be anathema to Sir Percy and the band.

Enforce the genre. English gentlemen may disguise themselves as common laborers for the thrill of the adventure, the GM should say, but blowing up gates?

Only *scoundrels* do such things — a bit of contempt dripping from a GM's voice at this point is helpful. If the honor code of a gentleman can be interpreted to permit the capture and murder of an enemy mastermind, surely the foe knows this — and can use his apparent unprotected state as a trap to draw the League into his clutches. Use character points to reward proper play. Of course, honor and propriety are secondary to rescuing lives, and Sir Percy would no doubt risk the sewers if he felt there was no other safe way to spirit some aristos out of the city. Don't let restrictions due to English honor turn into an excuse to manipulate the players into disastrous situations. The League members *are* occasionally pragmatists — look at those unusual skills! Ultimately, a useful way to view the Baroness' creation is to look upon the Pimpernel as the first "superhero." Several of the classic supers elements appear — the secret identity; the *nom du guerre*; the foppish dandy cover guise; the reluctance to kill; the unredeemingly evil villain who has several clear opportunities to execute the hero, but who desires far more to publicly dishonor him. If the GM encourages this mentality in 18th-century France, the players will get the right idea.

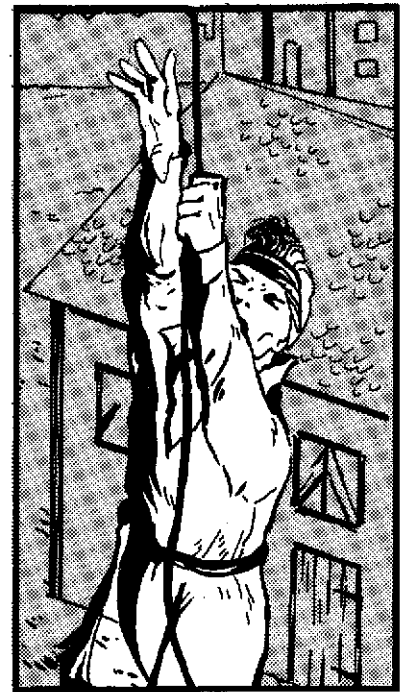
The Great Escape

In a nutshell, the object of the campaign is to escape. Virtually every operation of the League involves spirited away helpless victims out of the clutches of those who devoutly do not want them to leave. When the opposition has the entire military and legal weight of France behind it, the rescues become all the more challenging.

Ingenuity is the byword. Seldom, if ever, will the League be able to pull off a prison break — slaughtering guards and freeing a prison block is hardly their style. Instead, the Pimpernel and his cohorts wait for the moment when, in Sir Percy's words, he can "snatch the one hair on bald-headed Fortune's pate." The League is opportunistic, and observes the enemy's movements to determine the best time for a breakout. Percy is certainly not above contriving the moment. His classic maneuver is to wait for the public trial of the victim, incite a riot amongst the onlookers by goading them into demanding an immediate execution, and steal the target away in the uproar.

This would be more difficult were it not for the frequent paralysis of the opposition. Paranoia drives Guardsmen to unquestioningly follow the orders of a superior officer or political agent — therefore, the League members often disguise themselves accordingly. Few officials will directly run counter to the wishes of a Parisian mob — thus, the Pimpernel manipulates the mob to do what he wishes. Every action taken by the Revolutionary Tribunals must be couched in legalisms — knowing this, the League takes advantage of delays to strike first.

Another balancing factor is in official tactics. National Guardsmen almost never shoot to kill — rewards for the capture of League members require live spies, to be guillotined for the glory of France. Guardsmen will invariably attempt to disable the heroes, unless their own lives are at hazard. This raises the degree of acceptable risk that the League will run. In fact, if tactically necessary, League members have surrendered to the Guard, secure in the knowledge that they can escape or that their comrades will rescue them. So far, that confidence has always been rewarded. Moreover, even when captured, League members are seldom at great risk. The Pimpernel's greatest enemy, Chauvelin, the powerful chief agent of the Committee of Public Safety, is militantly opposed to killing the Scarlet Pimpernel himself — Chauvelin fears, with some justification, that making a martyr of the Pimpernel will scarcely doom the League. He is far more interested in dishonoring Blakeney, expecting that the man's ruin will bring the League down with him. Since the Pimpernel is famous for never leaving a comrade in the lurch, imprisoned League members have far more value as bait in a trap than as guillotine fodder.



Crossover Campaigns

The adventurers of Sir Percy Blakeney might be specific to revolutionary France, but the concept of rescuing prisoners from a repressive government is not. In most cases, the driving factor is class warfare — whether economic, racial, or social. Possible alternative "Pimpernel" campaigns include:

Fantasy

The evil king/wizards' guild/assassins' cadre has taken over, and innocent citizens are being executed and/or sacrificed. Several young adventurers band together to free the oppressed, and possibly overthrow the government while they're at it. Instead of facing merely the wits and police powers of the government, though, the adventurers must also battle their sorceries!

Horror

The League is a Lodge of Master Masons who have discovered that the Jacobin Club is involved in black magic. The Templars *did* worship Baphomet, and he's still haunting the Temple . . . Can the party manage to succor the next group of aristos slated for the guillotine, *and* defeat the Unnameable Evil, all at the same time? Perhaps the Illuminati are sponsoring the Revolutionaries as well! Illuminated campaigns are discussed at length on p. 89.

See the sidebar on p. 84, in the *Freeing the Dauphin* adventure, for some hints on GM a *Pimpernel Horror* adventure.

Space

The Galactic Empire has begun a pogrom against an innocent race. The characters begin a Transwarp Railroad, in the service of the burgeoning Rebellion!

Continued on next page . . .

Crossover Campaigns (Continued)

Historical

It's America in the 1850s, and the characters are operators on the Underground Railroad, smuggling slaves to Canada. More daring groups might emulate John Brown and plan slave-freeing raids.

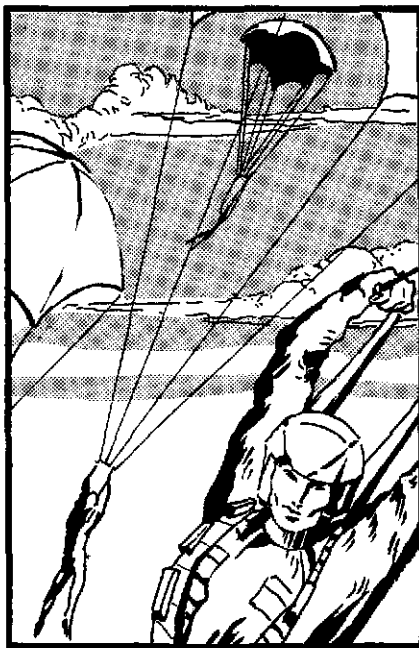
World War II

The Resistance smuggles Jews to Switzerland before the trains leave for the concentration camps, or prisoners from the stalags themselves. *Special Ops* characters might focus on commando raids or paratroop assaults deep into enemy lines to succor captured soldiers.

Of these, the most faithful setting is World War II, primarily because a "Pimpernel" actually existed in Europe. Inspired by a movie updating the Pimpernel to modern Europe, Swedish diplomat Raoul Wallenberg spent most of the war in Hungary forging passports and fast-talking the Nazis into believing that the local Jews were under Swedish protection, and thus could not be deported. Wallenberg was so convincing that he saved several thousand Jews from the gas chambers, and became famous in Israel as a "righteous Gentile" who opposed the Holocaust despite the risk to himself. Wallenberg disappeared during the Russian occupation of Hungary, but rumor has it that he was seen in a Russian mental hospital as late as 1979.

A tie-in for *GURPS Special Ops*: the PCs are American diplomats in Moscow. They hear rumors about an elderly Swede who has been imprisoned for decades, and decide to investigate . . .

Continued on next page . . .



The Pimpernel Campaign

Setting the Mood

A critical element in maintaining the proper swashbuckling mentality is pacing. While players should have *some* time to think about what they're going to do, the more madcap the pace, the more fun it'll be! Don't hesitate to push the pace, especially in an action scene. It's also great fun to throw in little touches that add genre flair to the run — having the off-balance character, tottering on the edge of the careening wagon, "accidentally" slam the city gate shut with his waving foot! Even more than in other roleplaying milieus, conduct the game as if it were an Errol Flynn movie.

GMs can do a great deal to enhance the mood of the game. Encourage the players to remain in character *at all times*, even when addressing game mechanics or discussing future plans (it does wonders for a Game Master's spirit to be addressed as "M'sieur le GM!"). Attempts at elegant dress do wonders for maintaining the mood; the swashbuckling Pimpernel campaign lends itself well to runs in period costume!

Playing the Role

Another aspect of the milieu is the need for characters to continually remain undercover and in disguise. Frequently, League members masquerade as laborers, peasants, and sans-culottes — utterly at odds with the social class of the typical League member. Characters should have to make frequent Acting and Disguise rolls when undercover. Failing the roll means a flaw in disguise or behavior that might arouse suspicion. If there is cause for suspicion, or if on-lookers are actively searching for spies or the Pimpernel, Contests of Skills versus both Acting and Disguise are appropriate. Skillful use of Fast-Talk and quick thinking on the part of the players can cover up some gaffes. Most suspicious Frenchmen will immediately confront the characters; wilier ones will have the party trailed in order to unravel their plots, saving the arrests for later. If the players are too lax about security and caution, by all means teach them a lesson!

Group vs. Loner?

In the stories, Sir Percy performed most of the actual breakouts himself, using his disguise, acting, and ability to seize opportunities to effect the rescue. The rest of the League typically served in a support capacity, procuring mounts and safe houses along the route, and providing extra muscle when Percy needed it.

This style will be unacceptable to most players, who reasonably expect a share of the action. There are alternate ways to run a Pimpernel campaign which provide for the traditional group runs:

Multiple Venues: There are many aristos in Paris, to be sure, but there are other cities in France. Percy can be operating in one location, and other League members in another. The GM will have to do some research into France's other major cities — Rouen, Nantes, Bordeaux, Lyons, Amiens, and others. Descriptions of several of them may be found in *La Belle France*, p. 54.

Scrutiny: Percy is well aware of the fact that Chauvelin — and later others of the Committee of Public Safety — knows his identity and those of some of the League's leaders. He might therefore send League members without him in order to throw Chauvelin off the track. However, Chauvelin is canny, and may well see past the lure to confront League members without the brilliant Sir Percy at hand to foil him.

R&R: Percy does have other obligations, such as wife, prince, lands, and finances. Missions will be necessary at times when it is impossible for Percy to help. Given the danger in adventures, it is also possible for the Pimpernel to be gravely injured and in need of recovery.

Follow the Leader: If desirable, the GM may in turn give each player the opportunity to run Sir Percy as a player-character for a mission. Note that while Blakeney expects his orders to be obeyed, he is never harsh or arrogant with his fellows, and will discuss proposals in the planning stages of missions.

Win One For the Gipper: The Committee has finally triumphed and sent the brave Sir Percy to the guillotine. Must his life work die with him? Not while his friends have breath in their bodies! Clever players could maintain the fiction of the Scarlet Pimpernel, giving the lie to Blakeney-as-Pimpernel and possibly discrediting his murderers.

Down With the English Spies: Then again . . . the party could consist of a band of agents of the Committee of Public Safety, trying to apprehend the English spies who criminally free those same tyrannical traitors who have enslaved France for untold centuries! Can any patriotic Frenchman turn down the opportunity to rid the fair Republic from the menace of these treacherous dogs? Can any patriot with a brain in his head resist the fabulous rewards for the capture of *le Mouron Rouge*?

In all the campaigns but the last two, Sir Percy is available as a Patron; he is worth 15 points. He is a very powerful patron, immensely resourceful, talented, and rich. If a member of the League is captured or hurt, he will not rest until that member is safe in England.

Aside from Sir Percy, there are many other League members. Several are assigned at all times to key locations in France, guarding safe houses and keeping mounts at hand; these members are replaced by rotation. For critical missions, the entire League is available. While under no circumstances would a League member consider others as expendable cannon fodder, they can always call on aid if necessary. The GM can decide whether or not the aid is always ready and waiting; if six members are off in Brittany succoring victims, and six others are in England enjoying a rest, the Parisian party is on its own!

The Espionage Campaign

There are many ways the milieu can be used outside of the scope of the activities of the League. One of these is an espionage campaign. Throughout most of the Revolutionary period and beyond, England is at war with France. Spies on both sides of the Channel operated in profusion, in various roles. Besides the normal intelligence and counter-intelligence operations, British agents fomented and aided royalist revolts, most especially in the Vendee. Cadres of English officers led or assisted mercenaries and rebels in various insurgencies and guerilla bands. Meanwhile, the French fielded their own counter-insurgency agents.

Paris is an obvious magnet. The center of French diplomacy and government, the hub of the vital semaphore network, there is great scope for massive intrigue. Espionage adventures can make a thrilling change of pace for Pimpernel characters too — even the apolitical League could scarcely ignore military secrets falling into their hands, when those secrets could aid Britain on the battlefield!

There is a wealth of information to be had. Information on troop movements, incriminating evidence on prominent Frenchmen (useful for blackmail), plans to run the English blockade, the identities of French spies in Britain . . . more than enough to keep a horde of agents busy.

Rather than being under the aegis of the Scarlet Pimpernel, the characters will serve under Britain's chief spymaster. They must be more self-reliant than members of the League of the Scarlet Pimpernel — no omniscient Sir Percy Blakeney is available to bail them out of trouble! There is no reason at all, of course, why an espionage campaign cannot coexist with the League . . .



Crossover Campaigns (Continued)

While the proper Pimpernel campaign should follow the *GURPS Swashbucklers* ideal of derring-do and gentlemanly Good Clean Fun, several of the alternate campaign types are suitable for more serious gaming groups. Certainly, operating an Underground Railroad or liberating fugitive Jews provides little room for slapstick, while still providing challenging scenarios for the players.

Furthermore, in the Pimpernel milieu, the lack of bloodshed is a major limiting factor. This isn't the case with most of the crossover campaigns, especially if played realistically. The Nazi stalag guards will shoot back, to kill, with semi-automatic weapons! After ripping the Rebellion's secrets out of the brains of the captives with their dreaded psionic powers, the Imperium's soldiers will have the galactic rebels summarily spaced. And so on. In a campaign setting with the fear of death restored, and overwhelming force in the hands of the bad guys, the players must reconcile themselves to three courses of action: acquire more force, prove more ruthless than their foes, or accept a high fatality rate.

Obviously, the guidelines given in the character generation section will need to be substantially altered for Horror or Illuminated campaigns. Occultism would be a standard skill for characters; Magery and magical spells would also be recommended. "Mixed" casts of characters might make a good deal more sense — it's somewhat more plausible for a Creole or Oriental character to have a working knowledge of mystical powers and lore than a young British society buck.

Character Types

The original League of the Scarlet Pimpernel consisted of 20 young English aristocrats who were revolted by the excesses of the French Revolution and vowed to rescue as many innocent victims from the guillotine as they could. Aristocrats may still be the characters of choice — few middle or lower-class folk would have the necessary skills or wealth to carry off such a double life. However, there is still room for variety!

All League members and allies *must* take the following advantages and disadvantages:



Unusual Background (skills taught by the League): 10 points.

League members have access to a wide range of skills not normally found amongst the aristocracy — Stealth, Acting, Disguise, Sleight of Hand, Streetwise, Holdout, and Pickpocket among others. Gamemasters may waive the Unusual Background requirement, since it is vital that virtually all characters have these skills.

Patron (The Scarlet Pimpernel, appears on a 9 or less): 15 points

Sense of Duty (to the League): -10 points

Enemy (Committee of Public Safety): -20 points

The listed disadvantages do not count against the permitted total of 40 character points.

Certain other advantages are highly recommended, but not required: Luck, Intuition, Combat Reflexes, and Toughness are all invaluable. Disadvantages that are in character include Code of Honor, Fanaticism, and Impulsiveness. Very useful skills include Area Knowledge (Paris), Area Knowledge (France), Brawling, Fast-Talk, and French.

Since the *Pimpernel* style of play is likely to be cinematic, the GM may allow characters built on 125 or 150 points instead of the usual 100, especially since most PCs will need to put a number of points into high Status . . . which is all very well in England, but won't help them dodge the Paris sans-culottes!

Below are listed some of the types from which *League of the Scarlet Pimpernel* characters can be drawn.

English Aristocrats

Most upper-class Englishmen were raised by French governesses, educated by French tutors, and spent time in France on the traditional "Grand Tour" of Europe after finishing their studies at university — often pausing long enough to acquire a French mistress or wife.

Consequently, the average British aristocrat will speak excellent French, be thoroughly familiar with French cuisine and habits, and will know at least one section of France as if it were his home. However, aristocratic characters must be constantly on guard against speaking English, giving orders to servants or commoners, showing any interest in English politics, or being even slightly sympathetic to an impoverished aristo or priest. The typical English member of the League will regard the whole business as a wonderful game of outwitting those stupid Republicans — indeed, the young dandies who joined the League were quite apolitical. Compassion for innocent victims would be the impetus for joining Blakeney and his gang, but the sport of tweaking Robespierre's nose would add to the fun. Non-English members and rescues regard this lack of concern for the perils of espionage peculiar at best.

Required Advantages: Status 2 (minimum), Wealth, Reputation (member of the Prince of Wales' social circle).

Required Disadvantage: Gentlemen's Code of Honor.

Required Skills: Area Knowledge (London), French, Black Powder Weapons, Fencing, Riding, Brawling, Savoir-Faire.

Suggested Skills: Carousing, Gambling, Dancing.

Exotics

Non-European characters will be extremely rare, but possible. A foreign officer just returned from the Colonies might bring an Indian or black servant with him. The illegitimate child of a colonial planter might have non-European blood. Some Haitians were resident in France, and of course the peoples of the world gathered in Marseilles.

Such a person would be so notorious as to make disguise very difficult; one of the few disguises possible would be that of a Gypsy, and Gypsies were not welcome in most French cities. However, a visitor from the West Indies or Asia might know of exotic drugs or weapons, and have skills that would be otherwise unavailable. GMs should be reasonable about permissible skills and advantages, given the inherent difficulties. If the Unusual Background is such that the character would have learned the various League restricted skills, the character need not pay for Unusual Background twice.

Required Advantage: Unusual Background (non-European).

Required Disadvantages: Reputation (well-known), Social Stigma.

Suggested Disadvantages: Illiteracy, Primitive.

Skills: Any non-European weapon or skill, at the GM's discretion.

Emigrés

Thousands of Frenchmen fled to England, Austria and the Low Countries after the Revolution. Aristocrats, politicians whose party had fallen from power, Freemasons, soldiers, nuns — virtually anyone who disagreed with the Republican government would find life across the border much more congenial. Most of the aristocrats found work as milliners, restaurant owners, tailors and the like, but many actively worked to overthrow

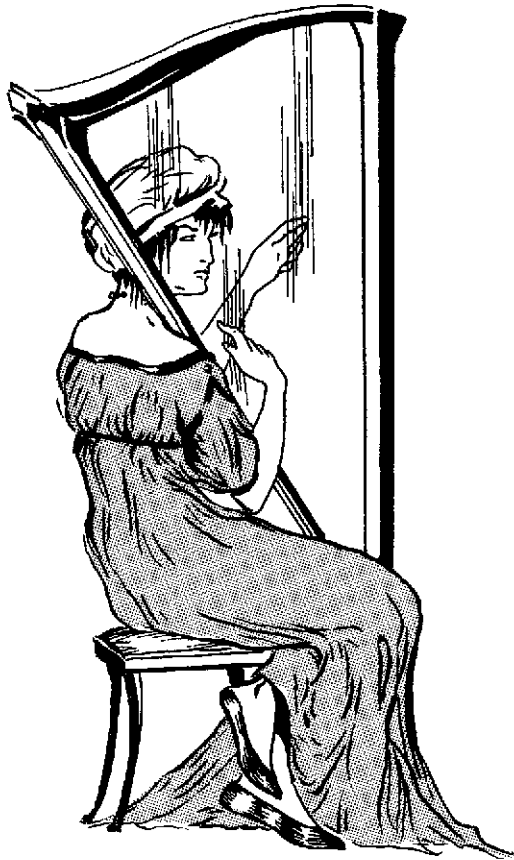
the Republic and restore the *ancien régime*. An emigré returning to France risks death, but the possibility of bringing down the Republic could well be worth it.

Required Advantage: Status.

Required Disadvantages: Social Stigma (foreigner), Intolerance (lower classes)

Suggested Disadvantages: Poverty, Enemy, Fanaticism.

Skills: French and Area Knowledges at high levels, skills appropriate to social class.



Moderates

Moderate politicians often agreed with the basic aims of the Revolution but were disgusted at the bloodshed of the Terror. Lafayette was the most prominent moderate to defect, and that only after the abolition of the monarchy. By the time of the death of Marat, it was not safe to be anything but a rabid Jacobin. As time goes on, especially in 1794, “moderation” is an active accusation of treason!

A political moderate can be extremely useful as a spy and forger, and if he is a Deputy has enough power and prestige to escape immediate suspicion. If he is a representative-on-mission, he has wide latitude to aid the freeing of prisoners; if a political agent, he has access to classified information useful to the League’s purposes. However, even a Deputy of the Convention who treats with the League risks immediate execution should the Committee of Public Safety learn his secret; both Armand St. Just and Paul Déroulède did exactly that, and both eventually had to flee for their lives. Moreover, an agent or representative-on-mission who lets condemned prisoners and spies through his fingers may be branded a bungler — or worse. Those tainted with failure seldom lasted long . . .

Required Advantages: Reputation, Status 2 or more.

Suggested Advantage: Legal Enforcement Powers.

Required Disadvantage: Secret.

Suggested Disadvantages: Enemy (radical politicians)

Required Skills: Politics, Area Knowledge (Paris), Bard.

Entertainers

Actors were among the most popular citizens of France during the Revolution, and patriots such as Robespierre and Danton regularly attended both the theater and the opera. The theaters remained open throughout the Terror — except for immediately after the September Massacres. Plays portraying aristocratic life were replaced by works glorifying the Revolution, but the actors were generally versatile enough to adapt. The new social equality allowed theatre people to mingle with all levels of society — even to taking over the *salons* of the aristocratic ladies — and a new star might gain power over much more than mere scripts.

Musicians, playwrights and poets were also popular, especially since several prominent Jacobins were frustrated writers whose works came into vogue when they gained political power. A literary friend of Collot d’Herbois or Fabré d’Églantine would pick up much more than intellectual gossip at the various salons! Entertainers became the friends and companions of the powerful, gaining themselves a measure of access and influence over the affairs of state.

Required Advantage: Appearance.

Recommended Advantages: Charisma, Voice, Eidetic Memory, Reputation.

Required Disadvantage: Secret.

Required Skills: Acting, Performance, Bard, Disguise, Singing, Sex Appeal.

Royalists

Some royalists were bold enough to remain in France after the overthrow of the monarchy, but very few went near Paris. Most of France was shocked at the execution of the King, and local revolts sprang up throughout the countryside. The worst, in the Vendee, resulted in more casualties than the Reign of Terror!

A French royalist would work with the League to free aristocrats, but could balk at rescuing those of lower birth. He would often be more bloodthirsty than his English counterpart when it came to dealing with National Guardsmen or agents of the Committees; every noble in France lost at least one relative, and all lost their lands and property. Such a character would agree with the aims of the League, but would join for revenge rather than for sport, and might have no qualms about killing — rather than disabling — any opposition.

Required Advantage: Status.

Required Disadvantages: Intolerance, Poverty.

Suggested Disadvantages: Fanaticism, Bloodlust, Code of Honor, Vow (recover lost prestige or kill Jacobins).

Required Skills: Fencing, Area Knowledge (France), Savoir-Faire, Heraldry.

Suggested Skills: Streetwise, Survival.

Spies

Characters in an espionage campaign need not follow the class strictures of the typical member of the League. It is likely that many spies would be drawn from the aristocracy, as the common English opinion held the gentry to be far more capable and resourceful than the average peasant. However, spies can be of any social class.

Required Advantages: Unusual Background.

Recommended Advantages: Intuition, Luck, Legal Enforcement Powers, Alertness.

Required Disadvantages: Secret, Duty (England, 15-).

Required Skills: Fast-Talk, Intelligence Analysis, Area Knowledge, French, Disguise, Acting.

Recommended Skills: Stealth, Forgery, Administration, Tactics, Politics, Riding, Brawling, Streetwise, many others.

Women

The original League included only one woman, Marguerite Blakeney, and only on missions far enough outside of Paris to avoid recognition. The League as a whole was far too chivalrous to risk “the weaker sex” during the height of the Terror. However, contemporary women were by no means the helpless creatures of popular romance, especially in Britain, and female PCs can be very effective. Aristocratic Englishwomen were often as well-educated as their brothers, and a noble lady who remained unmarried or was widowed early had virtually complete freedom to do as she liked, whether it was hunting with the local squire, writing acclaimed poetry, or learning to fence.

This was the era of the bluestocking, or female intellectual, both in England and on the Continent. Women such as Lady Mary Wortley Montague and Mary Wollstonecraft argued persuasively for women’s rights, Madame Roland was the Girondins’ most prominent political theorist, and women on both sides of the Channel vied to host *salons* frequented by the most brilliant

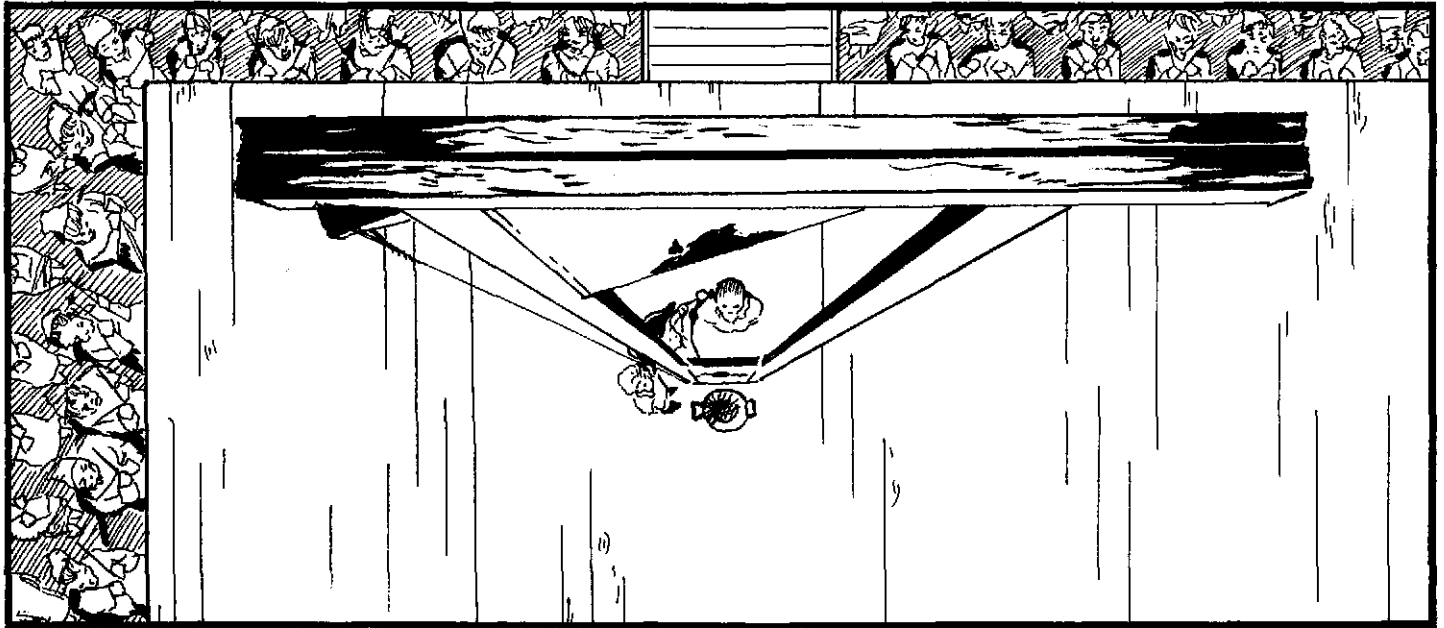
minds of the day. A woman might not be able to hold office, but a clever hostess or mistress could wield enormous power. The dreaded mob of Paris was composed largely of women; indeed, the most feared creatures in all Paris were the *tricotteuses*, the knitting women who sat each day in the Place de la Revolution to watch the guillotine. Fervently patriotic, their denunciation could bring an innocent man to the guillotine in hours.

Possible professions for female PCs include unmarried English aristocrats, French actresses, salon hostesses, writers, emigrés — almost anything but Convention Deputies or National Guardsmen. PCs bold enough to disguise themselves as men have no limitations on their actions, but risk discovery and the censure it brings.

Required Advantage: Unusual Background (woman adventurer).

Required Disadvantage: Social Stigma or Secret.

Skills: Anything appropriate to a male PC of the same profession.



Mixed Parties

The original League was entirely male, English, and noble. *The Scarlet Pimpernel* was written at a time when homogenous groups were the norm — the heroes of popular fiction were bands of brothers who were all St. Grottlesex Old Boys, alumni of St. Uncumber College, or participants in the Weston Hunt. Baroness Orczy did not deliberately set out to exclude any particular type of character from her books, but merely followed the conventions of her time.

A authentic Pimpernel party will do the same. Every member should be an upper-class Englishman, well-educated and somewhat foppish, moved by pity for the massacred innocents to risk his life (and have a jolly good time!) saving them from those “demmed froggies.” Parties will still have specialists, but the social class will remain homogeneous.

Less authentic, but more in accord with the usual gaming practice, is the “mixed” party: the League as it might have been had Baroness Orczy written the books today. Characters could include proto-feminists disguising themselves as *tricotteuses*, a Creole bastard determined to avenge his guillotined father, French nobles out to bring down the Jacobins, a Deputy moved by pity for the Dauphin — whatever the players create and the GM allows. Such a no-holds-barred approach will produce a

party that is anything but homogenous, but perhaps a bit better equipped to handle the drastic changes in France after the fall of the monarchy. A mixed party is also very appropriate to an espionage campaign, with the greater need for infiltration.

Even if the party is designed along these modernized lines, the GM should be very cautious with magic and psionics. Mesmer’s “animal magnetism” and Cagliostro’s Egyptian Freemasonry may have been the rage in Paris before the Revolution, but the actual existence of magery or psi will unbalance the milieu. It was barely a century before that the witch hysteria swept through France, and the Republican mob is far fiercer than the Inquisition. A good working knowledge of Occultism can be justified — especially for a member of a Masonic lodge — but working mages in revolutionary France stand an excellent chance of being uncovered and guillotined. The most that should be allowed is Empathy or Danger Sense — the “psionic” Advantages available to any non-magical character in a historical campaign. Of course, there is little wrong with *hints* of the supernatural — the escapes of the Pimpernel were widely attributed by the sans-culottes to intercession by the Devil! Game Masters planning a *GURPS Horror* or *Illuminati* campaign (see p. 93) may, of course, introduce real magic, but it should probably remain rare and mysterious.

Advantages, Disadvantages and Skills

Since the whole swashbuckling genre, and especially the Pimpernel stories, are thoroughly cinematic, the GM need not be terribly strict in enforcing "realistic" collections of skills

and abilities. Interesting character conceptions should be given more weight than strict accuracy.

Advantages

The following advantages are not suitable for *Pimpernel* characters unless the campaign is to have unusual overtones, such as *GURPS Horror*: Magical Aptitude, Magical Resistance, 10-point Clerical Investment.

Literacy

With Tech Level 5, literate populations become the standard. Many rural folk still have trouble with the written word; GMs can use the Semi-Literate option from *GURPS Swashbucklers* as a 5-point disadvantage.

Legal Enforcement Powers

The power granted by this advantage varies with the setting. British spies will usually be restricted to the 10-point version; their powers tend to extend no further than official sanction for their actions. French political agents, especially after the enactment of the various domiciliary search acts, can have very sweeping powers.

Military Rank

The British army still allows commissions up to the rank of major to be purchased. Officers include sergeants, subalterns, and cornets (Rank 2), lieutenants (Rank 3), captains (Rank 4),

majors (rank 5), colonels (Rank 6), and brigadiers (Rank 7). Generally, colonels and brigadiers led regimental formations. The Royal Navy promotes more or less on merit. Naval ranks are petty officers and midshipmen (Rank 2), lieutenants (Rank 3), commanders (Rank 4), post captains (Rank 5), commodores (rank 6), rear admirals (Rank 7), and admirals (Rank 8). The rank of commodore was a temporary one, given to a post captain placed in charge of a fleet. Brevet ranks are very common.

Patron

Especially with French politicians, a Patron can be a double-edged sword. Patronage is widespread in France, and through it one may gain access to state secrets, wealth, and dizzying levels of power. The political climate is so factionalized, however, that a Patron almost always brings an equally potent Enemy, and the downfall of the Patron inevitably presages his minions' own trips to the scaffold.

Rapid Healing, Immunity to Disease

As in *Swashbucklers*, both are very valuable advantages. Until the French advances in medicine (see p. 14), wounds and diseases often proved very debilitating or even fatal.

Disadvantages

A number of disadvantages are unsuitable for members of the League. Members should be prime physical specimens. The Pimpernel would also take care to cull applicants with prominent Mental Disadvantages such as Sadism, Bloodlust, Berserk, or Combat Paralysis.

Code of Honor

The Gentleman's Code of Honor is especially pertinent to English aristocrats. Note that while duelling is illegal in Britain, gentlemen still could not refuse a challenge and keep an intact reputation — it was the proper thing to do to have a smuggler ferry the principals to the French coast to have it out!

Compulsive Gambling

This disadvantage is endemic among the English aristocracy.

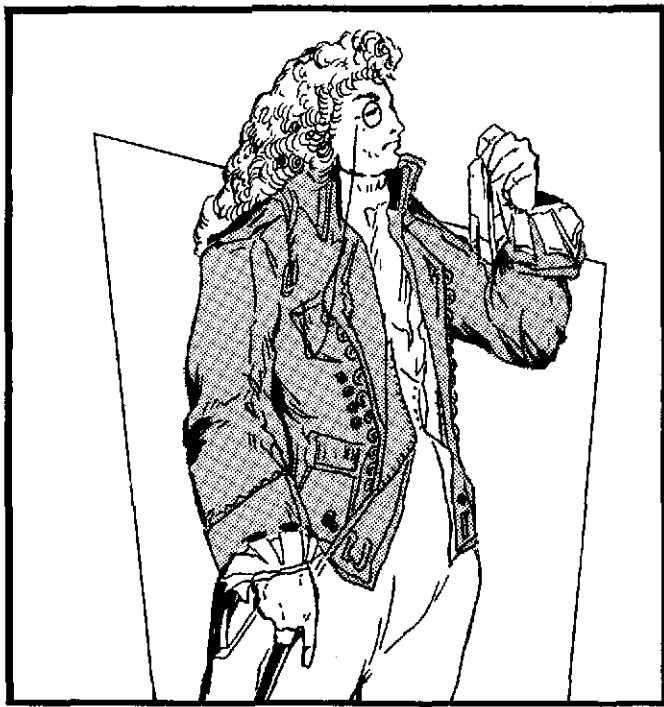
Cowardice

For British characters, treat as in *Swashbucklers* — it's a 15-point disadvantage. Among the English aristocracy in particular, cowards were shunned, and the faintest hint of cowardice often left an indelible stain on a man's reputation. See p. 68.

Intolerance

The widespread religious intolerance of the 17th century has largely faded by this time, except for the typical English contempt for "Papists." In insular England, a widespread distrust of "immoral" foreigners was commonplace. After the excesses of the Reign of Terror gained wide publicity in Britain, political radicals became tarred with the same brush.





In France, intolerance was internalized. Intolerance of aristocrats became so universal that after 1792, no disadvantage point value should be assessed for this intolerance. It is recommended that Tolerance for aristos be a disadvantage or a Secret, as the Terror progresses! Intolerance between political factions and for sans-culottes by the gentles is also rife. One could make a strong case that all of Revolutionary France is Intolerant, one way or another!

Odious Personal Habits

Many League members, especially those of the Prince's set, have adopted the highly affected mannerisms of the time. These "wags" appear very pompous and irritable to outsiders, making them eligible for a 5-point disadvantage.

Social Stigma

Foreigners in England are easily stigmatized, and campaigns set there should take this into account — being a foreigner in Britain is a 5-point disadvantage. More cosmopolitan France has no such stigma — save for being a *ci-devant* aristo, after 1792! Such is worth -5 or -10 points.

Skills

The tech level in the period of the French Revolution is 5 — barely. Watt's steam engine was still rare, the cutting edge of engine technology. The first railroad was ten years away. The hot-air balloon was ten years old.

These weapon skills are not appropriate to normal English or French characters of the period: Axe/Mace, Axe Throwing, Blowpipe, Bolas, Broadsword, Buckler, Crossbow, Judo, Karate, Lance, Lasso, Polearm, Sling, Spear Thrower, Spear Throwing, Two-Handed Axe/Mace, Two-Handed Sword.

Fencing

Sabers and smallswords are still common, especially among gentlemen — every English nobleman worth his salt knew how to use a cavalry saber! Fencing skill does not ordinarily use the rapier or the main-gauche (see *GURPS Swashbucklers*) — these weapons are long out of vogue, used only by weapons buffs. Sir Percy *does* know the rapier, and once, challenged to a duel by Chauvelin, he chose rapiers! Treat rapier and main-gauche as Familiarities (see p. B43) which may be acquired by any fencer, but each takes 80 hours of practice to acquire, rather than 8.

Brawling is readily available; the English gentry of the time were avid boxers. Use of the bayonet requires Spear skill.



Chemistry

Modern theoretical chemistry begins in this time, led by luminaries such as Lavoisier. The final vestiges of alchemical methods disappear.

Meteorology

Major researches into meteorology would begin after the turn of the century; at present, the skill is still Weather Sense.

Physician

Orthodox medicine during the 1790s was incredibly brutal; the major treatment for virtually any ailment was bleeding, and cleanliness was considered effete. The only surgical techniques practiced were amputation and bone setting, and the only medicines prescribed by university-trained doctors involved expensive, foul-tasting and often poisonous chemicals (mercury, lead acetate). Village herbalists and midwives knew gentle, effective remedies such as willow bark for pain or foxglove tea for heart disease, but were rapidly being driven out of business by the more "knowledgeable" (and far richer) doctors. Only the poor went to hospitals, and only to die.



For campaign purposes, the Physician skill is useless at best and dangerous at worst. First Aid techniques such as bandaging and suturing are actually much more effective than Physician. Characters with the actual Physician skill should roll twice for each healing roll — once to remember the “orthodox” treatment, and once to realize whether the remedy will kill or cure the patient!

Oddly enough, the Revolution itself caused huge advancements in medicine during this period. With the doctors of the nobility emigrating in hordes, the Republic needed skilled replacements for the battlefield, and results mattered more than outdated theories or nostrums. While the greatest advances occurred during Napoleonic times, GMs may allow native Frenchmen an effective Physician/TL5 skill by 1795.

Physics

Electrical experimentation is beginning in this period; Marat (see p. 39) was one of the scientists who took an interest in the field. Few practical applications have been suggested as of yet.

The League’s Reputation

In the books, the Pimpernel was the only member of the League with a specific individual reputation, but anyone identified as a member of the League would also benefit (or be endangered by) the League’s own Reputation. However, this is *not* a reputation attached to the character’s normal civilian identity. The Pimpernel and his men were all carefully anonymous; all Reputation went to their disguised personas!

An individual who is identified as being a member of the League — or even suspected — will have a +4 reaction from aristocrats (not just French) and their sympathizers elsewhere, and a -4 from rabid Republicans — both small groups. He will get smaller reaction bonuses and penalties from ordinary French people, but these are hard to predict in advance; in general, a member of the League can expect to be loved or hated, attacked or succored, but rarely greeted with a yawn. The net value of this reputation is assumed to work out to zero points, but it keeps life interesting for the Pimpernel and his allies!

Should a PC acquit himself especially well, he might gain some Reputation of his own. However, this would have to be done with delicacy, as individual glory-grabbing was not in the spirit of the League.

Jobs and Income

Average starting wealth in the campaign is 150 English pounds or 1,750 French livres. Reduce prices given on p. B212 to 75% to give the equivalent in livres. All jobs and income in the table below are listed for Paris; monthly income is given in livres. For purposes of comparison, Status 0 jobs in England paid an average of 4 pounds a month, Status 1: 9 pounds, Status 2: 15 pounds, Status 3: 40 pounds, Status 4: 100 pounds, and Status 5: 450 pounds. One pound equals 12 French livres.

Note, of course, that few League members will have merely “average” wealth! Furthermore, members of the League have no jobs in the traditional sense; titled nobles with inherited wealth hire stewards to run their estates, allowing them plenty of time to learn the latest dance steps or memorize the freshest gossip.

At home in England, unlike most other campaigns, it seldom matters how much money the characters actually have — so long

Piloting

The hot-air balloon is the only aerial craft of the time, and it can scarcely be “piloted;” the balloons go where the air currents take them.

Sports

The English aristocracy were avid sportsmen. Boxing, fox hunting, falconry, horse racing, cricket, and soccer were all known and played by gentlemen.

Surgery

See *Physician*, above; however, the standard was that if surgery was necessary, the patient was doomed.

Telegraphy

Restricted to operation of the French aerial semaphore system (see sidebar, p. 26). Only French characters created after 1792 who had been National Guardsmen would normally know the skill.



as they have the Wealth advantage. Especially in the swashbuckling milieu, an overreliance on bookkeeping detracts from having fun. Unless there’s a game reason not to do so (Lord So-and-So lost ten thousand pounds at hazard last week), assume that characters have ample gold on hand for all reasonable purposes. Of course, there are limits — not even the immensely rich Sir Percy Blakeney will have a million francs in his pocket. But characters shouldn’t have to keep running totals of gold. Equipment is another matter — only the truly wealthy can afford hand-crafted Manton shotguns or very fine quality heirloom smallswords!

However, League members operating in Paris will need cover identities to avoid being drafted, and will find it much easier to earn a few livres carting fruit than to explain those nice English coins to a National Guardsman.

Job Table

Job (Required Skills), Monthly Income

Poor/Struggling Jobs

Job (Required Skills), Monthly Income	Success Roll	Critical Failure
Beggar (no required skills), \$50	10	-1i/3d
Street Vendor (no required skills), \$65	10-1	-2i/1d
Laborer (ST 11+), \$70	12	-1i/LJ
Thief (Any three Thief skills at 12+), \$85	Best PR	2d/guillotined
National Guard soldier (Black Powder Weapons 10+), \$60	PR	2d/4d
Thug/Brigand (any Combat skill 11+), \$70	PR-2	3d/6d

Average Jobs

Craftsman (Craft skill 11+), \$100	PR	-1i/-2i
Clerk (Accounting/Administration 12+), \$90	PR	-1i/LJ
Bureaucrat (Administration 13+, Politics 13+), \$125	PR	-2i/guillotined
Gendarme [Black Powder Weapons 12+, Area Knowledge (Paris) 12+], \$100	Best PR	-1i/3d, LJ
Skilled Craftsman (Craft skill 13+), \$180	PR	-1i/-2i

Comfortable/Wealthy Jobs

Political Agent (Politics 13+, Administration 13+, Status 1), PR × \$20	Best PR-2	-1i/guillotined
Merchant (Merchant 13+), Skill × \$25	PR	-1i/-10i
Lawyer (Law 13+, Status 1, Politics 12+), \$500	PR	-3i/disbarred
Guards Officer (Leadership 12+, Tactics 10+, any weapon skill 12+), rank × \$30	Best PR-1	2d/-1 rank, 3d
Doctor (Physician 12+, Status 1) \$600	PR-1	-3i/-6i
Master Artisan (Craft 15+, Status 1, have own shop), skill × \$25	PR	-2i/-5i
Convention Deputy (Politics 15+, any three Social skills at 12+, Bard 10+), \$1,000	PR-2	LJ/guillotined

Money and Goods

Members of the League, traveling back and forth between France and England, will have to deal with two different currencies, and woe to he who slips! All tables in this chapter are given in French livres, indicated by \$.

The smallest French coin is the *denier*. 12 deniers make one copper sou; 20 sou make one livre. Paper *assignats* were issued throughout the Revolutionary period, but were inflationary — by 1792, the worth of an *assignat* was 65% the face value or less. Various other denominations existed: a half-sou coin (*demi-sol*), the *ecu* (worth three 3 livres), and the gold *louis* (worth 24 livres). The livre itself was not minted, being by that time merely a coinage of account. In English terms, roughly 12 livres equals a pound sterling.

Below are some Parisian prices for basic commodities in 1792. Note that as discussed on pp. 21 and 48, certain prices are greatly inflated in 1793; after Thermidor, price controls are lifted in Paris, resulting in runaway inflation. Many common items may be unavailable in Paris during various periods, depending on the vagaries of the harvest and the commissary shipments.

Liquid measures are given in liters for period flavor — the Revolution introduced the metric system in 1791. A liter is almost exactly a quart.

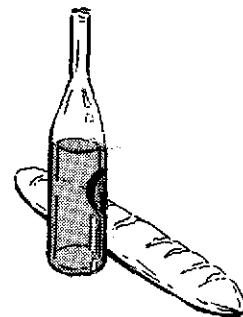
Weapon	Malf	DMG	SS	Acc	v2D	Max	WT	RoF	ST	Rcl	Cost
Musket	14	4d	15	5	100	1,500	13½	1/20	11	-3	24
Pocket Pistol	14	1d	11	1	40	300	1½	1/20	10	-1	24
Cavalry Pistol	14	2d+1	12	1	50	400	3½	1/20	10	-1	120
Rifle	14	5d	14	7	400	2,000	7½	1/40	10	-2	96
Blunderbuss	14	5d	14	3	15	100	12	1/15	13	-4	12
Shotgun, dbl-barrel	15	4d	9	5	25	150	8	2/*	13	-4	720

Malf: The die roll on which the weapon malfunctions.
DMG: The damage that the weapon does.
SS: Snap-shot number; adjusted skill must be at least this to avoid the -4 snap-shot penalty.
Acc: The accuracy modifier of the weapon.
v2D: Distance at which the accuracy modifier is 0 and damage is halved.
Max: Maximum range of the weapon.

The Pimpernel Campaign

Commodities

Bread, 4-lb. loaf	10 sou
1 liter wine	12 sou
1 lb. beef	20 sou
1 lb. mutton	16 sou
1 lb. butter	1 livre
1 dozen eggs	12 sou
1 lb. sugar	4 livres
1 lb. coffee	3 livres, 5 sou
1 lb. tallow candles	2 livres
1 lb. rice	8 livres
1 liter oil	2 livres
cord of wood	25 livres
rented lodgings per day	5 sou
new suit of clothes	5-10 livres
1 lb. soap	20 sou



Weapons

A fine saber costs 480 livres (40 pounds); a good one costs 200. A smallsword costs 300 livres and 120 livres respectively. A small knife costs 24 livres. Firearms at this time are all flintlocks; common types are given below. See *GURPS High-Tech* for more information on black powder weapons.

Wt: Weight of the loaded weapon in pounds.
RoF: Rate of fire. The number to the left is the number of shots it can fire before exhausting its magazine, the second the number of turns required to reload.
ST: The minimum strength required to avoid an extra turn to ready the weapon after firing.
Rcl: The recoil penalty of the weapon.
Cost: Cost of the weapon in livres.

* The shotgun can fire twice before reloading. Reload time for each barrel is 20 seconds.

BACKGROUND

2

The French Revolution, bloody and brutal though it was, remains one of the most important events in Western history. A noble ruler was overthrown, not by some rival noble, but in the name of the people . . . of democracy. It was quickly apparent that the nobility had no monopoly on brutality, as the revolutionary movement turned on itself. The streets that had lately run red with noble blood now reeked with that of "the people." All too soon France found it had exchanged a king for an Emperor. Yet it began as a noble experiment.





The Revolutionary Calendar

The Republican government became so enamored with the idea of change that it abolished far more than the monarchy, the aristocracy, and the ancient provinces of France. It also banned the Christian religion in favor of the cult of Reason (superseded by the worship of the Supreme Being, a vaguely Deist religion that withered away almost immediately), instituted the metric system, and replaced the Gregorian calendar with a new, more logical system that instantly put France at odds with the rest of Europe.

The calendar was based on 12 months of three ten-day weeks apiece, with five intercalary days known as the "sans-culotides" in honor of the mob of Paris; years were renumbered to begin with September 22, 1792, the date of the abolition of the monarchy. The new months correlated with the old as follows:

Continued on next page . . .

A Revolutionary Chronology

France and England were — superficially — very similar countries in 1789. Both were agricultural monarchies with extensive colonial holdings and a prosperous middle class, and were primarily controlled by wealthy landowners. They were the most powerful countries in Europe, acknowledged leaders in literature, science and the arts. Both seemed likely to continue as such for the foreseeable future.

The similarities were deceptive. England was a constitutional monarchy ruled by an elected Parliament. Every Englishman, regardless of social status, had the same rights under the law to trial by jury and freedom to live and work where he pleased. And even though King George III had an unfortunate tendency to go mad from time to time, Parliament was capable enough that most folk never noticed.

Furthermore, England had the strongest and most prosperous economy in Europe. The textile industry was booming thanks to inventions such as the steam engine. Trade with the East was better than ever, harvests were bountiful, and the average farmer lived peacefully on his holding, paying nominal rents to the local squire. A man could be born poor and die rich — or even a knight — by inventing a new dye or steam engine. Wealthy industrialists with humble origins regularly married their daughters into the aristocracy. Poverty existed, of course, but the average English family lived very well indeed.

The situation in France was quite different. France had aided the United States in its rebellion, and the cost drove the country deeply into debt. Years of fiscal irresponsibility, rampant inflation, and riotous living by the court had left the economy in ruins; Queen Marie Antoinette was known as "Madame Deficit" for her extravagant gowns and compulsive gambling. Absolute power was supposedly in the hands of Louis XVI, but he was an indecisive man who had no idea of how to solve the crisis. Years of bad harvests raised prices to the point where the average peasant could not afford to buy bread or milk, and the interest alone on the national public debt constituted over half the government's income.

1788 to 1789

Timeline of the Revolution — 1788-1795

Events not recorded in history are italicized.

1788

April: The Parlement of Paris demands that King Louis convene the Estates-General to deal with the grave financial situation.

May 8: The King promulgates the Lamoignon Edict, abolishing the Parlement's power to review royal edicts.

July: The crown backs down in its dispute with the Parlement, announcing the convening of the Estates-General in the following year.

October: The mysterious "Committee of Thirty" is formed by the "Nationals" group.

1789

March: Elections for the delegates to the Estates-General are held.

May 5: Estates-General convenes at Versailles.

June 10: In defiance of royal wishes and led by Abbe Siéyes, the Parisian delegates of the Third Estate meet separately.

June 12: The Parisian delegates invite the remaining delegates to join them in independent convocation.

June 17: The Third Estate proclaims itself the National Assembly.

June 20: Tennis Court Oath. National Assembly assumes sovereignty.

June 23: King sides against the reformers and declares null and void the decrees of the new Assembly, to no avail.

June 27: Under pressure from the mob, the King orders the remaining abstaining delegates to join the Assembly.

July: Several food riots in Paris.

July 12: King unwisely dismisses the popular reformist finance minister Necker; spontaneous demonstrations in protest.

July 13: National Guard founded; first commander Lafayette.

July 14: Fall of the Bastille.

July 17: King accedes to the desires of the constitutionalists.

August 8: Abolition of feudal rights by the Constituent Assembly.

August 27: Adoption of the Declaration of the Rights of Man and of the Citizen.

October 4: Dinner of the Flanders Regiment at Versailles; Sir Percy Blakeney meets Marguerite St. Just at a banquet.

October 5: March of the women to Versailles; royal family forced to return to Paris the next day.

■ *Continued on next page*

Society was structured according to the ancient Three Estates. The clergy — some 130,000 — comprised the First Estate, the nobility — numbering between 200,000 and 400,000 — the Second. The remaining 25 million Frenchmen, regardless of wealth or profession, made up the Third Estate. Originally composed solely of the peasants who tilled the land, the Third Estate now included doctors, lawyers, merchants, teachers, industrialists, philosophers — anyone not under religious vows or of noble birth. While the Third Estate was by far the largest of the Estates, it had virtually no political power.

There was some intermixing among the Estates, but hardly on the English scale. Younger children of the nobility often entered the Church. A government worker who performed an extraordinary service to the Crown could be ennobled, and nobles who lost their money would work land alongside their former tenants. However, most people were born, lived and died according to their Estate, with little social mixing. The Second Estate was particularly class-conscious; the aristocracy snubbed the bankers who lent them money, and nobles “of the sword” (old knightly families) sneered at those “of the robe” (status gained largely through the purchase of government positions with attendant titles).

Worst of all, the old seigneurial tithes were still firmly in place, so that the Third Estate was heavily taxed to support the First and Second. A peasant had to till his seigneur’s fields, grind his grain in the seigneur’s mill, pay taxes to the seigneur for permission to marry his daughter or educate his son, and pay a fine if he wished to leave the estate to live elsewhere. When he died, his eldest son had to pay yet another tax on the estate. The Church extracted nearly as many taxes and fees from its tenants.

And no matter how hard a man worked, he could not rise in the world. A bright young attorney could set up a law practice in Paris, but unless he went into government service and caught the King’s eye, he would still be no more than a peasant in the eyes of the law, with few rights and many duties. A lawyer or doctor might make thousands of livres a year, but he still could be arrested at the whim of the local seigneur and be imprisoned — in many cases without trial. Society had changed greatly in the last hundred years, but the legal code had not been revised for centuries.

The Revolutionary Calendar (Continued)

Vendémiaire: September 22 to October 21
Brumaire: October 22 to November 20
Frimaire: November 21 to December 20
Nivôse: December 21 to January 19
Pluvôse: January 20 to February 18
Ventose: February 19 to March 20
Germinal: March 21 to April 19
Floréal: April 20 to May 19
Prairial: May 20 to June 18
Messidor: June 19 to July 18
Thermidor: July 19 to August 17
Fructidor: August 18 to September 16
Sans-culottides: September 17 to September 21

Thus, Robespierre’s Festival of the Supreme Being took place on 20 Prairial, Year II (June 8, 1794), and the Revolutionary Tribunal was suppressed on 12 Prairial, Year III (May 31, 1795). Other dates can be calculated with little effort, allowing the clever GM to use the Revolutionary calendar in France and the Gregorian in England. This will likely baffle the players, but the people of the time were equally baffled — a display of confusion about the calendar wouldn’t necessarily betray a member of the League as non-French.

The new calendar lasted until 1806, when Napoleon revived the Gregorian calendar. However, all but diehard Republicans had abandoned its use years before.

1789 to 1791

October 16: The National Assembly moves to Paris.

October 19: First Parisian session of the Assembly, in the Archeveche.

November 2: Church lands seized.

November 7: Decree passed barring Deputies from the active ministry.

December 19: Clerical lands and property worth 400 million livres sold at auction; money used to back the new “assignat” paper currency.

1790

January: Peasant uprisings in Brittany and several other provinces.

February 13: Religious orders abolished, remaining monasteries and convents closed.

May: Bourbonnais revolts.

July 12: Passage of the Civil Constitution of the Clergy.

July 14: Fall of Bastille celebrated at the Fête de la Fédération; the King and Lafayette preside.

June 19: Assembly votes to revoke all titles of nobility.

August: City of Nancy revolts; rebellion ruthlessly suppressed.

November 27: The Assembly demands that the clergy sign the Civil Constitution; the Church splits over the issue.

1791

February 19: Import duties into the city of Paris abolished.

April: Uprising in Provence.

June: Blakeney begins recruitment for the League.

June 20: Royal family attempts to defect; caught at Varennes near the Austrian border and forced to return. King’s prestige destroyed.

July 14: Second annual Fête de la Fédération.

July 17: Massacre of the Champ de Mars.

August: Formation of the League of the Scarlet Pimpernel; all members swear secrecy and obedience to Sir Percy Blakeney. Training begins.

August 27: Austria and Prussia threaten war in a joint declaration.

September: Sir Percy Blakeney begins courting Marguerite St. Just.

September 12: King approves Constitution, giving him veto power over Assembly acts.

October 1: The new Legislative Assembly is seated, and begins deliberations concerning the war threat.

November: Sir Percy and Marguerite marry. She retires from the stage and returns to England with him. They rapidly become estranged. League activities begin at this time.

■ Continued on next page

1788 was a particularly bad year. A deepening financial recession met head on with the failure of the harvest, sending grain prices skyrocketing to the highest level of the century. The winter of that year was the coldest in memory. Public aid proved inadequate, and adding to the food riots and the unemployment crisis, bands of starving peasants took to brigandage. The crisis was without precedent in living memory, and the people turned to their leaders for salvation.

Forms of Address

Forms of address can be quite confusing. Using the wrong title can provoke a quarrel, an angry exchange of letters in the public newspapers, or even a duel! It's far better to learn the correct forms than to risk insulting a powerful peer by accident.

England

King (Status 7): His Majesty the King; Your Majesty or Sir in conversation

Prince (Status 6): His Highness ("Royal Highness" if the Crown Prince) the Prince; Your Highness or Sir in conversation

Duke (Status 5): His Grace the Duke of ____; Your Grace, My Lord Duke

Marquess (Status 5): The Most Honourable ____; My Lord Marquess, My Lord

Earl (Status 4): The Right Honourable ____; Lord ____, My Lord

Viscount (Status 4): Viscount ____; Lord ____, My Lord

Baron (Status 3): Lord ____; My Lord (the title "Baron" is never used as an address)

Baronet, Knight (Status 2): Sir ____

Member of Parliament (Status 1 or 2): The Honourable ____; Sir (title usually abbreviated to "MP")

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Calling the Estates-General

Despite the able efforts of the reformist finance ministers Jacques Necker and Charles Calonne, France's finances deteriorated to the point that the King tried — illegally — to impose new land and stamp taxes in 1788. The Parlement of Paris, the most powerful appeals court in the country, rejected the tax increases, and ruled that only the old Estates-General — the collective deliberative body of the Three Estates, unsummoned since 1614 — had the power to tax. At first, the King refused the edict of the magistrates, attempting at last to strip the Parlement of the right to rule on royal edicts. The ploys were deeply resented, and eventually the King capitulated to the Parlement's demand to summon the Estates-General immediately. After a stormy electoral procedure, 1,201 deputies of the Estates-General were duly summoned to Versailles on May 4, 1789, to consider new taxes. Most Deputies — elected delegates — of the Third Estate also wished to reform the legal code to reflect modern society, a hope not shared by the delegates of the other Estates.

Although they brought many *cahiers* — public petitions akin to general referendum questions — to the deliberations, once seated, the reformers realized that the King had no intention of discussing any matter save taxation. After several frustrating weeks of debate, the deputies of the Third Estate on June 17th joined with representatives of the priests and a few sympathetic noblemen in declaring itself an independent National Assembly. Louis, appalled at losing control of the Estates and under pressure from conservatives to subdue the rebels by force, ordered the doors of the Assembly's chamber barred on June 20. He was convinced that the deputies would give up and join the other Estates if they had no place to meet.

The Assembly's deputies, led by the pamphleteer Abbe Siéyes and the dynamic Comte de Mirabeau, promptly met in a nearby tennis court, vowing never to adjourn until they had written a new constitution along democratic lines. Despite attempts at conciliation by the respected Necker, the King attempted to

1792

1792

March 1: Death of Leopold II of Austria.

March 10: Brissotin/Girondin "war party" comes into power.

April 20: The Assembly and Girondin government declares war on Austria.

May 30: King's bodyguard is dismissed.

June 13: King dismisses the Girondins.

June 20: Mob attacks the Tuileries; royal family moved to the Temple for "their own protection."

July: First known public mention of "Le Mouron Rouge" coming to the aid of defecting aristocrats. War goes poorly; France invaded by Austrians.

July 14: Third annual Fête de la Fédération.

July 30: The Commune creates the Committee of Surveillance to uncover counterrevolutionaries, headed by Marat and including Danton, Tallien, Collot D'Herbois, and Billaud-Varennes. First contingents of the Marseillais arrive in Paris.

August 1: Brunswick's Manifesto, threatening the destruction of Paris.

August 10: Marat's insurrectionists seize the Commune and the Assembly; the Assembly votes to abolish the monarchy.

August 13: Royal family imprisoned in the Temple.

August 19: Lafayette defects to the Austrians.

September 2-6: The September Massacres. Girondists accuse — accurately — the Jacobins of complicity. Reign of Terror begins.

September 20: The National Assembly is dissolved. Dumouriez's army wins victory against the invading Prussians at the battle of Valmy.

September 21: The National Convention is established.

September 22: Official establishment of the Republic; Louis XVI is now "Citizen Capet." Proclamation of "Year I of the Republic."

October: The Scarlet Pimpernel first duels with Chauvelin. The Blakeneyes are reconciled.

■ *Continued on next page*

dissolve the Estates, to be rebuffed by the new Assembly. Mirabeau replied contemptuously that only bayonets could disperse them. Indecisive as he was, Louis could not bring himself to use force against the rebels. Within a few days most of the clergy and a large bloc of nobles had joined the Third Estate. Moreover, word came to the king that a huge mob of Parisians were prepared to storm Versailles in order to compel his capitulation. Louis had no choice but to recognize the Assembly and order the remaining deputies to join it. What was to become known as the French Revolution was now well underway.



The Fall of the Bastille

The Assembly quickly got to work drafting a constitution, but enthusiasm and ideals bought no food for the hungry masses. Paris in particular suffered from the rising cost of bread, and the city's notorious mobs were becoming uncontrollable. When the King stationed a detachment of the elite mercenary Swiss Guards in Paris and positioned 16 further regiments in the vicinity in July, the mob became convinced that the King planned to put down the nascent Revolution by force.

Forms of Address (Continued)

Women take their husbands' names and titles upon marriage, although the heiress to a powerful title often has her husband take *her* surname. Women married to nobles are addressed as Lady (husband's surname or title). Women of noble families use their first names in addition to their husbands' surnames if their fathers were of higher rank than their husbands: Lady Portarles is a baron's daughter who married an earl, but Lady Jennifer Stevens is a duke's daughter who married a baronet. Married commoners are addressed as Mistress (Mrs.); unmarried girls use Miss. Women who establish an independent identity are addressed as Mrs. whether they are married or not, as a sign of respect; popular singer Susannah Cibber was addressed as Mrs. Cibber even though she was unmarried.

The eldest sons of dukes and marquesses take their father's highest subsidiary title, with the younger sons being Lord (first name). The eldest sons of earls take their father's highest subsidiary title if he has one, and are known as Lord (surname) if he does not; younger sons are styled The Honourable. All sons of a viscount are Honourables. Baronets' and knights' sons have no titles. The wives of younger sons are known as Lady (husband's first name), unless they are of higher rank, in which case they are Lady (first name).

Continued on next page . . .

1792 to 1793

November: The Montagnards, Jacobins, and *sans-culottes* league against the Girondins.

November 6: Dumouriez succeeds in defeating the Austrian armies at the battle of Jemappes, completing the French conquest of Belgium.

November 19: The Assembly votes a decree offering French assistance to "all peoples who want to recover their liberty."

December 3: Convention votes to place the King on trial.

December 11: The King goes on trial in the Convention for treason against the Republic.

1793

January 14-21: The King is found guilty of treason, sentenced to death by a narrow margin, and guillotined.

February 1: Declaration of war on England and the Netherlands.

February 25: Food riots in Paris.

February 26: Dumouriez and the French Army of the North invades the Netherlands.

March 7: Declaration of war on Spain.

March 9: Establishment of the Revolutionary Tribunal.

March 10: The Vendéan uprising begins.

March 21: French armies in the north defeated by the First Coalition, headed by England and the Netherlands.

April 5: Dumouriez defects to the Austrians, seriously discrediting the Girondin faction.

April 6: Establishment of the Committee of Public Safety, with Danton as its president; Danton becomes the *de facto* master of France.

April 24: The Girondins maneuver the arraignment of Marat before a Revolutionary tribunal for treason; Marat is handily acquitted.

May: Lyons revolts.

May 4: First Law of the Maximum instituted.

■ *Continued on next page*



Forms of Address (Continued)

Daughters of the nobility go by similar rules. The major difference is that the daughters of earls are Ladies and not Honourables, and that women who marry commoners retain their titles for life. Members of Parliament are either Status 1 or 2, depending on the size of their constituency and their own personal prestige. Of course, members of the upper-chamber House of Lords — all peers of the realm — use the Status levels appropriate to their ranks. Government ministers are Status 3, and the Prime Minister is Status 5.

France

French titles are simpler. The King is His Most Christian Majesty; his eldest son is the Dauphin. Non-royal nobles are addressed as Monsieur le (Duc, Marquis, Comte, Vicomte, etc.), or milord, with women being addressed as Madame la (Duchesse, Marquise, Comtesse, etc.) and young unmarried women as Mademoiselle. Curiously enough, commoners were also addressed as Monsieur or Madame, giving the illusion of far more social equality than actually existed.

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They were right. Louis waited until the Assembly was not in session and dismissed his entire government, most notably the popular Necker. When the Parisians found out, they rioted, stealing arms and repulsing the Swiss Guards. Rumors were rampant that the army was planning revenge. In particular, the tales centered around the Bastille, an ancient fortress once used to house political prisoners. The castle stood in a commanding location on the edge of the Faubourg St-Antoine, a working-class district in Paris noted for its Revolutionary fervor, and its cannon were in position to raze the area. And, even more interesting to the mob, it was well known that the fortification was liberally supplied with small arms, powder and shot.

Events came to a head on July 14, when a mob led by the lawyer Camille Desmoulins stormed the Bastille, seeking to neutralize the threat and capture the fortress' guns. Detachments of the French Guard, stationed in Paris and sympathetic to the rebels, hauled small cannon through the streets of the city to join the siege. The garrison, which sparked the confrontation by firing on the crowd, capitulated within hours. The incident proved a major psychological boost to the Parisian mobs, demonstrating that through the use of force they could control their own destiny. The mobs were now the actual rulers of Paris.

The King hurried to Paris the next day to pacify the mob, promising that the situation would not devolve into civil war at his hands. He recalled Necker, and officially recognized the new municipal government, called the Commune of Paris. The Parisians cheered the King, then set about demolishing the hated Bastille. The few prisoners within, all petty criminals and lunatics and including the notorious Marquis de Sade, were hailed as patriots despite their utter lack of political involvement.

Once the Bastille was gone, the Revolution seemed unstoppable. Cities all through France saw the old feudally controlled governments fall, to be replaced by revolutionary "communes." A new citizens' militia, the National Guard, was established in many areas. More ominously, the so-called Great Fear during late July and early August saw rumors of mass brigandage in the provinces, and reactionary peasant riots. When the peasants abandoned the hunting of the imaginary royalist brigands, they turned to attacking castles and burning records of manorial and feudal obligations. Many aristocrats, fearing the rapid pace of change and the increasing incidents of violence, fled France — the first of several contingents of emigrés to depart.

1793

June 2: Fall of the Girondins; 29 arrested on the floor of the Convention.

June 24: New Constitution enacted.

July 10: Peace negotiations abandoned; a new Committee of Public Safety elected.

July 13: Marat killed by Charlotte Corday.

July 27: Robespierre and Carnot appointed to the Committee.

July 28: Remaining Girondin leaders at large outlawed.

August 10: Fête in honor of the Constitution.

August 23: National conscription law begins the *levee en masse*.

September 4-5: The Fructidor riots; Paul Déroulède defects.

September 8: French forces defeated at the battle of Hondschoote.

September 17: Law of the Suspect enacted.

September 29: Law of the Maximum — price control edicts — revised.

October 5: New calendar established.

October 9: Lyons recaptured by the Republic.

October 10: Chief executive power is officially vested in the Committee of Public Safety.

October 12: Danton, in disgust at continuing excesses, leaves the Convention for his home in Arcis.

October 14: Marie Antoinette is brought to trial and condemned.

October 16: Marie Antoinette guillotined; the Austrians decisively defeated at the battle of Wattignies.

October 17: Cult of Reason established.

October 28-31: Trial and execution of Vergniaud and the remaining Girondist leadership. Philippe Égalite soon follows.

November: The Terror gains momentum; various Citizen-Deputies are dispatched as "representatives on mission" to the provinces to lead the executions. Some begin the dechristianization movement.

■ *Continued on next page*

In tardy response to the grievances of the peasantry, and with an eye towards pacification of the provinces, the Assembly, on August 8th, abolished feudal duties. With the ongoing restoration of order, the Assembly turned towards more fundamental changes. On August 26th the Marquis de Lafayette's Declaration of the Rights of Man was adopted. Local militia were incorporated into the new National Guard, commanded by Lafayette, the popular hero of the American Revolution. By autumn the new constitution, which gave Louis only a token veto over legislation, was ready to be sent to the Assembly floor for ratification. The unhappy King persisted in his course of vacillation, delaying the signature of the Declaration and the various antifeudal decrees. He called in the mercenary Flanders Regiment to Versailles, ostensibly for its annual dinner, but in actuality to intimidate the Assembly.

When it became known that the Regiment, during the dinner, had denounced the Assembly, the mob of Paris reacted again. A crowd of women protesting the price of bread marched to Versailles and broke into the palace, nearly murdering Marie Antoinette. Louis was forced to sign the Declaration of the Rights of Man, lower the price of bread, and agree to dismiss the troops. Lafayette saved the Queen only by promising that the royal family would be moved to Paris. On October 6 the women of Paris returned in triumph, escorting the royal family. The Assembly followed ten days later.

Assignats and Flight

The country settled down quickly. The Assembly soon divided into five distinctive factions: the Left, led by the "Triumvirate" of Barnave, Duport, and de Lameth; two centrist factions led by Lafayette and Mirabeau respectively; the Right, influenced by Condorcet and Brissot, and the so-called "Blacks," dissident monarchists who fomented counter-revolutionary plots. In November of 1789 all Church lands were seized, and the currency was restructured soon after, with paper *assignats* replacing coin. By the summer of 1790 old provincial boundaries had been abolished; the country had been reorganized into 83 *departements* and had elected a new Assembly. The judicial system was restructured to apply equally to rich and poor alike, the poorest peasants no longer had to pay taxes, and even the King appeared to accept the new order. It seemed as though France would become Europe's newest constitutional monarchy.

The next storm came in July of 1790 when the Assembly passed a decree forcing all priests to swear an loyalty oath to the republican government, re-



Forms of Address (Continued)

The King is Status 7; the Dauphin is Status 6, Ducs are Status 5, marquises and comtes Status 4, vicomtes and barons Status 3, sires and seigneurs Status 2. Nobles of direct royal descent (usually restricted to ducs) have Status +1.

In the early days of the Revolution, before the abolition of the monarchy, aristocratic Status levels are less useful — no good republican will bow and scrape before a noble! Still, the titles were still used, and had few negative connotations. As time passed, the use of titles disappeared completely. Eventually, even *having had* a title, no matter how fervent the republican, was automatically suspect. In campaigns set after 1793, GMs might want to require French-born noble characters to take the Secret disadvantage, worth 10 or 15 points. French Status is still recognized in England, but at Status -1; French *émigrés* were not truly accepted as social equals, unless they had the riches to back up their titles. Few ever did.

Continued on next page . . .

1793 to 1794

November 10: Désirée Candéille presides as the Goddess of Reason at the first Festival of Reason, at Notre Dame.

November 21: At the urging of the Cordeliers and the remaining moderates, Danton returns to Paris and reenters the political arena.

November 22: All remaining Catholic churches in Paris officially closed.

December: Bonaparte retakes Toulon from Admiral Hood, Lord Nelson, and the English. The first aerial telegraph line is in operation, to the northern frontier and Kellerman's army; the first battlefield uses of hot-air balloons also occur.

December 4: Billaud-Varennes drafts a law giving the Committee of Public

Safety direct power over all provincial officials.

December 13-14: Vendéan rebellion crushed at Le Mans.

1794

January: League of the Scarlet Pimpernel rescues the Dauphin. He goes into unrecorded exile in Brussels.

January 16: Decree of 27th Nivose.

March: Hébert and his enragés accuse the Convention and the Jacobins of moderation; he calls for a general uprising on the 4th. The sans-culottes, for a change, do not respond.

March 14-24: Fall and execution of Hébert.

March 30: Mass arrests of Dantonists.

April 3-5: Fall and execution of Danton and Désmoulins; Robespierre reigns unopposed.

April 16: Police Bureau instituted.

May: Chauvelin falls from favor and is arrested. Assassination attempts on Collet D'Herbois and Robespierre fail, provoking new slaughters.

May 7: Declaration of the Cult of the Supreme Being.

June 8: Festival of the Supreme Being celebrated.

June 10: Passage of the Law of 22 Prairial — the Great Terror begins. More are executed in Paris in the next six weeks than in the previous two years.

■ *Continued on next page*

Forms of Address (Continued)

Eventually, Republican officials were recognized as having inherent Status, ephemeral though the positions were. Important civic officials, such as Chief Commissaries and Constables, and political agents are Status 1; mayors, Section heads, chief Committee agents, and Public Prosecutors are Status 2; Convention Deputies are Status 3; sitting members of the Committees of Public Safety and General Security are Status 4. Military officers have the normal Status for their ranks. Defining higher Statuses is a more nebulous task; leaders such as Marat, Brissot, Vergniaud, Condorcet, Mirabeau, Robespierre, Danton and Lafayette were each in their turn at or near the pinnacle of power. Of the above, only Robespierre and Danton can be safely said to have achieved Status 7 — undisputed ruler of France. Few kept high positions for very long.

For simplicity's sake, GMs should probably not allow French politician PCs to have Status of higher than 3. The Republican government abolished the titles Monsieur and Madame as holdovers from the monarchy, and decreed that since everyone was free and equal before the law, everyone should be addressed alike. *Citizen* and *Citizeness* (*Citoyen*, *Citoyenne*) were the only correct forms of address. Anyone caught using the old forms was immediately suspected of royalist sympathies, and calling a man wearing a tricolor sash *Monsieur* was a sure path to denunciation. Country folk kept to the old forms of address far longer than did city dwellers, but the use of Monsieur and Madame did not openly return until the Consulate in 1799.

nouncing the authority of the pope. Moreover, the Assembly proposed reorganizing the Church completely, reducing the number of dioceses to one per *department*, and making all priests salaried state officials. About half the priests did sign the Civil Constitution of the Clergy, although many Frenchmen would not accept the sacraments from them. The rest refused, with Louis XVI their strongest supporter. A devout Catholic, he refused to take communion from a "juring" (signatory) priest, although he sanctioned the decree under protest.

Throughout this period, the neighboring European powers viewed the actions of the Revolutionary government with increasing horror, fearing that its radicalism would spread to their own countries. While the Assembly had formally disavowed wars of conquest, several disquieting actions — the annexation of the papal enclave of Avignon and the extension of the antifeudal laws to Alsace — served to place Europe on notice. In particular, Emperor Leopold of Austria, brother of Marie Antoinette, began to emerge from his insistent neutrality in early 1791. Events would soon force his hand.

In June of 1791 the King decided to escape to Austria, raise an army and return to put down the Revolution once and for all. Disguised, the royal family fled Paris around midnight of June 21. Through many delays and mere chance — a peasant recognized the King's face from a coin, less than 20 miles from the border at Varennes — the royal family was recaptured, arrested and brought back to Paris under heavy guard. The Assembly — fearing the reactions of Leopold and the increasing influence of the Jacobins — maintained its composure, creating the fiction that the King had been kidnapped. Still, royal credibility was finally and irrevocably shattered. And though few said so out loud, it was clear that the King was now a prisoner.



1794 to 1795

July: Robespierre taken ill, ceasing to appear at Convention or Committee functions; he restricts appearances to the Jacobin Club.

July 26: Robespierre returns to the floor of the Convention, promising a new, vast purge of "traitors."

July 27-28: Thermidorean Reaction; Robespierre, St. Just, Couthon, Hanriot executed. Terror ends, after 17,000 executions.

August: League of the Scarlet Pimpernel lies dormant.

November 12: Jacobin Club suppressed.

December 8: Remaining Jacobins re-

leased from prison; Chauvelin pardoned.

1795

February: In reaction to the White Terror, the League resumes activities.

April-May: Many remaining Jacobites are purged; Collot D'Herbois, Billaud-Varennes, and Fouquier-Tirville deported or executed. Continuing food riots in Paris.

April 5: Peace treaty signed with Prussia.

May 16: Peace treaty signed with the Netherlands.

May 20: The National Guard finally suppresses the sans-culottes.

May 31: Revolutionary Tribunal suppressed.

June 8: Dauphin's death announced.

July 22: Peace treaty signed with Spain.

August 5: Emmanuel Siéyès — a miraculously surviving deputy of the Estates-General and the original Declaration — takes control of Convention.

August 22: New constitution, written by Siéyès, adopted.

October 5: Royalist revolt put down by Bonaparte. Last known activities of the League.

October 31: Directorate begins.



The Motherland is in Danger!

The new constitution, with its provision granting the King veto power, was in place. The mobs of Paris, further radicalized by the abortive flight to Varennes and led by the Cordeliers Club, still demanded the abolition of the monarchy, to no avail. On July 17 the Cordeliers and the Jacobin Club held a rally on the Champ de Mars in Paris, petitioning for the dethronement of the King. At the direction of the Commune and the Triumvirate, Lafayette rushed to the scene with the National Guard and ordered the crowd to disperse.

The crowd jeered at Lafayette, and someone with a pistol tried to shoot him. The Guard loosed a volley into the crowd, and the rally dissolved into chaos as Guardsmen chased the largely unarmed crowd back into the streets of Paris. Thirteen civilians died. For the moment the moderates had won, but the massacre destroyed Lafayette's popularity, and ensured the enmity of the Parisian mobs. Embittered, he entered into secret negotiations with Austria to overthrow the radicals and the Assembly. The international situation was scarcely helped by a joint declaration by Austria and Prussia in August of 1791, raising the potential of armed intervention by the two powers.

The then-dominant party was the idealistic, foolish Girondins, a loose coalition that idealized the Republic as the new Rome. Influenced by the hawkish Brissotin faction, they declared war on Austria in 1792 to "strengthen the national character." The Jacobins, convinced that war was needless foreign distraction, futilely opposed it. The prominence of Maximilian Robespierre among the Jacobins stems from this time.

The war went disastrously from the start. The armies were soundly defeated by the Austrians; worse, all diplomatic efforts to ally with England collapsed, and even provoked the entry of Prussia against France. Food shortages escalated. To distract attention from the debacle, the Assembly called up 20,000 *fédérés*, or provincial guards, to protect themselves from the furious mobs. The rowdy *fédérés*, largely drawn from Marseilles and the surrounding countryside, proved to be even more unruly and lawless than the mobs, making an untenable situation worse.

The opposing forces made a major diplomatic blunder, announcing that the allies' intent was to restore the crown's authority, and that any harm done to the royal family would be met with harsh reprisals, including the razing of Paris. Already paranoid about a counterrevolution, the *sans-culotte* mobs, who regarded cleanliness and decent clothing as "aristocratic," engineered a coup in August. Led by a filthy and diseased journalist called Marat and aided by the *fédérés*, they took over the Commune of Paris on August 10th, stormed the Assembly, and deposed the King. The royal family was imprisoned in the Temple prison, the Girondins lost much of their influence, and plans were made to rewrite the constitution. Lafayette fled to Austria days before he was to have been arrested.

Blood in the Streets

Soon after, news reached Paris that the strategic border town of Verdun had fallen to the Austrians. George Danton, the prestigious leader of the Cordeliers and darling of the mob, took advantage of the situation to issue a general call to arms that sent thousands to the front. Marat's newspaper, *L'Ami du Peuple*, fanned the growing hysteria with allegations of a conspiracy on the part of the King, the Girondins — and anyone else who disagreed with Marat — to topple the Republic and restore the monarchy.

The Parisians responded as they always did: with violence. On September 2, 1792, rioters broke into virtually every prison in Paris and started a slaughter of the inmates, convinced that these were the dread "conspirators" who had sold out the country. Over the next five days thousands of people died in an appalling

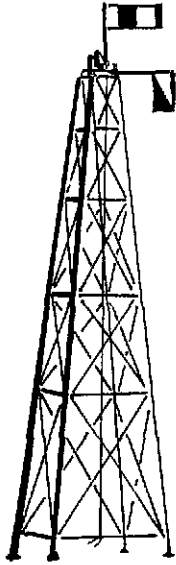


Dress

France was the fashion center of Europe before the Revolution, home to the most elaborately dressed court on the Continent. After 1789, however, clothing changed drastically. The brocades and tightly laced dresses of previous days became identified with the aristocracy, and the dressmakers, embroideresses and designers fled to England, which became the center of the fashion industry for the next dozen years.

Copying the popular artworks of the Republican artist David, the new style abandoned the powdered wigs and tight corsets of the *ancien régime* in favor of a light, simple mode of dress based vaguely on Greek statuary. Women wore high-waisted gowns of filmy muslin, silk or cotton, with long paisley shawls or velvet jackets for warmth in the winter; for the first time in three centuries there were no corsets confining the ribcage or petticoats tangling about the ankles. Men wore long trousers, tailcoats, top boots and simple linen shirts. Both sexes tended to wear their hair short, although many kept to the longer styles, especially in England. French radicals, called *incroyables* and *merveilleuses*, wore extreme versions of these styles, usually adorned with tricolor scarfs or sashes and a great deal of dirt. The lower classes, especially the *sans-culottes*, wore "Liberty caps," red caps in the Phrygian style adorned with tricolor cockades.

London dandies exaggerated these styles to the point of absurdity, lavishing as much embroidery and Mechlin lace on their brocades as possible, spending hours on their elaborately pomaded hair and constantly thinking up new ways to tie their cravats. Such clothing proclaimed their rank, wealth and idleness, making them the butt of many jokes among the serious.



The Aerial Telegraph

In 1793, the inventor Charles Chappe received the backing of the Convention to test a long-held idea — whether visual semaphore lines were feasible as a means of long distance communication. With the help of his brother Ignace, a Deputy of the Convention, he built a series of towers on heights between the cities of Paris and Lille, near the Dutch frontier. Each tower had two telescopes — each trained on an adjacent tower — and a two arm semaphore. The semaphores were capable of 49 different positions, corresponding to the alphabet, Arabic numerals, and high-priority warnings. The invention of the semaphore (Chappe coined the word) was a smashing success, allowing for hitherto unheard of speed of communication. Several lines were established, all originating in Paris. The first was Paris-Amiens-Arras-Lille; others included Rouen-Le Havre, Chartres-Le Mans-Angers-Nantes, Orleans-Tours-Poitiers-La Rochelle-Bordeaux, and Troyes-Dijon-Lyons-Avignon-Marseille-Toulon. Messages travelled at great speeds; from Lille and Le Havre in an hour, Nantes and Dijon in two, Bordeaux and Lyons in three, Marseille and Toulon in four. Only highly placed officials and the military could use the aerial telegraph, and restricting the flow of messages to important news and orders was a major priority.

Telegraphy skill is necessary to operate or decipher a semaphore message. Unusually enough, messages were almost never encoded. League members should take great note of the towers, both as a source of information and a source of peril — presuming, of course, that they can learn the signalling system. The towers are manned by ten men each — four spotters, two clerks, and four National Guardsmen.

orgy of slaughter, most of them thieves, prostitutes, and Paris' remaining clergy. One of the casualties was Marie Antoinette's dearest friend, the Princesse de Lamballe; the crowd taunted the Queen by displaying Lamballe's severed head on a pike directly under the Queen's window. The atrocities of the September Massacres were innumerable and often unspeakable, serving to polarize the already tense political atmosphere. At first, the participants in the massacres were popular amongst the people. As time passed, the *septembriseurs* were less favored, and eventually "September" became a byword for savagery.

The Assembly dissolved itself within a few weeks and was immediately replaced by the more radical Convention, dominated by Danton and his party. The Girondins still nominally led the government, but over their objections the *enragés*, or radicals, demanded that the King be put on trial for treason. Although Roland, the minister of the interior, resisted as long as possible, the trial began in December. In January, the Convention found him guilty and condemned him to death, by a plurality of a single vote.

Protesting his innocence and good intentions, "Citizen Capet" was guillotined on January 21, 1793. Two weeks later the Convention declared war on England, determined to carry "liberty, equality and fraternity" to every oppressed monarchy in Europe. With the increasing radicalization of the Convention, moderates such as Vergniaud and Condorcet lost influence to the more radical triumvirate of Danton, Robespierre, and Marat. While the military victories of the fall shored up the tottering Girondin regime, mob suspicions over their obstructionary tactics over the King's trial and attempts to save him from death sealed its political fate.

The Reign of Terror

Most of the country was shocked by the death of the King. Royalist provinces such as the Vendée and Brittany rose against the government at the same time that Belgian forces devastated the French near Brussels. Belgium was quickly lost. Dumouriez, the popular Girondin general, defected in April, heart-sick at the mismanagement of the war and the country. Moreover, France's enemies were growing in number; war with England and the Netherlands came in February, with Spain in March.

The Girondins did not know what to do. Pretty speeches quoting Plutarch were useless against Austrian guns and food shortages, and Marat and Danton began agitating for the final removal of the Girondins from power. The Revolutionary Tribunal was created to deal with "crimes against the state," and the Committee of Public Safety established to coordinate the war effort and to enforce the Tribunal's will. The deputies began dispatching "representatives-on-mission" to the provinces with emergency powers to bring the rebellions under control.

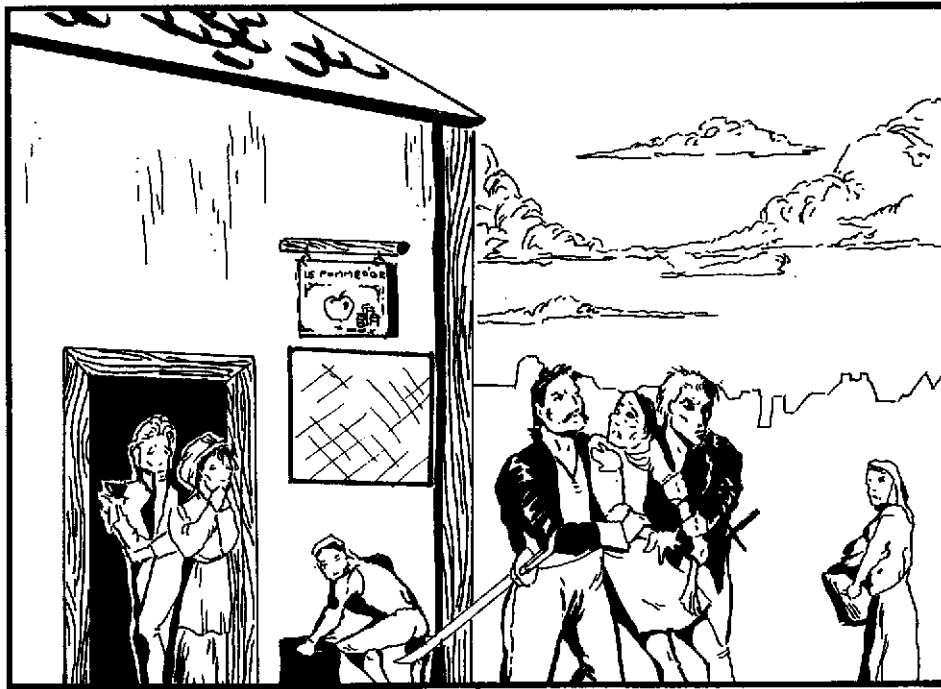
By May the Mountain and the Girondins were at each other's throats, literally as well as figuratively, with the *sans-culottes* invading the Convention floor on a near-daily basis to remove the Girondin deputies. The National Guard barely maintained order. Sensing that time had run its course, Girondins began emigrating as quickly as they could, but 29 of their leaders were arrested on June 2nd, along with dozens of followers and suspected traitors. It seemed as if the violence had reached its limit — September, the King, the Girondins . . .

Then the favorite of the mob was struck down, and the revenge was terrible. On July 13 Marat was assassinated by a young Girondin named Charlotte Corday. Corday, an intelligent and strong-willed provincial from Normandy, was guillotined a week later, believing that with the murder of the mobs' leader she had stemmed the bloody tide that threatened to overwhelm France. She could not have been more mistaken.

The Triumph of the Jacobins

Within weeks the purge of the moderates was complete, and the radicals had completely transformed France. The peace negotiations of the Dantonist Committee were abandoned, and a newer, more leftist Committee elected. "Patriots" such as Collot d'Herbois, a failed actor, massacred "traitors" by the score; in the infamous Noyades of Nantes, he had nearly 2,000 people drowned en masse. Another 1,500 were executed by massed cannon in Lyons. Marie Antoinette was tried and condemned to death in October; the imprisoned Girondins shared her fate soon after. In September the Convention passed the Law of the Suspect (see sidebar, p. 29), which allowed anyone to denounce anyone else as a traitor without witnesses or proof. Local Jacobin Clubs — the so-called "Popular Societies" — and agents of the Committee of Public Safety terrorized the countryside, denouncing and guillotining anyone for any reason, from supporting the King to serving bad wine! The triumph of Danton and Robespierre was complete.

The Convention abolished the old calendar (see sidebar, p. 18) and religion, declaring that the so-called "Goddess of Reason" would be the only deity worshipped in France. The isolation of the remnants of the royal family continued apace; the Dauphin, now known as "Little Capet," was separated from his sister and placed under heavy guard in the Temple, where his guards set about making him a good patriot.



Robespierre, recently elected President of the Convention and of the Committee of Public Safety, set about consolidating his own power. Francois Hébert, Marat's spiritual successor as leader of the sans-culottes and of the ultra-radical *enragés* faction of the Jacobins, was the first target. It was he who organized the food riots of September 1793 (the Fructidor Riots), using them as a means to lever the Convention into instituting more rigid price controls. Bread rationing began, and the harsh economic controls kept the armies in supply, though a lively black market flourished. National conscription efforts and centralization of resources allowed the amassing of immense armies, whose reckless massed attacks broke the rebellions and threw back the invading armies to the frontiers. For a time, the foreign threat had abated.

Committee of Public Safety

The *Comité de Salut Public* was set up in April of 1793 during a period of crisis in the war against the First Coalition. Nine Deputies, dominated by Danton, formed an executive committee to provide for the national defense and to oversee the extant organs of the executive government. The Deputies were elected by the Convention for one-month terms, and were eligible for reelection. In July, Robespierre engineered, through Parliamentary means, the removal of the Dantonist clique from the Committee, replacing them with his own partisans. From that point onward, the 12-man membership was static and continually re-elected: Robespierre, St. Just, Couthon (known as the Triumvirate), Lazare Carnot, Robert Lindet, Billaud-Varennes, Collot D'Herbois, Barère, Herault de Sechelles, Jeanbon Saint-André, Prieur and Prieur de la Côte.

From July 1793 to the Thermidorean Reaction, the Committee ruled the Convention and France, though its decisions were passed on to the Convention for formal ratification. Decisions were taken by the Committee in common, but members specialized in different areas — Carnot in military affairs, Lindet in supplies, Couthon and St. Just in politics, Jeanbon in the navy. Generally, individual members enjoyed a good deal of autonomy in their own fields. Various agents, often Convention Deputies themselves, carried out the Committee's policies, as well as conducting state-supported espionage and domestic surveillance.

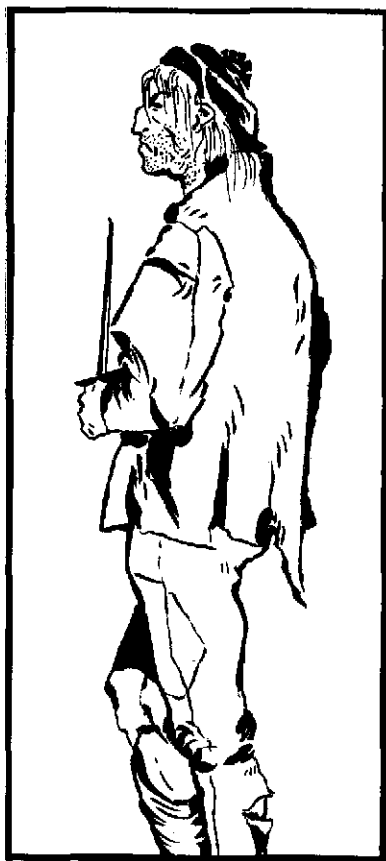
More ominously, Robespierre in April 1794 instituted the dreaded Police Bureau (*Bureau de Police Générale*) under the Committee's auspices. This secretive group concentrated on the surveillance and prosecution of government officials, and so was a cause célèbre not only to the members of the Committee of General Security, whose powers it had usurped, but to the Convention deputies as a whole. It did have a director, a dozen staffers, and an unknown number of field agents, but seems to have been under Robespierre's direct supervision.

After the fall of Robespierre, the powers of the Committee were sharply curtailed to its original authority over diplomacy and warfare, and the semi-autonomous agents brought to heel. The Police Bureau was disbanded.

Committee of General Security

Founded by the National Convention in 1792, the *Comité de Sureté Générale* was the organ of the Revolutionary government which directed the political police, the Revolutionary courts — including the Tribunal itself — and the prisons. Along with its sister organization, the Committee of Public Safety, the Committee of General Security was largely responsible for the day-to-day operation of the Reign of Terror.

Its 14-man membership was usually different than that of Public Safety, and it had its own group of over 120 agents. One of the Committee's original goals was to curb the independence of the "representatives-on-mission." These were Convention Deputies assigned to provincial cities, originally on an emergency basis in February of 1792 to help quell local rebellions. They were given broad discretionary powers for the oversight of local tribunals and communes, and often succumbed to dictatorial excesses. The Committee was largely successful in recalling many of the representatives-on-mission, but the periodic assignment of Deputies in the role persisted throughout the Reign of Terror and even past the Thermidorean Reaction.



Robespierre lost little time in isolating Hébert. The Hébertists led the dechristianization movement, which Robespierre feared at the time would needlessly antagonize foreign powers. In December, he brought the movement to an official halt, making an enemy of the volatile Hébert. The *enragé* leader eventually made the critical mistake of calling for a general uprising, giving the Committee the pretext to crush him. With adroit political maneuvering, Robespierre enlisted Danton and the Cordeliers in the suppression of Hébert's party. The ultra-leftists were quieted, but many of the sans-culottes would never thereafter trust Robespierre.

Soon after he moved against Danton himself, sending the Cordelier and his allies to the guillotine barely a month after the fall of the Hébertists. Even so, Danton's defense was so able that an alarmed Committee of Public Safety promulgated an emergency decree providing that prisoners who "insulted" the state not be permitted a defense. With the judicial murder of the mighty Danton, there was no one remaining to block Robespierre's path to absolute power. Further battlefield victories and a concurrent relaxation of the economic austerity laws only served to enhance Robespierre's prestige.

By the time the Law of 22 Prairial (see sidebar, p. 30) was passed, Robespierre was the undisputed master of France. The six weeks between 22 Prairial and the Thermidorean Reaction (see below) earned the name of the Reign of Terror, as the executioners claimed as many victims as had the entire Revolution to date. The paralysis engendered by the Great Terror spread through French society, leaving few untouched, even to the highest. "The Revolution is frozen," wrote St. Just, Robespierre's chief deputy, at the time.

Robespierre remained undaunted. His zenith came in June of 1794, when he led a "Festival of the Supreme Being," a deistic celebration designed to supplant both Christianity and the Goddess of Reason. As thousands of Parisians cheered him at the impromptu altar of a god none believed in, Robespierre seemed invincible.

The Fall of Robespierre

Shortly thereafter, several key Jacobins began to hear rumors that Robespierre would send them to the guillotine to further consolidate his power. Factional disputes helped sow dissension, as the members of the relatively moderate Committee of General Security grew restive at what they saw were encroachments on their prerogatives by the Committee of Public Safety. A group led by the mysterious Joseph Fouché decided to destroy Robespierre before he could destroy them. The rebels were fueled by a devastating speech by Robespierre, returning from a month's illness, to the Convention, detailing a vast new purge of traitorous elements. Unaccountably, he failed to name any of the intended victims. Waving a paper about in true McCarthyite fashion, he promised that the names of his enemies would later become known.

The error was fatal. By naming 30 Deputies, Robespierre could have eased the fears of 300. Instead, all fearing the worst, many felt they had no choice but to throw in with Fouché's cabal. Thus, "The Incorruptible" found himself being denounced as a bloodthirsty tyrant on the Convention floor the next day, July 27. Furious, he attempted to defend himself, but the conspirator Collot d'Herbois was President of the Convention that day and refused to recognize him. Robespierre, St. Just and most of their allies were arrested on the spot.

The Robespierrists managed to escape with the help of Hanriot and his Guards, but the Convention promptly outlawed them and called in troops to comb Paris for the former ruler. Robespierre took refuge in the Hôtel de Ville, to which the Commune summoned the armed bands of the Sections in Robespierre's defense. But Robespierre, legalist to the last, refused to lead an armed insurrection against the Convention. With his general Hanriot in a



drunken stupor and the mobs leaderless, the men of the Sections evaporated in hours, sealing Robespierre's fate. The Incorruptible was cornered and taken after a brief struggle in which he and his remaining followers were badly wounded. St. Just alone was uninjured and seemingly unperturbed by the thought of death; he was heard to remark "at least we gave the people the Declaration," and went to the guillotine with his composure intact. Robespierre, filthy, wounded and in excruciating pain, was executed the next day in the same clothing he had worn at the Festival of the Supreme Being barely six weeks earlier.

Aftermath

For all intents and purposes, the Revolution had ended. The Thermidorean Reaction, as it came to be called, put a more moderate and humane group in power. Within hours of Robespierre's death the prisons were opened, a general amnesty declared, and the Terror ended with 300,000 having been arrested, and 17,000 — mostly innocent — victims. The Committee of Public Safety was stripped of most of its power, the Jacobins suppressed, and the Laws of the Suspect and of 22 Prairial repealed. Even the mob of Paris was subdued; most of its leaders had perished during the Terror. To control the independence of the Commune, the Convention divided Paris into 12 separate governments. After abortive food riots in the spring of 1795, the National Guard occupied the *faubourgs* from where the sans-culottes gained their support, breaking their power for good. Victories over many of the enemy powers led to peace treaties with Prussia, Spain, and the Netherlands.

Royalists took revenge on Revolutionaries in the bloody "White Terror," but that was quickly suppressed. For a few more months groups of young reactionaries called the *jeunesse dorée* roamed Paris rousting out suspected Jacobins, but the movement quietly died away as the country returned to normality. For the first time in two years Frenchmen could speak and think without fear of execution.

The Thermidoreans wrote yet another constitution. The new government was called the Directory, and managed to govern peacefully for the next four years. The last riot against the government was led by royalists, and was put down by a Corsican general named Napoleon Bonaparte. Napoleon's "whiff of

Revolutionary Law

Civil Constitution of the Clergy

Approved on July 12, 1790, the Constitution provided for the "nationalization" of the Church. Bishops and parish priests were made elective positions, the jurisdiction of Rome was removed, and papal briefs were subject to government censorship. The Assembly, tired of waiting for the Papal approval that would scarcely be forthcoming, demanded on November 27th that all priests swear loyalty to the Civil Constitution. Only seven bishops did so. The priests divided into two roughly equal groups; "nonjuring," those who didn't sign, in the west; and "jurors," those who did, mostly in the southeast. A schism resulted in the outlawry of the non-juring priests. At first, the jurors were very unpopular amongst the still-devout middle and lower classes. Later, with official dechristianization and radicalism, the non-juring priests were shunned.

Law of the Suspect

The work of the Jacobin jurist and Deputy Merlin de Thionville and enacted in September of 1793, the Law of the Suspect provided that citizens could be subject to domiciliary searches, imprisonment, and trial on mere suspicion or denouncement, anonymous or otherwise.

Continued on next page . . .

Revolutionary Law

Decree of 27 Nivôse

This law, enacted on January 16th, 1794, greatly enhanced the power of the Gendarmerie and agents of the Committee of General Security to conduct domiciliary searches. Ominously, the Decree also provided a statutory reward of 35 livres a head for seized evidence leading to the conviction of a suspect for treason. Naturally, the result was widespread corruption and planting of faked evidence.

Law of 22 Prairial

In June of 1794, an even more sweeping law was instituted, called the Law of 22 Prairial for the Revolutionary date on which it was enacted. The Law of 22 Prairial called for the automatic trial of anyone denounced for treason, and stated that no defense of the accused could be heard and that the prosecution need not call upon witnesses nor have tangible proof of the defendant's guilt. It further centralized all judicial authority in the hands of the Parisian Tribunal, and significantly increased the range of crimes punishable by death.

This cruel "law" was a disguised mechanism for the judicial murder of anyone's enemies, and the time between its passage and the Thermidorean Reaction saw the execution of half the victims of the entire Reign of Terror. The sheer paranoia and fear that the Law engendered is seen by many historians as a principal cause of Thermidor — deputies fearing that their nominal parliamentary immunity was stripped away fell readily into Fouché's cabal.

grapeshot" shattered the rebellion; there were none to follow. Soon Bonaparte was the most popular man in France, and in 1799 he took over the government, first as Consul, then as Emperor. In little over a decade the Revolution had come full circle, with an absolute monarch ruling absolutely.

Glossary

As was the custom for writers around the turn of the century, Baroness Orczy used many French words and phrases in the text of her novels. Using some of the more common phrases can help a great deal both in understanding the novels and as color in play! French words are in bold italics, other terms are in regular italics.

À bas le République!: Down with the Republic! Anything or anyone to be denounced can be substituted at the end; ***À bas les aristos!*** was especially popular, needless to say.

À la lanterne les aristos!: Hang the aristocrats from the lampposts!.

À nous deux!: "To us two," reference frequently made by Chauvelin to the ongoing duel of wits between him and the Scarlet Pimpernel.

Ancien régime: The old feudal society overthrown in the Revolution.

Aristo: Aristocrat or counter-revolutionary.

Assignat: Revolutionary paper currency.

The Austrian, the Baker's Wife, Widow Capet: Marie Antoinette.

Billet-doux: Love letter (literally, "sweet letter"; the reference is to continuing correspondence.

Bourgeois: The middle-classes, those that enjoy the right of citizenship.

Bureau de Police Générale: The infamous Police Bureau; see sidebar, p. 27.

Ca ira: "It will come to pass"; song about the delights of murdering aristos, the unofficial marching song of the Parisian mob.

Caleche: Expensive four-seat coach, used by the rich and powerful.



Carmagnole: Derisive song and accompanying dance ridiculing Louis XVI as “Monsieur Veto,” imported by the *fédérés* from Marseille.

Certificats de civisme: Certificates of residence, required of all citizens but especially applicable to Parisians.

Ci-devant: “Former,” applied to the French nobility; “Louis Capet, ci-devant King of France.” Eventually synonymous with nobility.

Citoyen/ne: “Citizen,” standard title of address for fellow Frenchmen.

Comité: Any governmental standing committee.

Comité de Salut Public: The all-powerful Committee of Public Safety; see sidebar, p. 27.

Comité de Sureté Générale: The Committee of General Security; see sidebar, p. 28.

Commune: The municipal government of the city of Paris.

Congé: Letter of dismissal, usually referring to a love affair.

Cordeliers: Residents of the Cordeliers’ district of Paris; later influential leftist political party led by Danton. Also called “Indulgants.”

Curé: A vicar, holder of a benefice or church.

Dandy, fop: Overdressed young Englishman devoted to lace and brocade.

Dauphin: Title of the Crown Prince of France.

Deputy: Member of the Assembly, later of the Convention; often rendered “Citizen-Deputy” in speech, *deputé-representant* in French.

Emigrés: Noble refugee from France, typically to Austria, England, or in some cases Spain and Italy.

En regle: A document, usually referring to a Certificate of Safety or a passport, that is officially notarized and signed.

Enragés: Radical political party led by Hébert, devoted to violence. General term for a rabblouser, or a political fanatic.

Faubourg: Suburb of Paris.

Fédérés: Provincial members of the National Guard, originally from Marseilles; uniformly ruffians.

Feuillants: Jacobin splinter group with royalist leanings.

Fleur-de-lys: “Lily of the Valley,” the stylized symbol of the Bourbon monarchy and of royalist France.

Freemasons: Members of a secret fraternal society (see sidebar, p. 90).

Gadzooks! Odd’s fish! Zounds!: English curses (God’s hooks, God’s fish, God’s wounds).

Gazette de Paris: Parisian newspaper, backed by the Commune of Paris.

Gazette des Tribunaux: Newsletter published through the auspices of the Revolutionary Tribunal, detailing court proceedings.

Gendarmérie: The constabulary of the Commune of Paris; individuals are called “gendarmes.”

Girondins: Moderate political party, led by Brissot and Vergniaud.

Hôtel: Noble’s palace, also used to refer to large municipal buildings.

In the name of the people!, the Republic!: Salutation used by officials to gain entrance into towns, or into residences to conduct searches.

L’Incorruptible: Robespierre, so-called for his purported incorruptibility.

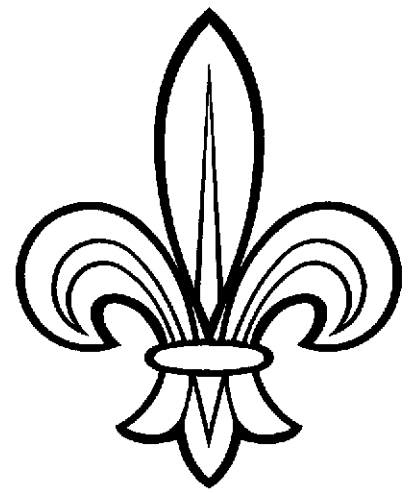
Incredibles: “Incredibles”; post-Thermidorean Frenchmen devoted to radical politics and extreme fashions.

Jacobins: Leading political party, ruling group during the Reign of Terror, led by Robespierre and Marat.

Jeunesse dorée: Conservative leaders of the anti-Terrorist backlash.

Juring priest: One signing the Civil Constitution of the Clergy, acknowledging the supreme authority of the Revolutionary government. Also referred to as *assermente* or *constitutionnel*.

La!: English exclamation, considered somewhat of an affectation.



Declaration of the Rights of Man and of the Citizen

“The representatives of the French people, organized in National Assembly, considering that ignorance, forgetfulness or contempt of the rights of man are the sole causes of the public miseries and of the corruption of governments, have resolved to set forth in a solemn declaration the natural, inalienable, and sacred rights of man, in order that this declaration, being ever present to all the members of this social body, may unceasingly remind them of their rights and their duties: in order that the acts of the legislative power and those of the executive power might be at each moment compared with the aim of every political institution and thereby may be more respected; and in order that the demands of the citizens, grounded henceforth upon simple and incontestable principles, may always take the direction of maintaining the constitution and the welfare of all.

“In consequence, the National Assembly recognizes and declares, in the presence and under the auspices of the Supreme Being, the following rights of man and citizen.”

With this preamble, one of the most important political documents in Western history began. Written largely by the Marquis de Lafayette, and based on the constitutions of Virginia and New Hampshire, and on the theories of Locke, Rousseau and Montesquieu, its 17 articles assert the governing principles of the French Revolution. These include liberty, equality, the right to hold property, security, and freedom from oppression. They further hold that sovereignty belongs to the entire nation, rather than the crown, and that the expression of the general will of the people was the Law.

Even during the Great Terror, the hands who wielded the guillotine still upheld — if in the breach, rather than the observance — the Declaration’s articles. The Declaration is still in force today, central to the legal authority of France.

The British Army

Most of the British army at this time was composed of autonomous regiments; these often had long, cherished histories and independent identities. Some of the more famous of the time include the Buffs (3rd Foot), the Black Watch (42nd Highland Regiment), the Black Horse (7th Dragoon Guards), the Green Dragoons (13th Dragoons), the Greys (2nd Scots Dragoons), the Blues (Royal Horse Guards), and the Red Dragons (23rd Foot, Royal Welsh Fusiliers). Regiments are homogeneous; they will be either cavalry, scouts, infantry, or artillery.



The French Army

By any standard, the French system was convoluted. There were many military organizations: the National Guard, the line army, the *armées révolutionnaires*, and local *gendarmeries*. Complicating matters were internal conflicts; the line army was heavily dominated by aristos (in 1789, nine out of ten French officers were members of the aristocracy), and the better-paid National Guard proved a magnet to the *sans-culottes*. Promotion was rapid. With the aim of improving the reliability of the officer corps, more than four out of five lieutenants in 1793 were sergeants in 1789. The Terror caused its own turnover; 17 generals went to the guillotine in 1793, an astonishing 67 in the first half of 1794! From the older regimental systems, the army was reorganized into *demi-brigades* — composed of two battalions of *levée* recruits and one line battalion.

Liberte, Égalite, Fraternite, ou la Mort!: Liberty, Equality, Fraternity, or Death! — the slogan of the Revolution.

Levée en masse: National conscription law inducting draftees into the army.

Little Capet, the Baker's boy: The Dauphin.

Livre: The standard silver coinage of France; roughly equal to 1/12 of an English pound.

Madame la Guillotine: The guillotine in the Place de la Revolution.

Madame Guillotine's Lover: Public executioner Sanson.

The Maiden: Synonym for the guillotine.

Marseillaise: Marching song of the fédérés.

Merveilleuse: "Marvelous"; female equivalent of an incredible.

Moniteur Universel: Parisian newspaper, virtually a house organ of the Committee of Public Safety.

Mitrailleur: One of the participants in the mass shootings at Lyons.

Montagnards or "The Mountain": Radical *sans-culotte* political party, so called for the raised benches they sat in in the Assembly.

Morbleu!: French curse.

Monsieur Veto, the Baker, Citoyen Capet: Louis XVI.

le Mouron Rouge: French for "Scarlet Pimpernel."

Non-juring priest: One who refused to sign the Civil Constitution of the Clergy; also called *insermente* or *refractoire*.

Noyades: Massacres in Nantes during the first days of the Terror.

Patriote: In this period, used to refer to a fellow countryman.

Reign of Terror, Le Terreur: Applied commonly to the Revolutionary period, specifically to the six weeks prior to Thermidor.

Republican: Person devoted to the ideals of the Declaration of the Rights of Man and to the overthrow of the *ancien régime*.

Robe a la grecque: High-waisted gown based on classical Greek robes.

Royalist: Person devoted to the maintenance or reestablishment (depending on the time period) of the French monarchy.

Sacre bleu! Sacre tonnére! Sacre calisse!: French curses (sacred blue, sacred thunder, sacred chalice) — less popular after official atheism! Note: as a general rule, French curses have religious connotations.

Sans-culotte: "Without breeches," term for the lowest classes of the Parisian mob, notorious for filth and slovenly ways.

Séigneur: French local country lord, equivalent to an English squire.

Septembriseur: Participant in the September Massacres; eventually a byword for savagery.

Sink me!: English curse, especially popular among sailors.

Sou: French copper currency; 20 sous were worth one livre.

Terrorist: Members and agents of the Committees of Public Safety and General Security.

Tory: British political party aligned with William Pitt. Weak and disorganized throughout the Revolutionary period.

Tricolore: The tricolor flag of the Republic: red, white and blue.

Tricolor scarf: Red, white, and blue neckcloth worn by officials of the Republic. Display of the scarf usually guaranteed obedience.

Tricotteuses: Knitting women who sat in the Place de la Revolution to watch the executions.

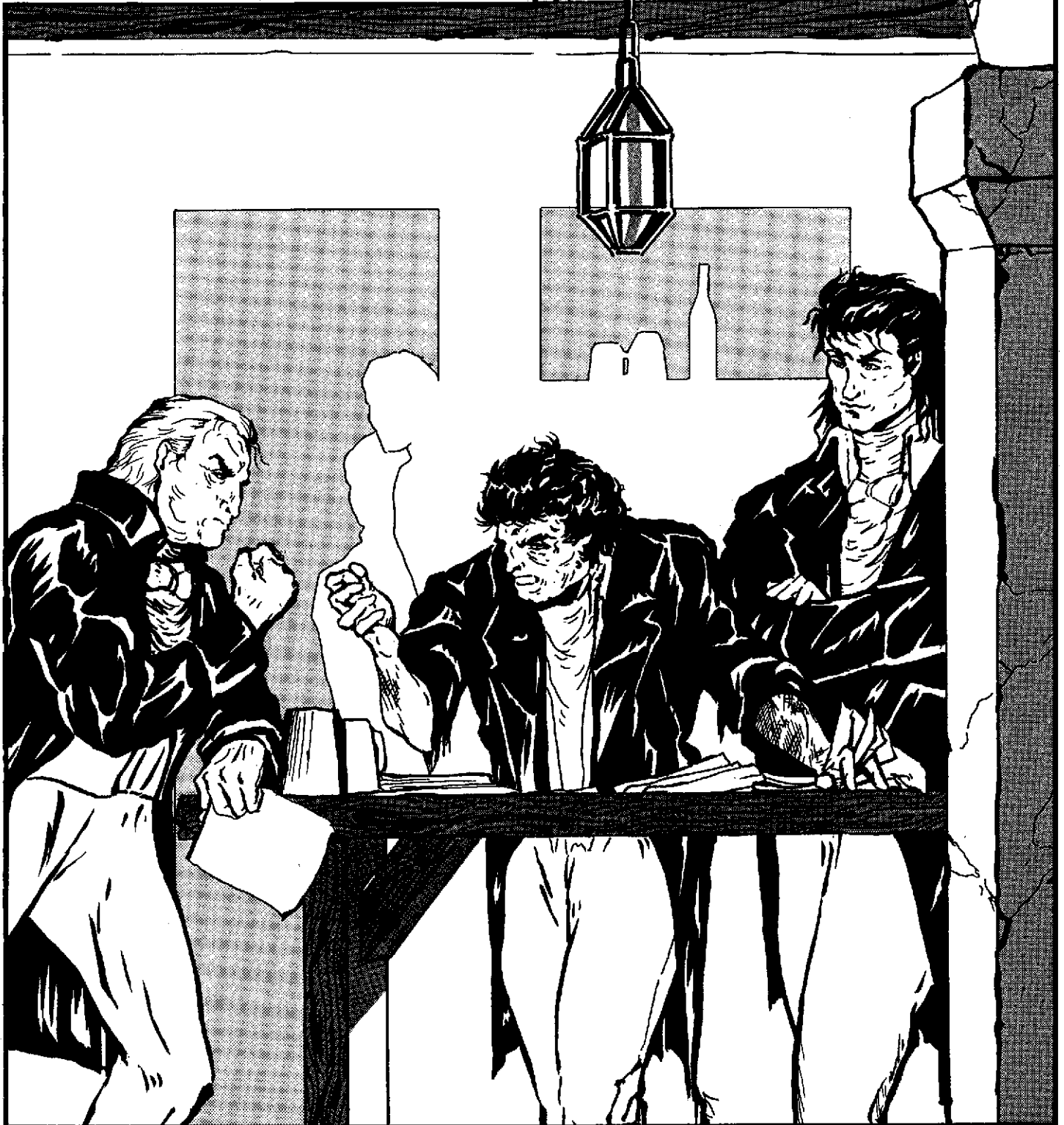
Tumbrit: Wagon used to bear condemned prisoners from the Conciergerie to the guillotine for execution.

Vive le Roi!: Long live the King! Decidedly inflammatory; *Vive le République* was considerably more acceptable.

Whig: Liberal British political party favoring the Revolution, led by Charles Fox.

PERSONALITIES

The leading figures of the French Revolution were larger than life . . . great heroes, great villains, driven by unrelenting causes. It is only fitting that the League and its opponents should be as colorful as their times. Following are the most prominent characters from the *Scarlet Pimpernel* books. Those not recorded in history are marked with an asterisk (*); the same format will prevail throughout this book.



Sir Percy Blakeney, Baronet, the Scarlet Pimpernel*

Age 29, blue-eyed blond, powerful physique. 6'3", 200 lbs.
ST 14, DX 13, IQ 14, HT 13.

Basic Speed 6.5, Move 8.

Advantages: Alertness +1, Status 3, Filthy Rich, Extraordinary Luck, Charisma +3, Appearance (Attractive), Literacy, Strong Will +2, Intuition, Reputation +2 (leading socialite, by English nobility and gentry, 12-).

Disadvantages: Fanaticism, Gentlemen's Code of Honor, Duty (the League, 15-), Odious Personal Habit (Buffoonery), Enemy (Chauvelin, appears 12-), Compulsive Behavior (Always Well Dressed).

Quirks: Intensely loyal; Snuff user; Loves Marguerite; Very proud; Thrill-seeker.

Skills: Brawling-17, Area Knowledge (Paris)-15, Area Knowledge (France)-15, Disguise-21/18**, Acting-18, Fencing-16, Seamanship-14, English-14, French-15, Gambling-13, Running-12, Singing-13, Area Knowledge (London)-14, Carousing-13, Streetwise-15, Savoir-Faire-18, Leadership-15, Tactics-15, Psychology-15, Riding-13, Driving-14, Black Powder Weapons-14, Poetry-12, Stealth-14, Administration-15, Shadowing-14, Bard-15, Musical Instrument (Fiddle)-11.

** Skill reduced when disguising himself due to height.

Sir Percy Blakeney is the scion of a distinguished English family. To fashionable London, he is the most perfectly dressed of fops, an essential element for a successful party, the leader of a coterie of inane young men who copy his dress and mannerisms to the delight of their peers and disgust of their elders. Whatever Sir Percy and his wife Marguerite wear to the opera one night will appear on every slave to fashion within a week, and ridiculous doggerel originating on his lips will be popular slang in days.

Few know that his foppish ways and amiable stupidity are a cover for the Scarlet Pimpernel. Disgusted by the carnage in France, Sir Percy inspired 19 of his friends to join him in founding the League and dedicated himself to rescuing victims of the Revolution. Since secrecy is essential not only to the League's continued success but to its members' continued survival, virtually every member has assumed the role of brainless dandy; after all, who would suspect "that idiot Blakeney" and his followers of having the intelligence and nerve to plan the successful rescue of entire families from the vengeance of the Revolution? Among his foes, only Chauvelin and a few cronies know the Pimpernel's identity, and they keep silent in the hope of nabbing Sir Percy themselves.

This cover has its drawbacks. Sir Percy's own wife had no idea of his double life for nearly a year, and his irritatingly frivolous approach to everything produced an estrangement that

nearly proved permanent. Eventually the couple reconciled, but Blakeney nearly ruined his own happiness while assuring that of countless others.

On missions, Sir Percy acts with consummate verve and planning. He insists on the painstaking coverage of every contingency; the key to this is constant misdirection. However, he seldom hesitates to trust to his luck and intuition in seizing any chance needed to succeed. Blakeney is an astute student of humanity, and seldom errs in his judgment of character.



Marguerite, Lady Blakeney*

Age 25. Extraordinarily beautiful blue-eyed redhead, 5'9", 130 lbs.

ST 10, DX 11, IQ 15, HT 11.

Basic Speed 5.5, Move 5.

Advantages: Very Beautiful, Filthy Rich, Status 2, Charisma +2, Literacy, Strong Will +2.

Disadvantages: Impulsive, Sense of Duty (her family), Social Stigma, Honesty, Reputation -2 (as Republican sympathizer, French emigrés, 12-)

Quirks: In love with Percy; Devoted to her brother Armand; Sarcastic wit; Generous; Fatalistic.

Skills: Bard-15, Performance-20, Acting-17 (default), Area Knowledge (Paris)-15, Area Knowledge (London)-15, English-14, French-15, Carousing-12, Literature-15, History-15, Riding-11, Dancing-13, Disguise-13, Stealth-11, Savoir-Faire-15, Philosophy-15, Politics-12.

Marguerite St. Just was one of the most prominent actresses in Paris during the early days of the Revolution, and used her position as leading lady of the Comedie-Francaise to run a salon frequented by Moderates and Girondists. To the shock of friend and enemy alike, "the cleverest woman in Europe" eloped with what many considered the stupidest man in England, Sir Percy

Blakeney. To no one's surprise, their marriage soon foundered, with Marguerite constantly sniping at her slow-witted husband in public. London soon adopted Lady Blakeney as a leader of fashion, but her glittering repartee masked the pain of a soured marriage.

After a year she learned the truth: her husband was actually the Scarlet Pimpernel, and he deliberately kept her at a distance because she had inadvertently caused the execution of a French nobleman and his family. It was not that Sir Percy did not love her, but that he dared not trust her. Marguerite risked her life saving Sir Percy's, and the two reconciled. Unfortunately, their happiness is marred by Sir Percy's constant absence on missions from which he might not return. Marguerite is extremely brave and loyal, but she cannot help fearing for her husband's life at the hands of the Revolution.

On more than one occasion, Marguerite has taken part in adventures, sometimes on the spur of the moment. The more difficult the task, the steadier and more quick-witted she becomes. In an actual crisis, Lady Blakeney is a masterful and resourceful woman, missing few chances to outwit her opponents.



Bernard-Armand Chauvelin, *ci-devant* Marquis de Chauvelin

French political agent, age 40, brown hair and eyes, 5'9", 130 lbs.

ST 10, DX 11, IQ 14, HT 11

Basic Speed 5.5, Move 5

Advantages: Status 4, Legal Enforcement Powers, Literacy, Wealthy, Charisma +1.

Disadvantages: Enemy (rival politicians, 9-), Fanatic, Odious Personal Habits (cruelty), Bully, Dependent NPC (incompetent daughter Fleurette, 6-), Truthfulness.

Quirks: Wears black; Loves trickery for its own sake; Snuff user; Courtly to his foes; Hates Sir Percy intensely.

Skills: Administration-15, Streetwise-15, Stealth-12, Riding-10, Camouflage-14, Interrogation-15, Leadership-14, Tactics-15, Diplomacy-13, Disguise-12, Area Knowledge (Paris)-14, English-13, French-14, Savoir-Faire-18, Black Powder Weapons-12, Detect Lies-14, Bard-14, Psychology-13, Politics-18, Area Knowledge (France)-13, Law-15, Fencing-9, Fast-Talk-17.

Chauvelin is one of the chief agents of the Committee of Public Safety, formerly ambassador to England. He gave up that post after an attempt to capture the Scarlet Pimpernel ended in a humiliating defeat, and has kept his head only by political maneuvering. He has unveiled the identities of a few members of the League (Blakeney, Armand St. Just, Sir Andrew Ffoulkes, Lord Antony Dewhurst), but keeps the knowledge to himself as a trump card should he face execution. Always, he remains the chiefest enemy of the Scarlet Pimpernel, and Chauvelin's hand is behind most plots against the League. He never seeks to kill the League members outright, but strives for their dishonor and public humiliation, believing it a better course for the dissolution of the League than creating martyrs.

Oddly enough, Chauvelin comes from one of the most distinguished noble families of France. His father was a marshal of France and the conqueror of Corsica, his grandfather was minister of foreign affairs, and no less than five of his forbears were officers of state to the crown. Chauvelin himself was, in his youth, Master of the King's Wardrobe! Yet, during his service under Rochambeau in the American Revolution, he converted to liberal ideals. Radicalizing after the establishment of the Assembly, he became an ardent Jacobin, and a friend of Robespierre.

Paradoxically, this cold man is a loving and devoted father. His one surviving relative is his teenaged daughter, Fleurette, and he is determined to protect her from the turmoil of Paris. She stays in the country and is totally ignorant of her father's position in the government; Chauvelin regards Fleurette as the one unspoiled part of his life, and will be utterly ruthless towards any threat to her. So zealous is he about protecting her that very few know he even has a daughter. Not surprisingly, Chauvelin prefers that this be so.



Paul Déroulède*

Age 40, swarthy, black hair and eyes, 5' 6", 160 lbs.
ST 12, DX 14, IQ 14, HT 12.
Basic Speed 6.25, Move 7.

Advantages: Status 3, Charisma +2, Voice, Reputation +4 (Parisian sans-culottes, all the time), Comfortable, Empathy.

Disadvantages: Dependent NPCs (mother and housekeeper, 6-), Sense of Duty (towards poor), Overconfidence, Secret (Working for the League).

Quirks: In love with Juliette de Marny; Dislikes violence; Courteous at all costs; Sympathetic towards the royalists.

Skills: Area Knowledge (Paris)-14, Bard-18*, Diplomacy-15*, Disguise-13, Fast-Talk-16*, Fast Draw-15, Fencing-17, French-15, English-13, Law-14, Leadership-15, Merchant-13, Politics-17, Psychology-15, Running-10, Savoir-Faire-13, Streetwise-13, Writing-14.

* +2 to skills due to the Voice advantage

Paul Déroulède is that rarest of creatures under the Terror: a popular Moderate and deputy to the Convention. Once a wealthy bourgeois, he endeared himself to the people by spending most of his money on a free hospital in the Faubourg St-Jacques. He lives with his elderly mother and a young cousin who keeps house for them. Here he feeds the poor children of the Cordeliers quarter, and clothes whole families with the dregs of his fortune. The mob of Paris adores him and the Mountain leaves him alone; Marat himself said that Déroulède was not dangerous, and this charitable man hardly seems a threat to the Revolution.

What no one suspects is that Déroulède secretly works for the Scarlet Pimpernel. He befriended Blakeney at Marguerite St.

Just's salon, and now gathers information for the League because he hates the bloodshed as much as he loves France. He has been extremely discreet, and very lucky; no one suspects that *le Mouron Rouge* has been his houseguest while France seeks for the elusive Englishman. However, Déroulède's boundless compassion has led him to the ultimate folly: he is deeply involved in a plot to rescue Marie Antoinette from the Temple. Blakeney has tried to discourage him, arguing that the Queen is far too well guarded for success, but Déroulède will not listen. It remains to be seen if the people's darling can survive exposure of this secret.

Déroulède is a noted duellist and in peak physical condition.



Sir Andrew Ffoulkes*

Age 28, brown hair and eyes, 5' 11", 170 lbs.
ST 12, DX 12, IQ 12, HT 12.
Basic Speed 6, Move 7.

Advantages: Status 2, Very Wealthy, Appearance (Attractive), Literacy, Empathy.

Disadvantages: Sense of Duty (friends), Duty to the League, Gentleman's Code of Honor, Enemy (Chauvelin, appears 12-).

Quirks: Adores his wife; Follows Percy unquestioningly; Devoted to Marguerite; Always looks on the bright side; Affects foppish ways.

Skills: Disguise-17, Acting-14, Fencing-15, Stealth-14, Black Powder Weapons-13, Savior-Faire-15, Area Knowledge (Paris)-13, Area Knowledge (France)-13, English-12, French-12, Riding-14, Carousing-13, Streetwise-12, Sleight Of Hand-13, Leadership-13, Tactics-12, Running-10, Brawling-13.

Sir Andrew is Sir Percy Blakeney's closest friend, and his chief lieutenant in the League. An honest, upright young man with an excellent reputation, he is utterly loyal to Blakeney and his family; he is nearly as devoted to Marguerite as he is to Sir Percy, and is married to Marguerite's dearest friend, Suzanne de Tournay. The young couple is blissfully happy, and has caused a minor scandal by being openly affectionate in public!

Quick-witted and a master of disguise, Sir Andrew often leads missions in Sir Percy's absence. Chauvelin knows his true identity, but Sir Andrew has so far been able to evade his grasp. However, Sir Andrew would make an excellent hostage, for he knows nearly as much about the League as its chief.



Lord Antony Dewhurst*

Age 24. Fair hair, blue eyes, 5'10", 175 lbs.

ST 13, DX 12, IQ 10, HT 12

Basic Speed 6, Move 7.

Advantages: Status 4, Wealthy, Charisma +1, High Pain Threshold, Literacy.

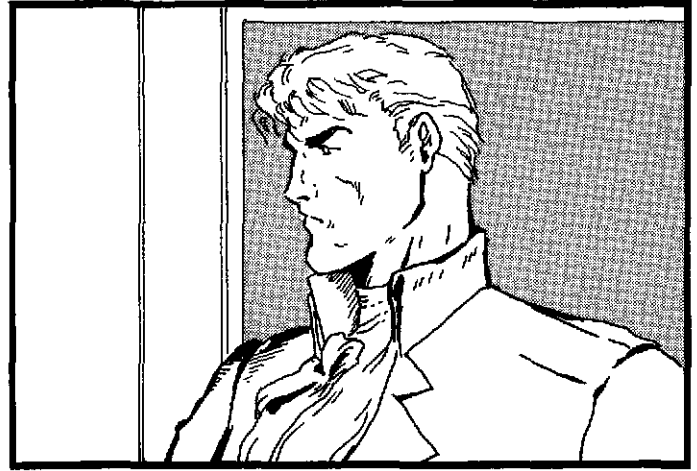
Disadvantages: Odious Personal Habit (Buffoonery), Gentleman's Code Of Honor, Duty to the League (15-), Sense of Duty (Friends).

Quirks: Lazy; Dislikes dirt; Fond of exclamations; Likes to roughhouse; Will not tolerate criticism of Sir Percy.

Skills: Acting-12, Disguise-11, Fencing-14, Stealth-13, Black Powder Weapons-13, Riding-15, Savior-Faire-13, Area Knowledge (Paris)-12, Area Knowledge (France)-12, English-10, French-10, Riding-12, Carousing-13, Area Knowledge (London)-13, Brawling-14, Leadership-11.

A younger son of the Duke of Exeter, Lord Tony is almost a caricature of the idle young man of fashion: cheerful and chivalrous, he has a reputation for trying to outdress Sir Percy Blakeney and never quite succeeding. One of Percy's most trusted lieutenants, he can be counted on to obey orders to the letter, even if he is reluctant to get as dirty on a mission as others.

However, Tony is unfortunately much closer to the popular image of Sir Percy Blakeney than Blakeney himself; his loyalty and devotion cannot overcome the fact that he is not overly bright, and lacks the skill at improvisation of Sir Percy and Sir Andrew. He can follow a plan to perfection, and lead a mission if given clear instructions, but leaves the improvisation to others.



Désirée Candéille



Age 27. Dark hair and eyes, slender build, 5' 5", 110 lbs.

ST 9, DX 12, IQ 13, HT 11.

Basic Speed 5.75, Move 5.

Advantages: Patron (Chauvelin), Beautiful, Charisma +1, Literacy, Musical Ability +3.

Disadvantages: Duty (French Government, 12-), Impulsive, Intolerance (nobles).

Quirks: Hates the De Marny family; Petulant; Dislikes England.

Skills: Bard-14, Performance-17, Area Knowledge (Paris)-16, Area Knowledge (England)-12, French-15, English-12, Carousing-15, Sex Appeal-15, Fast-Talk-14, Singing-16, Savoir-Faire-12, Dancing-13.

Once a leading star of the Varietes in Paris, Désirée Candéille fled to England in the early 1790s to escape the Revolution. She has tried unsuccessfully to gain a foothold in the London theatre, and spends most of her time ostensibly raising money for the poor of Paris. Winsomely pretty, with a tragic air, she is universally pitied in the emigré community as yet another example of the Revolution gone wrong.

No one suspects that Désirée Candéille is actually Chauvelin's chief spy in England, with the primary mission of ferreting out the identity of the Scarlet Pimpernel and his men. Since those emigrés lucky enough to be aided by the Pimpernel never cease to praise him, she has managed to gather much useful information, particularly about lesser members of the League.

Emigrés tend to trust Candéille and confide in her; after all, she appears to be one of them. Even Marguerite Blakeney has been taken in by her pathetic ways, and has functioned as her entree into London society. Although she wants to return to Paris, Candéille will remain in England until Chauvelin recalls her. She is far too valuable to the Committee to waste on the stage.

Victor Désgas*

French private secretary, age 28. Dark hair, blue eyes, 5'9", 145 lbs.

ST 11, DX 12, IQ 12, HT 13.

Basic Speed 6.25, Move 6.

Advantages: Literacy, Patron (Chauvelin), Legal Enforcement Powers, Status 1.

Disadvantages: Duty (Republic of France, 15-), Unattractive, Bloodlust, Sadism, Enemy (rivals of Chauvelin, 9-), Fanaticism.

Quirks: Deliberately colorless; Obeys Chauvelin slavishly; Sullen when afraid.

Skills: Administration-14, Area Knowledge (Paris)-15, Brawling-12, Fencing-15, Forgery-12, History-10, Intelligence Analysis-10, French-15, English-11, German-11, Spanish-11, Dutch-11, Law-12, Politics-11, Riding-12, Savoir-Faire-15, Stealth-12, Writing-15, Black Powder Weapons-14.

Désgas is Chauvelin's private secretary, confidant, bodyguard and whiphand. He is trusted to carry out many confidential tasks, whether it be spying, covert correspondence or supervising Guard detachments. Although deathly afraid of drawing his master's ire, he will remain cool and unperturbed in most situations. Désgas will try, as often as possible, to keep his latent sadism in check, but captured prisoners often prove more temptation than he can withstand.



Armand St. Just*

French politician, age 32. Dark hair, blue-gray eyes, 5'8", 150 lbs.

ST 11, DX 12, IQ 12, HT 11.

Basic Speed 5.75, Move 5.

Advantages: Status 2, Literacy, Voice, Comfortable.

Disadvantages: Impulsive, Secret (before 1792), Enemy (Republic of France — after 1792), Sense of Duty to the League, Code of Honor.

Quirks: Craves adventure; Loyal to Marguerite; Hero-worships Sir Percy.

Skills: Bard-13, Politics-15, English-13, French-15, Area Knowledge (Paris)-16, Stealth-12, Forgery-14, Disguise-13, Fast-Talk-12, Literature-12, History-12, Riding-12, Black Powder Weapons-14, Fencing-10, Savoir-Faire-12, Philosophy-11, Brawling-14.

Armand is Marguerite's beloved older brother, and a former member of the National Assembly. He defected to England when his connection with the League was discovered in late 1792, and lives near London with the Blakeney's.

Armand is impulsive, idealistic, and longs to return to France to participate in rescues. However, he is too well known and too untried for Sir Percy to risk sending him into the field, and he spends most of his time preparing disguises and forging passports, much to his own dissatisfaction. Armand continually pesters his brother-in-law to let him return to France, but so far has been unsuccessful.



Louis-Antoine St. Just

French politician, age 25. Fair hair, dark eyes, medium height, slim build.

ST 11, DX 11, IQ 14, HT 12.

Basic Speed 5.75, Move 5.

Advantages: Very Handsome, Charisma +1, Status 4, Wealthy, Legal Enforcement Powers, Patron (Robespierre), Literacy.

Disadvantages: Enemy (Girondins, 12-), Fanaticism, Jealousy.

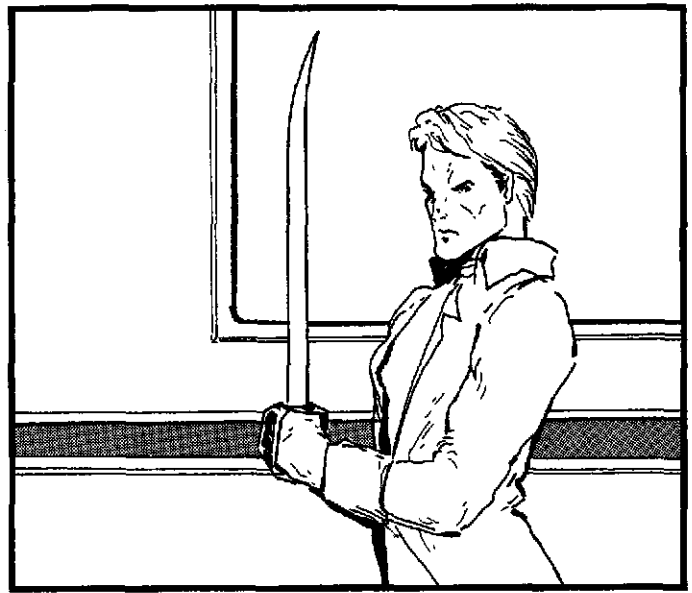
Quirks: Impeccable dresser; Imperturbable; Dislikes references to his youth.

Skills: Bard-16, Law-16, Politics-17, Savoir-Faire-14, Area Knowledge (Paris)-15, Fencing-14, Detect Lies-14, Administration-15, French-16, English-12, Leadership-14, Writing-15, Sex Appeal-13.

Antoine St. Just is Marguerite and Armand's cousin, and a member of the Committee of Public Safety. Despite his ties to the Pimpernel's family, the "Angel of Death" is a fanatic Jacobin and Robespierre's most loyal ally. Astoundingly handsome, brilliant, powerful and utterly implacable in rooting out traitors, St. Just is one of the most feared men in France.

In action, St. Just is a formidable foe. He possesses great oratorical powers, and is a skilled leader and bladesman. Nothing will deter him from his goal, and he is quite fearless. Perhaps the only chink in his armor is his age; his youth prevented him for years from taking as active a role in politics as he would have liked, and references or gibes on that score will enrage him.

His icy facade broke long enough for him to propose to his lovely cousin Marguerite. She turned him down, and soon married Sir Percy Blakeney. Rejected for an English aristocrat, St. Just's earlier affection for his cousins turned to hatred, and he would like nothing better than to see them both guillotined. Any attempts to appeal to his softer side or his relationship with Marguerite will fail. Nothing will deter Antoine St. Just from his mission to save France from aristocrats, and woe betide any man who incurs the enmity of Robespierre's confidant.



Jean-Paul Marat

French politician and rabble-rouser, age 50, brown hair, black eyes, diseased complexion.

ST 12, DX 11, IQ 15, HT 9.

Basic Speed 5.25, Move 5.

Advantages: Status 5, Reputation +4 (sans-culottes, all the time), Literacy, Charisma +3, Strong Will +3.

Disadvantages: Jealousy, Odious Personal Habit (never uses soap), Reputation -3 (moderates and royalists, 15-), Enemy (Girondins, 15-), Ugly Appearance, Struggling, Paranoia.

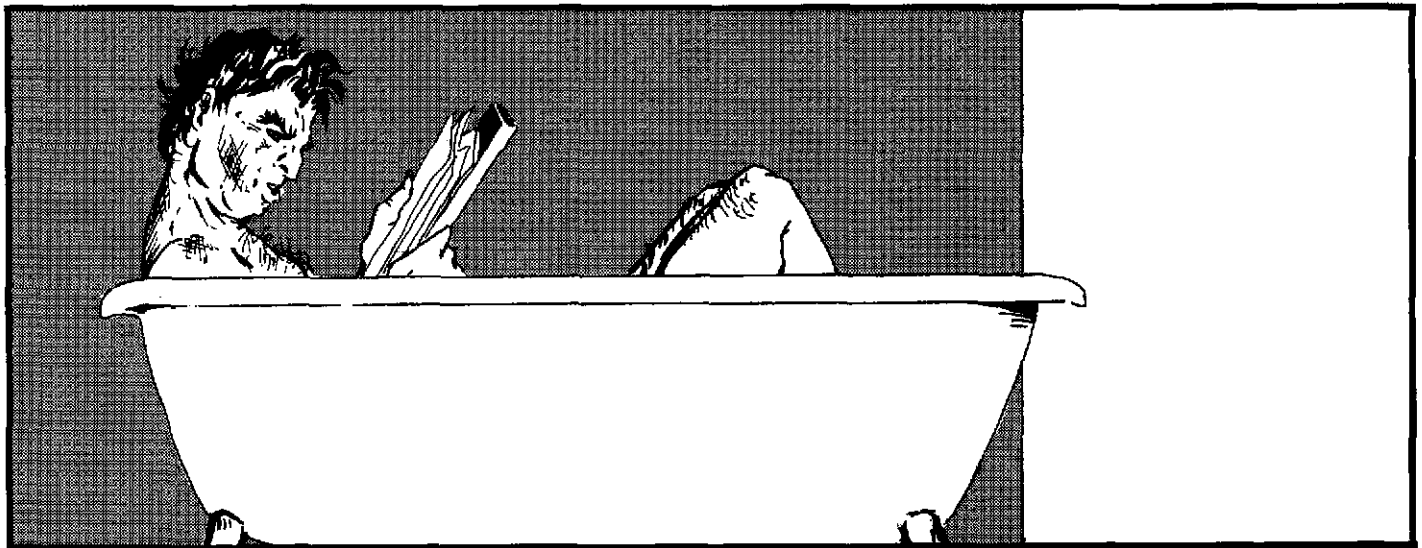
Quirks: Works in bathtub; Persecution complex; Vengeful; Loner; Indefatigable.

Skills: Writing-18, Law-13, Research-18, Physics/TL5-19, Physician-17, Chemistry/TL5-15, Area Knowledge (Paris)-18, Disguise-13, Fast-Talk-15, Leadership-14, Literature-14, Mathematics-15, Philosophy-17, English-14, Italian-14, French-15, Dutch-14, German-15, Latin-13, Theology-14, Politics-15, Streetwise-15, Scrounging-14, Stealth-13.

One of the many historical oddities of the French Revolution is the question of how an elegant and wealthy physician, learned

in many fields and a noted authority in the field of optics, could become the filthy, demoniacal figure known as Marat. Yet indeed the champion of the sans-culottes was once the very symbol of what he despised. Embittered by the refusal of the prestigious Academie des Sciences to admit him as a member, believing himself to be persecuted by imaginary enemies, he began to embrace Revolutionary ideals. By 1789, when he founded the radical newspaper *L'Ami du Peuple* (Friend of the People), he was an eloquent and pitiless foe of both the monarchy and the moderates. Making an especial enemy of the then-powerful Lafayette, Marat was forced for a considerable time to hide in the sewers of Paris. He emerged in 1791 with four things — a love for filth and degrading habits, tormenting permanent skin diseases, the enduring loyalty of the sans-culottes, and a terrible need to destroy anything in his path.

Marat remains the voice of the Montagnards. While deputies of the Assembly and fellow Committee members avoid the diseased and twitching apparition, all fear his ire. "I am the rage of the people," he says, and he possesses a capacity to turn that rage into deadly action.



Maximilian Robespierre

French politician, age 34, sandy hair, green eyes, sallow complexion, medium height and build.

ST 10, DX 11, IQ 15, HT 9.

Basic Speed 5, Move 5.

Advantages: Status 7, Voice, Literacy, Comfortable, Intuition.

Disadvantages: Fanaticism, Jealousy, Intolerance (those with "lack of virtue"), Enemy (political opponents, 12-), Sense of Duty (Republic of France).

Quirks: Religious; Incorruptible; Meticulous; Puts his ideals above everything, even friendship.

Skills: Law-15, Bard-18, Politics-21, Literature-14, Poetry-14, History-15, Fast-Talk-18, Administration-16, Leadership-13, English-13, French-15, Area Knowledge (Paris)-14, Detect Lies-17, Diplomacy-14.

Robespierre is a member of the National Assembly and the Committee of Public Safety, and by 1793 the de facto dictator of France. A failed lawyer from Arras, he is a precise, prudish man, unimpeachably honest and fanatically devoted to wiping out the enemies of France. Nothing will dissuade him from this task, even friendship; he has maneuvered the ruin and executions of even his closest associates if he perceived a threat to his power. Even Danton himself dreads the day when Robespierre might turn on him.

Oddly enough, "the Incorruptible" is deeply religious, in a warped fashion. He is the originator and chief exponent of the cult of the Supreme Being, a vague sort of monotheism designed to replace Christianity. Robespierre firmly believes that when

all the traitors have been guillotined, the new faith will lead France to an era of Virtue unseen since the days of ancient Rome. His new religion has made him a laughingstock in some quarters, but the laughter is all behind the scenes. No one dares mock Robespierre, for to do so today is to face the guillotine tomorrow.



George-Jacques Danton

French politician, age 34, thinning brown hair, brown eyes, 6' 0", 220 lbs.



ST 12, DX 11, IQ 14, HT 11.

Basic Speed 5.5, Move 5.

Advantages: Status 7, Literacy, Wealthy, Charisma +2, Common Sense, Voice.

Disadvantages: Enemy (political opponents, 12-), Unattractive, Greed, Sense of Duty (Republic of France).

Quirks: Bluff and hearty; Lusty; Enjoys intrigue for its own sake; Disapproves of the Terror; Volatile.

Skills: Law-14, Bard-17, Politics-20, Literature-12, History-13, Fast-Talk-19, Administration-14, Diplomacy-15, Leadership-15, English-12, French-15, Area Knowledge (Paris)-15, Tactics-13, Writing-14, Sex Appeal-14, Accounting-13, Agronomy-13, Riding-10.

The leader of the Cordeliers, Danton is one of the principal figures in the rise of the Parisian mobs to power. At one point, he was the virtual ruler of France. From a background as a Parisian lawyer, he has parlayed innumerable contacts — and unexplained financial resources — into immense political influence. As the Revolution has progressed, he has taken an increasingly moderate role, and in previous governmental positions adopted conciliatory policies.

A lusty, cheerful man, Danton cannot comprehend the passionless Robespierre — perhaps to his detriment. There are those who suggest that one day soon Robespierre will finally unveil the truth behind the persistent rumors of Danton's financial misconduct, and so cause his undoing. Until then, however, Danton's oratorical magic continues to sway the mobs: "To conquer the enemies of France, we need daring, more daring, daring now and always — and France is saved!"

The League

The names of many of the League members have been recorded. These include Lord Hastings (lieutenant after Sir Andrew and Lord Tony), Sir Jeremiah Wallencourt, Lord Stowmaries, Sir Philip Glynde, Lord Everingham, Viscount (David) Holte of Frogham, Lord Thomas Galveston, Lord Aincourt, Lord St. John Devinne, Viscount (Penadder) Rialton, Lord Martin Wellesley, Lord Jeffrey Williams, and Sir Sedgwick Nelson. Use the following statistics and skills if a League member must be introduced as an NPC on the spur of the moment:

Member of the League of the Scarlet Pimpernel

Early to mid-20s, average height and build.

ST 11, DX 12, IQ 11, HT 12

Basic Speed 6, Move 7.25

Advantages: Status 2, Wealthy, Luck, Literacy.

Disadvantages: Gentleman's Code Of Honor, Duty to the League (15-), Sense of Duty (Friends).

Skills: Acting-13, Disguise-12, Fencing-14, Stealth-13, Black Powder Weapons-13, Riding-13, Savior-Faire-13, Area Knowledge (Paris)-12, Area Knowledge (France)-12, English-13, French-11, Riding-13, Carousing-13, Area Knowledge (London)-13, Brawling-13.

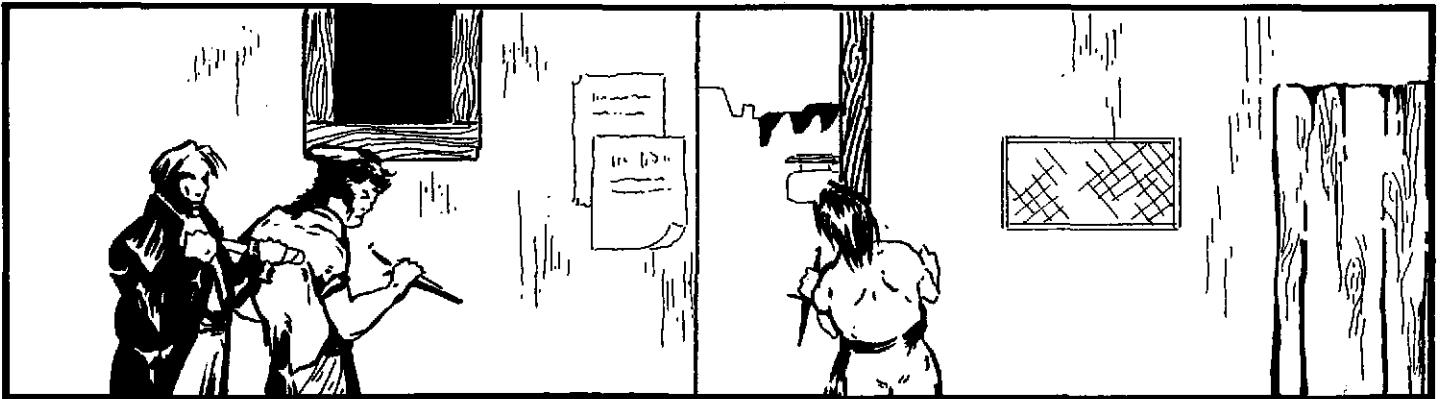
Other individuals, while not officially League members, have helped the League on various adventures. These include Lady Heather Norcott, Lady Sarah Davies, Mlle. Solange Varens, Sir Percy Worthington-Worthington, Jean-Robert Belleveau, Lady Julia Cabot, Lord Cornelius Hawkins, Lord William Anderson, and no less than the Prince Regent himself! Allies of the League

can have the statistics and skills listed above, or any others useful to the plot.

The Brogards

The Brogards are cousins, one in Calais, one in Paris, both innkeepers, and owners of safe houses used by the League. The Calais Brogard is a man of indeterminate age who seems to have last bathed or cleaned his inn, Le Chat Gris, during the reign of Louis XV; he swears constantly, spits on the floor, and refers to anyone not wearing the tricolor as a "sacre aristo." He considers aristo gold better than assignats, though, and keeps his mouth shut about the League in exchange for hefty bribes. Surprisingly, he is an excellent cook, and his table is locally renowned.

Citoyenne Brogard keeps a reasonably neat rooming house called the *Cruché Cassée*, on the Quai d'Ecole, and is far cleaner than her cousin (though just as good a cook). She looks the other way when the tall Englishman and his friends traipse through her rooms, often in the most outlandish disguises, and is remarkably slow about informing the authorities whenever the English pay a visit; although she reports her lodgers to the section head, as the law requires, somehow she has never remembered to mention that the Englishman pays her approximately four times the usual rate for a room, and has left a varied collection of clothing, wigs, greasepaint and weapons in her attic. If pressed, she would shrug and say that no one has ever asked, and go about her business as an honest citizen trying to earn a living in hard and dangerous times.



Agents of the Committees

The rank-and-file of the League's foes were political agents in the service of the two major Revolutionary committees: those of Public Safety and General Security. These agents fulfilled many tasks — carrying out Committee directives, espionage, counter-intelligence and surveillance, and administrative duties. League members can, during their missions, often expect to encounter such agents. A generic agent might meet the following description:

ST 10, DX 11, IQ 13, HT 11.

Basic Speed 5.5, Move 5 (but see below).

Advantages: Status 1 or 2, Legal Enforcement Powers, Alertness, Literacy.

Disadvantages: Enemy (rival political faction, 9-), Bully, Duty (Committee, 15-), Fanaticism, Overconfident.

Skills: Acting-14, Administration-13, Area Knowledge

(Paris)-15, Area Knowledge (other city or provincial location)-13, Black Powder Weapons-14, Detect Lies-13, Diplomacy-13, Interrogation-14, French-15, English-12, Law-12, Leadership-13, Politics-13.

In addition, agents of particular types can be assumed to have the following additional statistics, advantages, and skills:

Director

Add the Intuition advantage, and the following skills: Disguise-13, Savoir-Faire-13, Tactics-12. Status might be 3.

Spy

Add +1 to HT, and the following skills: German-11, Breton-11, Dutch-11, Spanish-11, Italian-11, Carousing-11, Brawling-12, Holdout-13, Camouflage-11, Stealth-11, Fencing-11. A spy may have very high Area Knowledge of a particular locale.

Assassin

Add +1 to HT, and the following skills: Fencing-12, Running-9, Knife-13, Holdout-12. Increase Move to 6.

Field Agent

Add +1 to DX, and the following skills: Black Powder

Weapons to 15, Brawling-13, Carousing-12, Fast-Talk-13, Stealth-12, Shadowing-13, Running-9. Increase Move to 6.

Muscle:

Add +1 to DX, and the following skills: Black Powder Weapons to 15, Fencing-13, Brawling-13, Tactics-12, Jumping-12, Running-9. Increase Move to 6.

Offstage Notables: French

Many important people on both sides of the Channel never dealt with the Scarlet Pimpernel . . . at least, not in the adventures we know about right now. Still, knowing who's who can be invaluable:

Madame du Barry — Notorious retired royal mistress, returned to Paris after the fall of the monarchy for execution.

Bailly, Jean-Sylvain — President of the Third Estate during the Estates-General, first Revolutionary mayor of Paris and noted astronomer. Lost power after the Champ de Mars massacre and retired from politics. Guillotined in November 1793.

Barras, Paul-Francois, vicomte de — Jacobin, army veteran, and Deputy, commissar of the French Army in Italy. Influential politician and Thermidor conspirator, major government figure thereafter. Longtime associate of Napoleon.

Billaud-Varennes, Jean-Nicholas — Lawyer and pamphleteer, important member of the Committee of Public Safety and Jacobin supporter. Aspired to Robespierre's position and was one of the leading conspirators behind Thermidor. Deported to French Guiana in 1795, but released in 1816 to settle in Haiti.

Bonaparte, Napoleon — Garrisoned at Valence during 1791 as an artillery lieutenant, promoted to captain in 1792. In 1793, stationed in Nice as a major and distinguished himself at the capture of Toulon, after which he was made a general at age 24. Lived in Paris after Thermidor without an official post. Later First Consul and Emperor of France.



Brissot, Jacques-Pierre — Anti-slavery activist and journalist, central figure of the Girondin movement and of the war party. Guillotined in October 1793.

Carriér, Jean-Baptiste — Infamous Deputy and Tribunal agent who, as a representative-on-mission, masterminded the *noyades* — mass drownings — in Nantes. Participated in the Thermidorean coup but was guillotined soon afterwards.

Collot d'Herbois, Jean-Marie — Actor, playwright and writer, member of the Committee of Public Safety. Had a reputa-

tion for pitiless bloodshed, and was mastermind of the notorious *mitrailleudes* in Lyon. Hébertist and crone of Billaud-Varennes. Major figure in Thermidor. Deported to French Guinea in 1795.

Corday, Charlotte — Young Girondin sympathizer and assassin of Marat. Guillotined two days after his murder.

Condorcet, Marie-Jean de Caritat, marquis de — Major Enlightenment philosopher and noted mathematician, Girondist leader and Deputy. Committed suicide while in hiding in 1794.

David, Jacques — Most celebrated artist of his day in France, sparked the Romanesque fashion revival. He was a radical Jacobin and Deputy, and friend of Robespierre. Unofficial "art director" of France and leading propagandist during the Reign of Terror. Later court painter to Napoleon.

Désmoulin, Camille — Lawyer and moderate, leader of the assault on the Bastille. Noted Cordelier orator and propagandist. Wrote many political pamphlets and newspapers, including the influential *Le Vieux Cordelier (The Old Cordelier)*. Secretary general of the Ministry of Finance under Danton. Guillotined with his wife Lucille in April 1794. Danton's best friend.

Dumouriez, Charles — diplomat and leading Revolutionary general, Girondin sympathizer. After early successes against the Dutch and the Prussians, defected to the Austrians after an unauthorized armistice on his part and subsequent isolation by the Mountain.

Philip "Égalite" — Ci-devant Duc d'Orleans, brother of Louis XVI, member of the Assembly. Longtime radical and Jacobin. Voted for his own brother's death, later guillotined for his royal birth and suspicion of complicity in Dumouriez's coup attempt. His son eventually reigned as King Louis-Philippe.

Fabré D'Églantine, Philippe — Failed satirist, crony of Danton's. Responsible for the drafting of the Revolutionary calendar, guillotined in April 1794 in the Dantonist purge.

Fersen, Hans Axel von — Swede who took service with the French army during the American Revolution, and confidant of Marie Antoinette. Arranged the abortive escape to Varennes while acting as Swedish diplomatic agent to the Revolutionary government.

Fouché, Joseph — Shadowy politician and opportunist. Frequent representative-on-mission, and in that capacity oversaw the atrocities at Lyon. Believed to be the central conspirator behind Thermidor; later duke of Otrante in the Napoleonic period, serving in many governmental posts.

Hanriot, Francois — Lafayette's successor as commander-in-chief of the National Guard, a notorious drunk. A loyal supporter of Robespierre, guillotined with him after Thermidor.

Hébert, Jacques-Rene — Political journalist, leader of the Jacobin *enragés* faction — also called Hébertists — and of the *sans-culottes* after the death of Marat. Major instigator of the cult of Reason, and worked tirelessly to convert churches into Temples of Reason. Guillotined in March of 1794 after an unsuccessful attempt at a popular uprising.

Kellerman, Francois-Christophe — Respected general, hero of the battle of Valmy, and successor to Dumouriez as commander of the northern armies. A Marshal of France and 40-year

veteran before the Revolution. Imprisoned by the Jacobins in November of 1793, released after Thermidor. Successful general throughout the Napoleonic period.

Lafayette, Gilbert du Motier, marquis de — Hero of the American Revolution, original author of the Declaration of the Rights of Man, and first commander-in-chief of the National Guard. Defected to Austria in 1792 after the overthrow of the monarchy.

Lamballe, Marie-Therese de Savoie-Carignan, Princesse de — Marie Antoinette's best friend and head of the royal household, gruesomely murdered during the September Massacres.

Masséna, Andre — General of division in the Army of Nice from December 1793, who became one of Napoleon's greatest generals.

Paine, Thomas — Anglo-American pamphleteer and propagandist during the American Revolution. Living in Europe at the time of the French Revolution, he became a major apologist for it, and was elected a Deputy of the Convention. Disagreed with the Terror, was imprisoned in December 1793 as a moderate. Freed after Thermidor and resumed his literary and political careers.

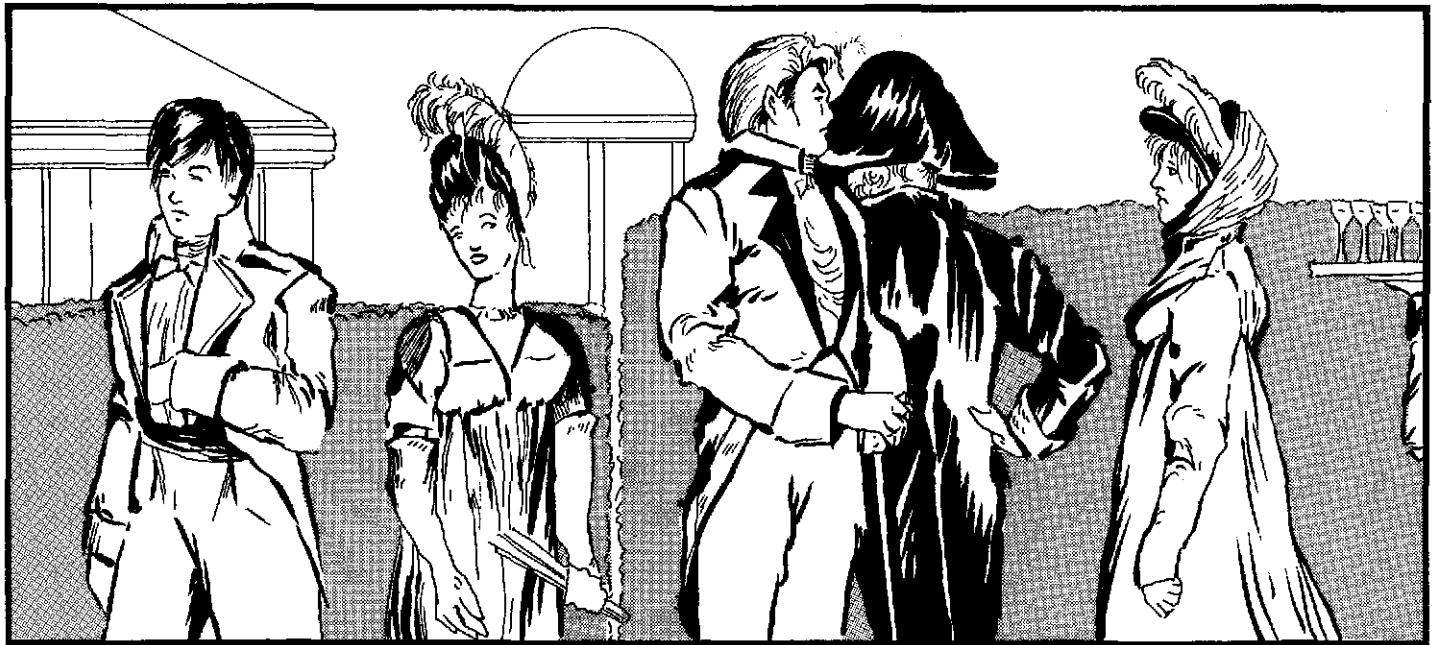
Roland, Jeanne-Marie — Wife of the Minister of the Interior, noted intellectual and Girondin political theorist. One of the bitterest enemies of Danton. Guillotined in late 1793.

Sade, Donatien-Alphonse, comte de — Infamous author and occasional madman, one of the prisoners of the Bastille. Presiding secretary of the Les Piques Section of Paris and Deputy from 1792, later accused of moderation and escaped the guillotine only by the onset of Thermidor. (Note: "Marquis" de Sade was only a byname; he never actually held the title of marquis.)

Sanson, Charles-Henri — Public executioner of Paris. His family had been official executioners of France since the reign of Louis XIV; his son and grandson would also so serve.

Siéyes, Emmanuel-Joseph — Vicar-general and chancellor of the diocese of Chartres at the time of the Revolution, one of the great theorists and leaders of the early Revolution. Secluded himself from politics after the Jacobins seized power in June 1793, returning to influence after Thermidor.

Vergniaud, Pierre-Victorien — Girondin leader and President of the National Assembly, later guillotined in the purges of the moderates.



Offstage Notables: English

Burke, Edmund — Influential statesman and political theorist, bitterly antagonistic to the Revolutionary government.

Caroline Sophia — Queen Consort to George III.

Fitzherbert, Maria — Secret wife of the Prince of Wales. The match was illegal by English law, taking place without the King's consent, and was disavowed in June of 1794 by the Prince — the 1689 Act of Settlement would remove the Prince from the succession for marrying a Catholic.

Fox, Charles — Leader of the remnants of the Whig opposition in Parliament, favored the French Revolution. Unpopular with the nobility and conservatives in England.

George III — King of England; believed to be a victim of porphyria, subject to fits of "madness." He recovered from a long bout in 1789 just in time to avoid a regency, but remained a cipher for the Revolutionary period.

George, Prince of Wales — The leader of London society; notoriously dissolute and frivolous. Usually allied with Fox and the Whigs, but took little role in government. Noted patron of

literature and the arts. Believed by many to have in-depth knowledge of the activities of the League of the Scarlet Pimpernel.

Grenville, William Lord — Foreign Secretary, longtime government figure, and social leader.

Incedon, Benjamin — Operatic tenor and social figure.

Kemble family — Leading family of actors, including George Stephen, John, and Sarah (later Siddons).

Nelson, Horatio — Naval officer serving at Toulon in 1793; later, the hero of Trafalgar.

Pitt "the Younger," William — Conservative (Tory) party leader and Prime Minister during much of the period; patient moderate opposed to French Revolution.

Siddons, Sarah — Greatest actress in England.

Storage, Selina — Celebrated operatic soprano.

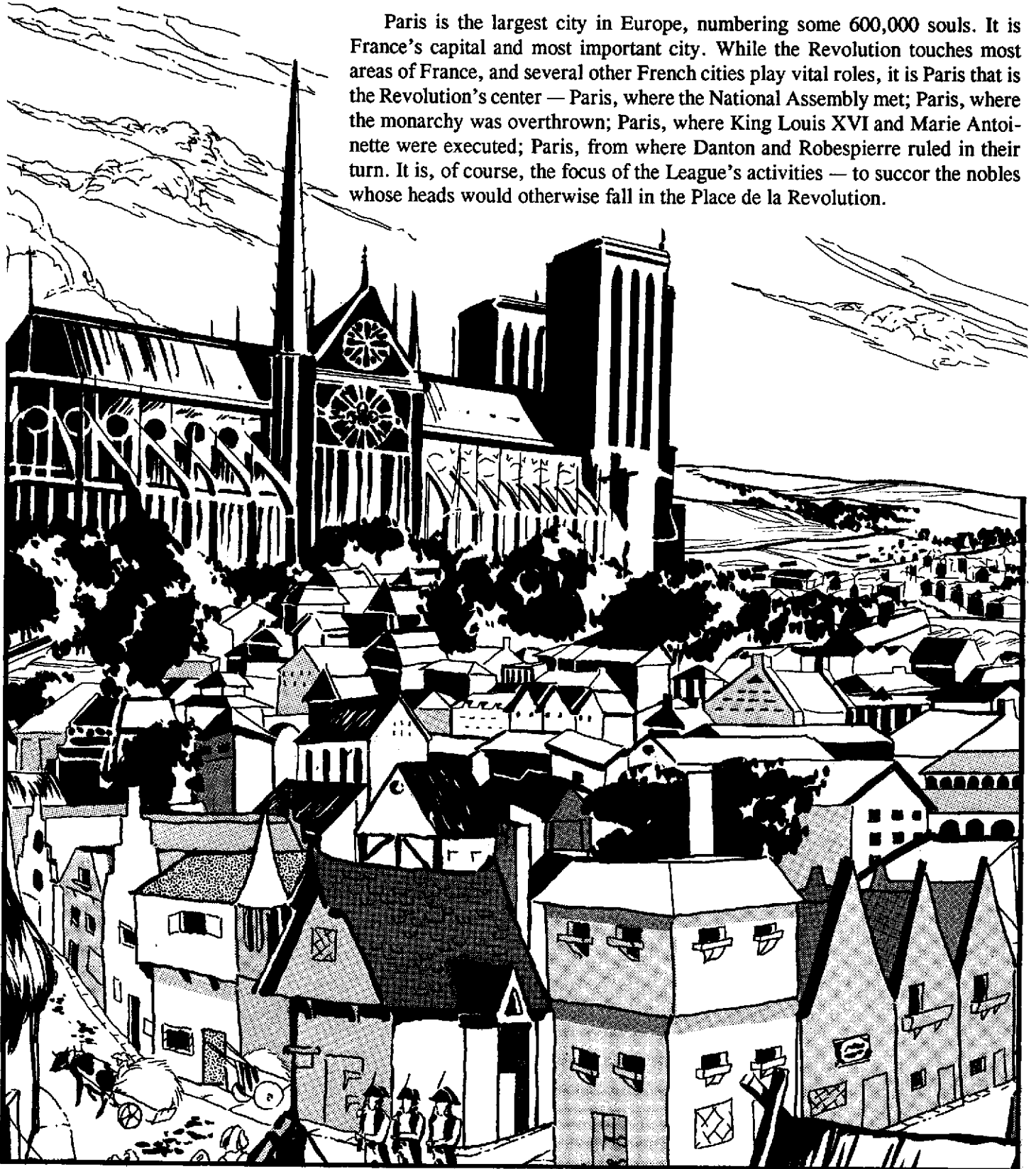
Madame Tussaud — Emigré who founded the famous wax museum.

Wollstonecraft, Lady Mary — Feminist and traveler.

4

THE CITY OF PARIS

Paris is the largest city in Europe, numbering some 600,000 souls. It is France's capital and most important city. While the Revolution touches most areas of France, and several other French cities play vital roles, it is Paris that is the Revolution's center — Paris, where the National Assembly met; Paris, where the monarchy was overthrown; Paris, where King Louis XVI and Marie Antoinette were executed; Paris, from where Danton and Robespierre ruled in their turn. It is, of course, the focus of the League's activities — to succor the nobles whose heads would otherwise fall in the Place de la Revolution.



Geography

The old city has four major sections — the Right Bank, on the north side of the Seine; the Left Bank on the south side; the Marais section, bounded by the Hôtel de Ville, the Temple, and the Bastille; and the Île de la Cité, the largest of the three central islands. In addition, large portions of the city comprise the *faubourgs* — once suburbs of Paris, now residential and mercantile neighborhoods. The faubourgs are outside the oldest city walls, though within the current ones, and house some of the most fervent republicans.

In 1790, the ancient neighborhoods of the city were redistricted into 48 Sections. The Sections served both governmental and administrative purposes; they are listed below.

Places of Note

The Right Bank

Place de la Revolution: In this large square abutting the Tuileries Gardens, Citizen Sanson and his son do the dreadful work of operating Madame Guillotine. In the three years of the Terror, over 3,000 people will fall beneath its blade, fully half the condemned victims in Paris. During the day, the Place will be filled with jeering spectators, anxious to see who will be the next to die. A carnival atmosphere prevails — vendors sell snacks and wine, the ghoulis *tricotteuses* knit in the shadow of the guillotine, and the crowd demands blood, more blood, and yet more blood as aristocrats and artisans alike arrive in the endless stream of tumbrils.

Palace of the National Assembly: The seat in turn of the Constituent Assembly, the National Assembly, and the National Convention. The Assembly is continually in session, and representatives come and go throughout the day. A large public gallery admits spectators. The seating arrangement of the deputies was the origin of the popular terms “Left” for liberals and “Right” for conservatives. The Left constituted the Girondins, the Right the conservatives and the middle, or Plain, the middle of the hall. Most deputies belonged to the Plain, but were easily swayed by more rabid factions, preventing them from exercising real power for the entirety of the Revolution. Raised seats behind the Plain housed the ultra-radicals of the Mountain, or *Montagnards* — the Jacobins and followers of Marat.

Jacobin Club: The Jacobin Club (see sidebar, p. 53) meets in this former Dominican (Jacobin) convent, from which the club takes its name. Formal sessions are held in the evenings, where the club’s political agenda is discussed. Individual members are often found in the nearby inns and taverns — prime fodder for the skilled eavesdropper! Robespierre and Marat are the principal leaders of the club, but most Convention deputies find it politic to belong and attend meetings.

Robespierre’s Home: The master of France lives in a surprisingly dilapidated residence, belonging to the carpenter Duplay. Here Duplay and his family tend house for the Jacobin, and here Robespierre holds court for the favor-seekers and politicians seeking his ear.

Aubergé Du Cheval Borgne: A formerly fashionable coffee-house on the Avenue des Tuileries, it has become a haunt for the radical Montagnards. Marat, Merlin, and Fouquier-Tinville frequent the establishment.

Government

The civic administration is called the Commune, and is housed in the Hôtel de Ville, in the Marais area of the Right Bank. The Commune governs civic affairs and operates the Gendarmérie, the town watch. The mayor of Paris is the Commune’s chief executive officer, elected for a one-year term.

The Gendarmérie numbers 1,550 soldiers, and is — in theory — responsible for civic peacekeeping. In practice, the National Guard exercises most police functions, while the Gendarmérie serves more as the Commune’s military arm in the ongoing sectarian strife. Moreover, the Commune seldom fails to ring the tocsin — the great bell in the Hôtel de Ville — to summon the mobs of the faubourgs to its aid should massive displays of force seem needful.

There is considerable overlap between the functions of the Commune, the Convention, and the Committee of Public Safety. While the Commune is in theory only the Parisian city government, it exerts great influence in the power politics of the Revolution, and even the most radical demagogues do not lightly gainsay it. On the other hand, the Committee is very powerful and interferes often in the city’s affairs — and to defy the Committee is to risk denunciation as a royalist and counter-revolutionary. Additionally, each Section of the city has its own Committee. Prior to 22 Prairial, the local Committees have little power beyond advisory functions. Afterwards, they provide most of the denunciations that create the victims of the Terror. The secretaries of the Committees by this time enjoy near-dictatorial power within their own Sections, unchecked by the Commune.

An interesting historical sidenote is the effect that mob influence over the Commune, and that of the Commune over the government, had on the United States. The excesses of the mobs played a major role in the decision of Congress to create a new capital city and to disenfranchise the inhabitants of any voice in national government. The result was Washington, D.C.

Travel

Internal passports (Certificates of Safety) are required of all residents of Paris. They are issued by the committees in charge of the Sections. Without such a certificate, no one may leave or enter Paris. Furthermore, any Gendarme or Guardsman may demand to see someone's certificate, and can arrest anyone who lacks it, regardless of the reason. Certificates may be retained by officials, forcing the holder to apply for and obtain a new one.

Travelers passing into and out of the city's gates are subject to search. In particular, outbound carts, wagons, and carriages are thoroughly inspected for evidence of would-be escapees. No such vehicle is allowed to leave earlier than one hour before sunset, to ease the need for frequent inspections. Each barrier is guarded by a detachment of the National Guard, who will not hesitate to shoot gate crashers. Lesser gates are manned by ten soldiers; principal gates such as Mènilmontant, Villette, and Montreuil will have 20 or more.

The gates are, in order from the Chaillôt gate and moving clockwise (major gates are marked with an asterisk): Chaillôt*, Roule*, Courcelle, Monceaux, Clichy, Montmâtre, Villette*, St. Anne, St. Denis*, St. Martin *, Belleville, Mènilmontant*, Amandiers, Roquette, Charonne*, Montreuil*, Trone, Picpus, St. Magdalen, Reuilly, Charenton*, Fontainebleu, Gentilly, Chatillon, St. Jacques*, Enfèr*, Vaugirard, Montparnasse, Sèves*, Grenelle, Passy, Longchamps and Neuilly.

Continued on next page . . .



Tuileries Palace: Once the royal residence in Paris, it is now the headquarters for the Parisian elements of the National Guard. Most Guardsmen on active duty are billeted here and in other nearby palaces, once belonging to the greatest nobles in France.

The beautiful gardens themselves have been transformed, given over to stables, smithies, and impromptu foundries. The manufacture of arms is nearly a 24-hour process here, and workers pack the area day and night. A wall separates the grounds from the Rue St. Honore; on the east side is the Place du Carrousel, a mustering ground for cavalry.

Corn Market: The Halle au Ble on the Rue St. Honore is one of the two major farmers' markets, the other being on the Louvre grounds. Enterprising agents have much to gain here — gossip, information about outlying sources of mounts and food, and access to wagons and carts.

Châtelet: This huge fortress doubles as a fortification guarding traffic across the Pont St. Denis to the Île de la Cité, and as a prison, holding several hundred inmates. Adjacent is the large butchers' market of Paris. Between the screams of the imprisoned and the stench of the slaughterhouses, few corners of Paris are more readily avoided.

Palais-Royal: The exotic entertainment district of Paris has fallen on leaner times with the Revolution, but is still in business. Originally built by Cardinal Richelieu as a residence during the reign of Louis XIII, the Palais is a great quadrangular complex. The main building has a vast inner courtyard, ringed with stalls, booths, and shops that offer the most decadent of entertainments. An adjoining theatre houses the Comedie-Francaise (also known as the Maison Moliere), the prestigious national troupe whose ranks Marguerite St. Just once graced. So attached is Paris to its entertainments that the theatres will close only four days during the Terror, three of those following the September Massacres.

There are many fashionable restaurants on the grounds of the Palais-Royal. These include:

Février's: This quiet, modish café is favored by the diplomatic community and some of the leading lights of the early Jacobins — St. Just, Vergniaud, Désmoulin, and Robespierre frequently take meals here.

Café de Foi: The "Restaurant of Fools" is patronized by a lively melange of actors, comedians, and radical agitators. Its wild atmosphere is a magnet for onlookers. Although many of the more caustic statements result in knocks on doors the next day, the survivors eagerly gather afterwards, waiting to see who will be the next to place his head on the scaffold.

Le Grand Vêfour: An elegant restaurant serving the Girondin deputies and the acting community.

Café de la Régence: This café, which caters to intellectuals and chess players, lays claim to being the oldest in France! Whether or not the claim is true, wags say that the — admittedly inexpensive — fare gives the truth to the boast.

Caveau Montpensier: A lower-class establishment, the Caveau serves excellent but inexpensive fare to the street entertainers and vice lords of the Palais.

The Palais-Royal Section itself, both before and during the Revolution, serves as the "foreign" quarter of Paris. Most of the diplomatic community lives here, and many of the permanent alien residents do likewise. The area is valued by many for the foreign contacts one might make — as well as by the Republican agents who maintain careful surveillance of those same foreigners!

Bois de Boulogne: This large forest, outside of the Champs-Elysees district and the Neuilly gate, is a favorite location for outings. Many parts of the wood are dense, wild, and relatively unpatrolled.

Café Parnasse: A hangout for the more impoverished legal community on the Quai de la Ferralle near Pont Neuf. Many of the ferrymen and cargo haulers who work the Seine stop in here for a midday bite.

Rue de St-Germain de L'Auxerrois: A favored residential street off of the Quai de l'École, on which Sir Percy usually maintains a safehouse. The exact location — which shifts from time to time — is always well-known to League members, who can count on finding supplies, food, disguises, and forged documents prepared for their use.

The street takes its name from the ancient church of St. Germain de l'Auxerrois, the principal place of worship by the royal family for the centuries during which the Louvre was the official royal residence.

Le Cruché Cassé: The inn of the Parisian Brogards, the headquarters of Parisian operations for the League. It is a working-class establishment, frequented by coal-heavers and dockhands. The Brogards are described on p. 41.

Faubourg St. Honore: The fashionable district of Paris, along which many of the aristocracy's *hôtels* are situated. Many of the buildings have been confiscated by the Commune or the Revolutionary government, and converted to various uses. The central Rue St. Honore — the central street of Paris from Roman times — is destined to be the site of Napoleon's famous "whiff of grapeshot," ending the last vestiges of the Revolution once and for all and cementing his own rise to power.

Louvre: Ancient royal palace now converted to the uses of the Committee of Public Safety. The Committee meets in the Pavillion de Flore, adjacent to the Tuileries Palace; many of its functionaries work in the nearby Pavillion de Marsan. The famous Cour Carrée — the central courtyard — remains untouched; so does the already large art collection, begun by Louis XIV.



The Left Bank

Cordeliers' Club: Meeting in a former Franciscan monastery, the second most prominent political club of France — led by Danton and Désmoulin — holds its deliberations away from the public eye. As with the Jacobins, the members frequent local taverns, most prominently one on the nearby Rue du Harpe.

The club takes its name from the old Cordeliers' District in which it is situated. Long a quasi-independent section of Paris, its politically-active journalists, artists, and lawyers were and remain prime movers in the Revolution.



Travel (Continued)

Travel between the Banks of the city is generally restricted to foot traffic on the great bridges, or *pons*. From north to south: Pont de Louis XVI, still unfinished at the time of the Revolution, between Place de la Revolution and Les Invalides; Pont Royal, between the Tuileries and Grenelle; Pont Neuf, the largest, bridging the north end of Île de la Cité; Pont St. Denis, abutting the Palais de Justice; Petit Pont; and Pont de la Tournelle, across Île St. Louis. There is a midnight curfew on all bridges. There is no toll, but detachments of the Guard are posted on the bridges, and can accost suspicious travellers. Each bridge has iron gates which may be shut and barred if there is need. Most of the bridges have buildings, serving as both businesses and as private residences; Pont Neuf is a notable exception.

In former times, ferryboats on the Seine were common. With restrictions on travel, many of the boatowners have been forced out of business, and the remaining vessels are subject to continual surveillance. It is expressly forbidden to sail past the perimeter of the walls without official sanction. Reaching the banks of the Seine is hardly easier — the entire Parisian riverfront is walled above the river level, no less than 20 feet high at its lowest point. Where there are no piers — such as on Île de la Cité — staircases extend to the riverside every few hundred yards for the convenience of the ferry traffic. These staircases are not normally guarded.

More common are small cargo skiffs and schooners, which can easily navigate under the bridges. There are numerous wharves and slips on the Right Bank from the Louvre grounds to Pont Neuf, bustling with goods to the various Right Bank market grounds. It is certainly possible to bribe the boatowners for passage, but these too are subject to search, especially if sailing downriver outside of the Parisian boundaries. Lesser magnets for the boats are the wharves of the St. Antoine district.

Economics

Economic turmoil in Paris was one of the reasons for the Revolution, and is still a major problem to the Convention. Bad harvests throughout the decade ensured frequent bread riots. In order to keep the mobs at bay, price subsidies in Paris were in effect from 1793 to 1795. Nevertheless, sharp price increases and chronic bread shortages cause continuing unrest. Complete price information is given in the tables on p. 16.



Theâtre-Français: A major playhouse in the Cordeliers' District, second in prestige only to the Comedie-Francaise. The company is called "Theâtre de la Nation"; its works are avant-garde, and the performances have often sparked rioting.

Champ de Mars: A large parade ground on the western fringe of the city. Several famous mass meetings were held here, most notably the Festival of the Supreme Being (see p. 28). The south end of the field abuts the École Militaire, the military academy for both the old Garde Francais and the new National Guard's officers. Before the Revolution, Napoleon was a cadet here.

Hôtel des Invalides: A home for disabled veterans, instituted by Louis XIV. Several military monuments adorn the grounds, including tombs of some of France's most famous marshals.

L'Abbayé: Formerly the abbey of St. Germain des Prés, the oldest in Paris, one of the many ecclesiastical buildings converted to a prison. It had the dubious distinction of being the first prison stormed during the September massacres; over 2,000 victims perished.

Latin Quarter: The University district, including the University of Paris, the Collège de France, the Sorbonne, the Collège d'Harcourt, and more than 30 other schools. The Latin Quarter is a Bohemian section throughout the period, given over to intellectuals and rabid philosophizing.

Rue D'École du Medicine: Street abutting the Cordeliers' District and the major Parisian medical school, on which both Marat and Déroulède have their residences.

Tour d'Argent: On the Quai de la Tournelle, this is an ancient restaurant renowned in the days of the Musketeers. Commanding a superb view of Notre Dame (and a good tactical view of the Seine riverfront, incidentally), the café is patronized by the university community.

La Monnaie: The Mint, opposite Pont Neuf. Heavily guarded, La Monnaie is the sole source of *assignats* in France.

Luxembourg Palace: Another edifice converted to a major prison holding 2,000 prisoners, the Luxembourg also serves as a foundry, producing cannon for the war effort.

L'Observatoire: The civic astronomical observatory.

Catacombs: Just south of the Observatoire is the entrance to the fabled Catacombs of Paris. Many thousands of bodies are interred in the niches and galleries of these abandoned stone quarries. The place is shunned by Parisians, and so often proves a refuge for the desperate fugitive.

Salpêtrière: The third of the major Left Bank prisons; also one of the two principal insane asylums of Paris.

Gobelins Factory: The major employer on the Left Bank, this tapestry and weaving complex employs several hundred.

Huchette D'Or: A popular inn frequented by students and other penurious folk; many University connections can be made here. Napoleon lives here throughout 1795.

Faubourg St. Marcel: Second only to the Faubourg St. Antoine as a flashpoint for ferment, St. Marcel is home to some 30,000 tenement dwellers, ever eager to rise in armed action — at the behest of the Cordeliers, the Commune, or anyone else who wants to fight! The district is the home of Paris' tanneries, the resulting stench making the neighborhood a very unpleasant place for visitors.

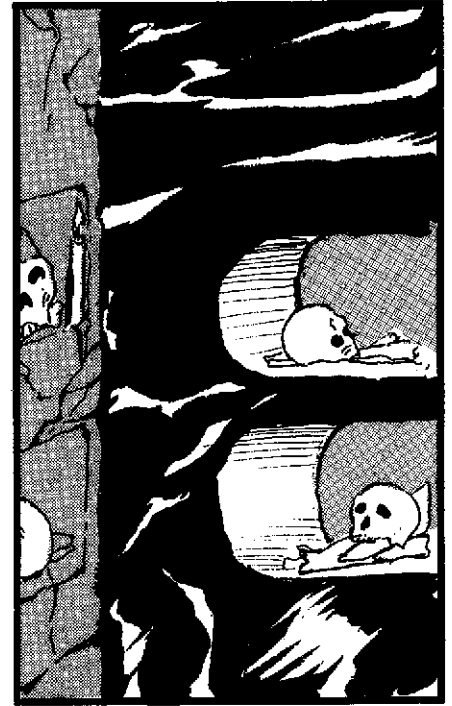
Île de la Cité and Île St. Louis

Notre Dame Cathedral: The most famous landmark in Paris, deserted through much of the Revolution. Defaced and deconsecrated, it became the chief Temple of Reason during the period of official atheism. The civic morgue is situated behind the cathedral.

Palais de Justice: The Palais de Justice is a massive complex, encompassing the remains of the medieval-era royal palace. It has become the bastion of the Revolutionary Tribunal. All trials conducted by the Tribunal are heard in this huge, rambling structure. There are two major entrances to the complex. The main staircase off of the Cour du Mai — the main courtyard — ascends to the Galerie Marchande, the large public gallery overlooking the Salle des pas Perdus. The Salle des pas Perdus is a vast hall, originally the great hall of the palace and nearly as large as a football field. Various lesser courts of session are held here. Adjacent to the Salle is the Chambre Doré, once the royal bedchamber and now the hall of the Tribunal itself. From this stark chamber many of the trials for treason are conducted — Marie Antoinette (and in his turn, Robespierre) was condemned to die here. There is a small public gallery, able to seat a hundred onlookers. An adjacent guard anteroom houses four soldiers of the Gendarmarie, in case of disturbances.

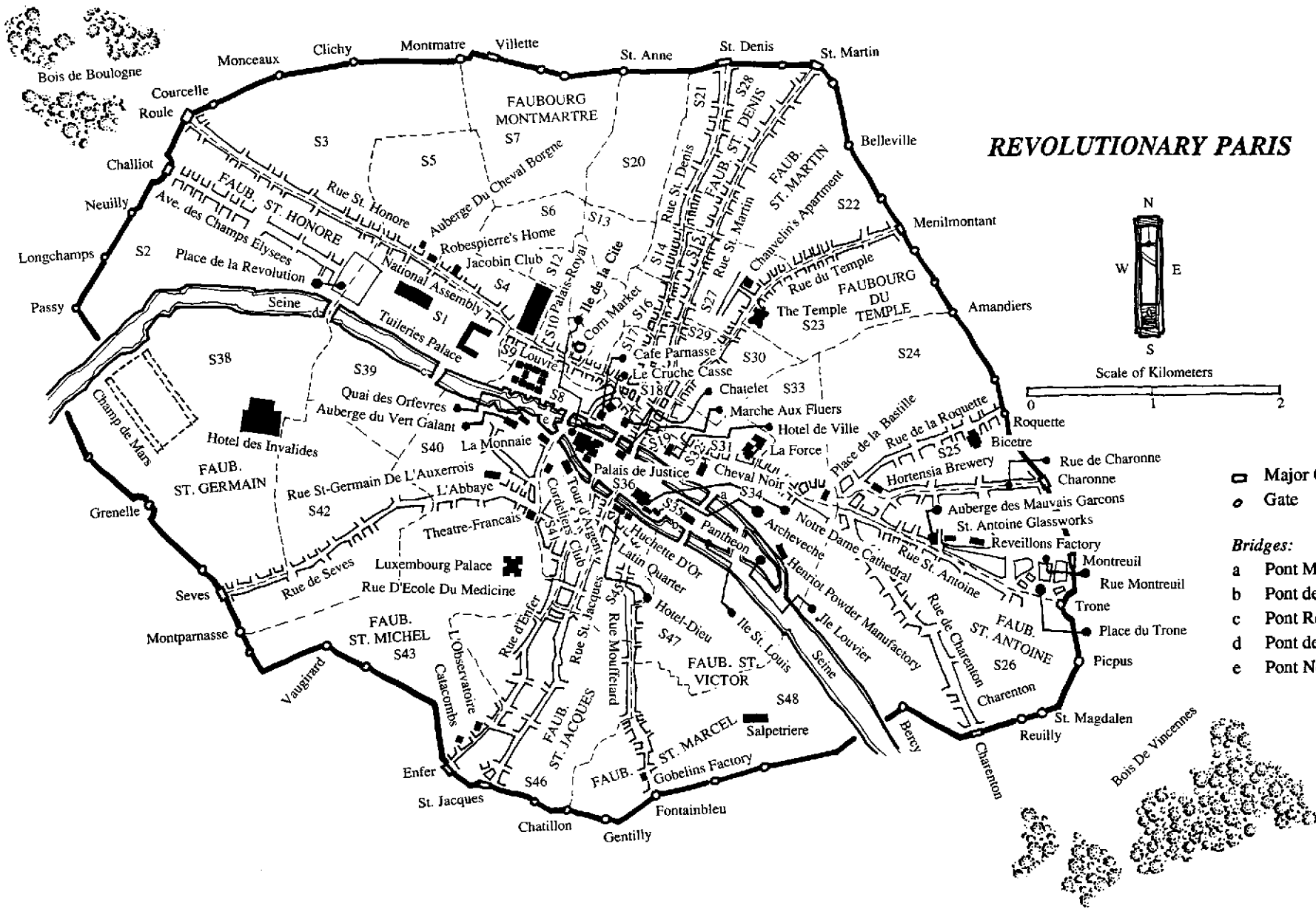
The offices of the Tribunal and the Committee of General Security are here — including that of Chauvelin, chief agent of the Committee of Public Safety. There is no direct public access to the offices; they are reached by staircases off of the Chambre Doré. Visitors unknown to the Guardsmen posted at the staircase must sign a log book giving their names and reasons for wishing to enter.

Also part of the Palais complex is Sainte-Chapelle, built by St. Louis for the holy relics acquired by the French crown — including, reputedly, the Crown of



Residence

League members will find it necessary to set up frequent safehouses for Parisian operations. Unfortunately, doing so during the Revolution can be difficult. Modern-day hotels, as such, do not exist; instead, thousands of boarding houses offer travelers temporary or permanent places of abode. By law, all *concièrges* — housekeepers — must report to the Committee of Public Safety within 24 hours complete information about new residents; this includes identities, physical descriptions and occupations. However, discreet bribery often suffices to delay reporting for a day or two — long enough for the League to do its work. Arranging for accommodations becomes easier from 1794 on, as exodus, execution and arrest combine to empty the boarding houses of paying customers.



Thorns and a fragment of the True Cross. Surprisingly, the beautiful chapels of Sainte-Chapelle have escaped desecration at the hands of the sans-culottes, and the stained glass windows remain intact. Quietly, the chapel is still tended by juring priests, though it is not in active use as a church and is usually deserted.

The fortified part of the palace is the Quai de L'Hôrloge, encompassing the four major towers of the fortification. Starting closest to the Pont au Change and moving eastward are the Tour de L'Hôrloge (the clock tower of Île de la Cité), Tour de Cesar, Tour d'Argent, and the Tour St. Louis. The towers have been converted to offices for minor administrative functions and as storage for the Tribunal's archives. A restaurant catering to the bureaucrats is located in the Tour de Cesar.

La Conciergerie: "Death's Antechamber," the prison which is an integral part of the Palais de Justice. Those facing trial before the Tribunal — and near-inevitable execution — are transferred here from other city prisons. La Conciergerie was deemed nearly impossible to escape from — the massive building had only one heavily-guarded exit, an underground tunnel exiting below the Cour du Mai. In order to reach the main section from the tunnel, one must pass through a double-gated antechamber, liberally staffed with Guardsmen. Visitors are allowed to pass, but only in the company of government officials, and are subjected to searches.

The bulk of the Conciergerie is *under* the Salle des pas Perdus. The central hall is the Salle St. Louis. Surrounding the hall, and slightly above it, is a large gallery which is subdivided by wooden partitions into the cells where the bulk of the prisoners are held. The gallery, derisively called the "Rue de Paris," is a hellhole; rat-infested, filthy, and holding hundreds of prisoners at a time in a space insufficient for 50. At the northeast corner of the gallery is a small holding room, used to house condemned prisoners in the few minutes before they were passed into the tumbrils. A passage leads from there to the antechamber in the entrance tunnel.

The Salle St. Louis debouches into another gallery, leading to a number of secure stone cells. Important prisoners, including the Queen, were kept here. Just beyond this was the Cour des Femmes, a recessed open courtyard in which female prisoners were allowed to do their laundry, and a small chapel dedicated to the Goddess of Reason, in which prisoners were allowed to worship.

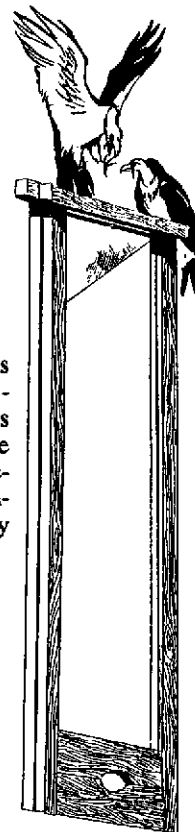
Pantheon: Formerly the unconsecrated church of Ste-Genevieve on the Île St. Louis, this huge edifice is still unfinished. Built to copy the Acropolis, the Pantheon has been declared a "monument to national glory." Mirabeau's coffin lies in state under the central dome, only to be replaced by Marat's in his turn. Voltaire and Rousseau have also been interred therein.

Archeveche: The deconsecrated and abandoned archepiscopal palace, seat of the Cardinal-Archbishop of Paris.

Hôtel-Dieu: Paris' great hospital, housing several thousand patients. Remarkably, less than a quarter of all its patients die, a tribute to its relatively enlightened methods of sanitation. It is one of the oldest hospitals in the world, having been in continual operation since the 7th century.

Quai des Orfevres: The jewellers' and silversmiths' quarter, still open despite the Revolution and plying a thriving trade in new goods and pawned (or confiscated) jewels once belonging to the aristocracy.

Aubergé du Vert Galant: A restaurant well-known for its wine and its *poule au pot* ("chicken in a pot," following the famous remark by Henri IV). It is a popular gathering place for the legal community, including members of the



The Sections of Paris

The city of Paris was divided into 48 administrative "sections," as shown on the map on the facing page. Each section had its own government and Revolutionary Committees.

1. Tuileries
2. Champs Élysées
3. Roule
4. Palais Royal
5. Place Vendôme
6. Bibliothèque
7. Grange Batelière
8. Louvre
9. Oratoire
10. Halle au Blé
11. Postes
12. Place Louis XIV
13. Fontaine Montmorency
14. Bonne Nouvelle
15. Ponceau
16. Mauconseil
17. Marché des Innocents
18. Lombards
19. Arcis
20. Faubourg Montmartre
21. Poissonnière
22. Bondy
23. Temple
24. Popincourt
25. Montreuil
26. Quinze-Vingts
27. Gravilliers
28. Faubourg Saint-Denis
29. Beaubourg
30. Enfants Rouges
31. Roi de Sicile
32. Hôtel de Ville
33. Place Royale
34. Arsenal
35. Île Saint-Louis
36. Notre-Dame
37. Henri IV
38. Invalides
39. Fontaine de Grenelle
40. Quatre Nations
41. Théâtre Français
42. Croix Rouge
43. Luxembourg
44. Thermes de Julien
45. Sainte-Geneviève
46. Observatoire
47. Jardin des Plantes
48. Gobelins

Revolutionary Tribunal. Less frequently, the various civil servants of the Committees can be found here.

The National Guard in Paris

Largely made up of levies, the National Guard in Paris is composed of six infantry divisions, made up of ten battalions each — at least one from each Section, though some Sections support multiple battalions.

Each battalion is made up of seven companies of a hundred men each. One company of *fusiliers* — gunners — and one of *chasseurs* — rapid deployment mounted infantry — are regulars, permanent Guardsmen. Four more companies of fusiliers and one of *grenadiers* — heavy infantry — complete the battalion.

In addition to the six infantry divisions, there is a cavalry division, 8,000 strong, comprised of regulars.

In practice, the levied infantry serves as a militia only, not on active duty, and only musters for drills. Therefore, of the paper total of 68,000 Guardsmen, no more than 9,000 regulars will be available at any given time. The bulk of these are permanently stationed in their barracks at the Tuileries, but a thousand or more Guardsmen can be found manning the barriers and engaging in street patrols. Only in times of great need — such as the threatened assault of Paris in 1792 by the invading Austrians — will the entire Guard be recalled.

Note that there is no standardized uniform for the Guard before 1793 — garb was left up to the individual Sections, or to the Convention for the units of regulars. After that time, a uniform of white shirt and breeches, and navy blue waistcoat and hat, was standard issue. Officers added red sashes to the ensemble.

Most municipalities raised their own National Guard battalions. They were smaller, proportionately, and had fewer regular troops.

See sidebars, pp. 81-83, for Guardsmen game stats.

Marche Aux Fleurs: The flower and bird market, a popular trysting place for lovers — and spies, for that matter!

Île St. Louis: Reached by the footbridge — Pont St. Louis — behind the Archeveche, this island is the location of many of the great *hôtels* of the *ancien régime*; de Lauzun, le Vau, Chenizot, d'Astry, de Bretonvillers, du Chatelet, and others. Surprisingly, they remain unlooted, having been given over to the direct care of the National Assembly. Otherwise, the island is a sleepy backwater, seldom frequented by non-residents.

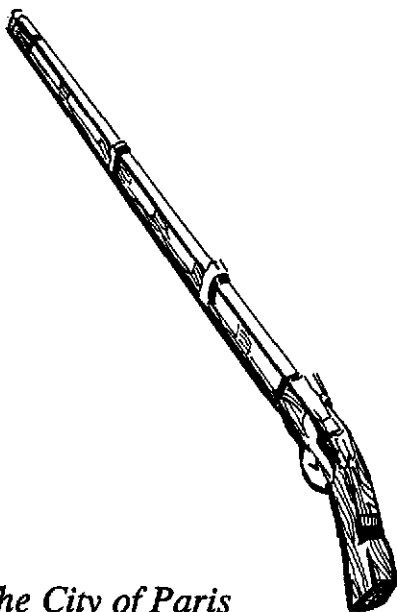


Le Marais and the Eastern Faubourgs

Hôtel de Ville: City Hall; the center of the Commune's government. Paris' greatest clock tower surmounts the edifice. The central building and south wing are crammed with offices, the north wing with the Chapel de St-Esprit. The Gendarmérie's headquarters is here; unlike the National Guard, however, the civic militia is not barracked, and individual gendarmes are allowed private residences.

A peculiar object here is a huge bronze statue of Louis XIV. The Assembly demanded its surrender after the fall of the Bastille and a subsequent law requiring the destruction of all royal effigies. The Commune tartly replied that they didn't care whom it was an effigy of, but that it was municipal property and would not be surrendered; it was the only such statue in Paris to survive the Revolution.

Cheval Noir: A restaurant frequented by the Champagnois and many of the Commune's workers. A good listening place for rumors concerning the municipal government and figures, even if the food isn't up to snuff. Danton himself is an occasional visitor. It is near the Pont Marie across from Île St. Louis.



Henriot Powder Manufactory: Another patronage post, this factory supplies the bulk of the gunpowder used by the National Guard units stationed in Paris. Ample precautions are taken against explosions, and the Manufactory has a good safety record.

La Force: The major prison in the Marais district, usually housing civil offenders against the Commune's laws.

Place de la Bastille: The site of the razed Bastille fortress; the date of its siege is seen by many as the symbolic beginning of the Revolution, and the location has near-sacred significance.

Faubourg St-Antoine: The vast lower-class residential district, from which sprang the infamous Parisian mobs. The besiegers of the Bastille, the murderers of September, and the occasional food rioters are mostly residents of this area. It is arguably the hotbed of Revolutionary fervor, and the source of much of the radicals' strength.

Bicêtre: Another major prison and insane asylum.

Hortensia Brewery: Another of the major "factory" businesses of the St. Antoine district, employing several hundred sans-culottes. The brewery is a notorious source of patronage, and is owned by General Santerre.

St. Antoine Glassworks: Opposite the Place du Trone, the Glassworks produced much of the "official" glass used in Paris during the Revolution.

Charenton: An insane asylum where the Marquis de Sade was incarcerated.

Auberge des Mauvais Garçons: Popular café near the Reveillons factory, catering to the sans-culottes and the working-class crowd. Lunch times are very busy, as the restaurant is very popular with the Reveillons workers! The mob bosses of St. Antoine are frequent visitors, and transact a great deal of business here.

The Temple: The imposing fortification and prison built by the Templars in the 12th century. The royal family was imprisoned here before their execution.

The Temple is shown on the map on p. 76 and described in greater detail in the *Freeing the Dauphin* adventure, pp. 74-86.

Place Du Trone: Due to public complaints by local residents in the Rue du Honore district, the guillotine was moved from the Place de la Revolution to this remote location — just in time for the six weeks of the Great Terror. The guillotine was only returned to its former site for the execution of Robespierre himself.

Chauvelin's Apartment: Chauvelin maintains a flat near the Temple, on the Rue du Dupay. He is not often there, spending the bulk of his time at his offices in the Palais de Justice, the various prisons, and at the Jacobin Club.

Reveillons Factory: The massive Reveillons complex, largest paper manufactory in France and largest employer in Paris — over 3,000 people labor in this Revolutionary hotbed.

Bois de Vincennes: Second of the great suburban forests of Paris.



Clubs

Social and political clubs were quite common in France, as in the rest of Europe, during the 18th century. Prior to 1789 they usually served as drinking or banqueting societies — often with a veneer of ritual, fellowship, and devotion to "higher ideals." Robespierre belonged to one such club in his native Arras, the Society of the Rosati, a lawyers' group concerned with composing poetry.

After the Revolution, social clubs were largely replaced by political clubs. The two most prominent were the Jacobin Club and the Cordeliers Club. Robespierre, St. Just, and most of the Radicals favored the Jacobins (officially the Society of the Friends of the Constitution), while Danton and the moderates founded the Cordeliers. Other splinter clubs included the Enrages and the Feuillants. The two principal clubs were centers of political debate, and indeed most of the plots of the Montagnards — the fall of the Girondins, the purge of Danton, the elimination of the Hébertists — were hatched in the halls of the Jacobin Club. The Jacobins in particular, with branch clubs in every major city, grew to dominate French political life at every level.

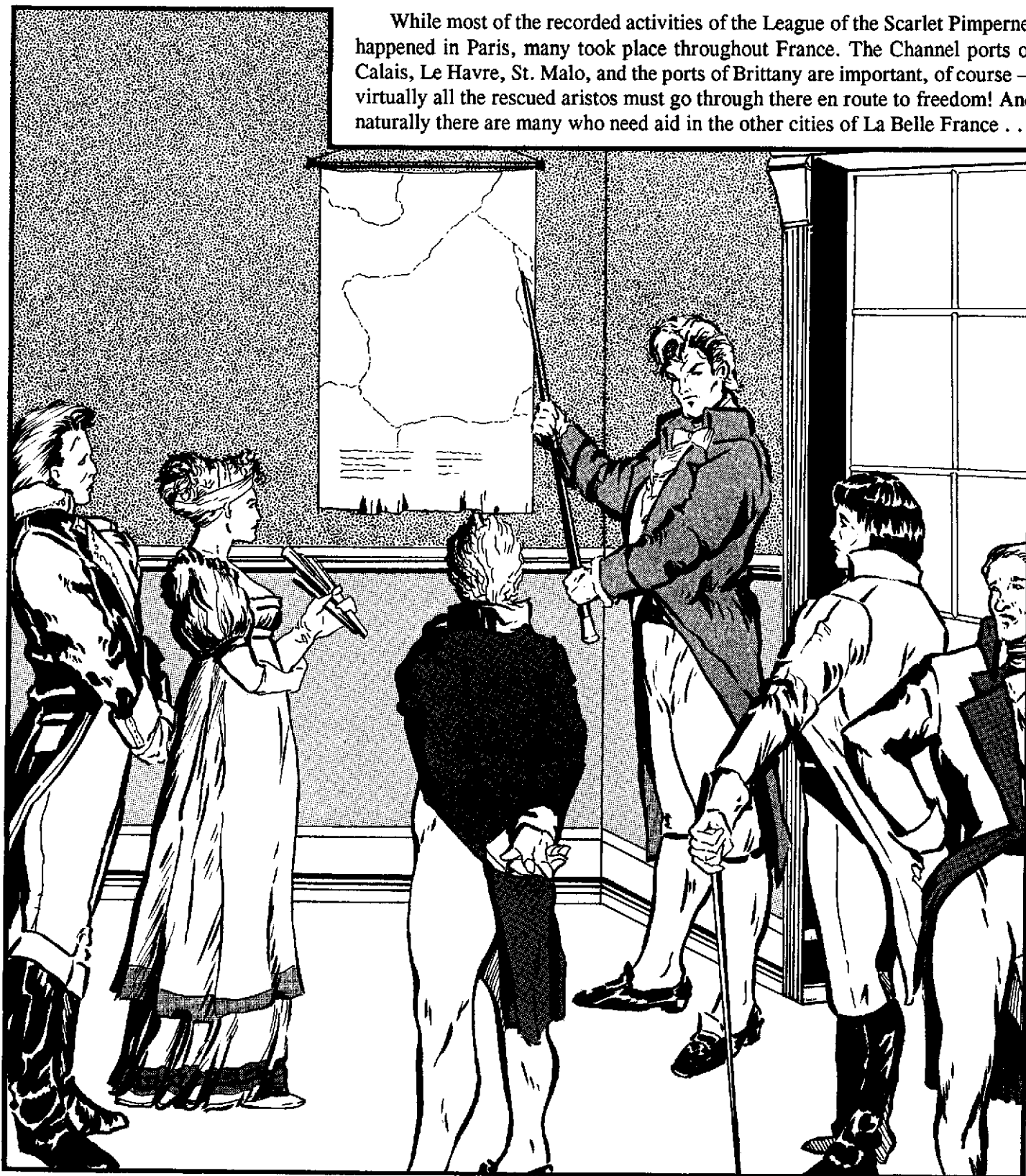
Even after Thermidor the Jacobins held enormous prestige, and it was a full six months thereafter before the Convention dared dissolve the club. The Cordeliers in the meantime had radicalized, rent by internal conflicts and their secondary status, and after the fall of the Hébertists controlling the club, the organization folded.

Some of the social clubs had darker overtones; see the *Illuminated Pimpernel* chapter, p. 89.

5

LA BELLE FRANCE

While most of the recorded activities of the League of the Scarlet Pimpernel happened in Paris, many took place throughout France. The Channel ports of Calais, Le Havre, St. Malo, and the ports of Brittany are important, of course — virtually all the rescued aristos must go through there en route to freedom! And naturally there are many who need aid in the other cities of La Belle France . . .



Government

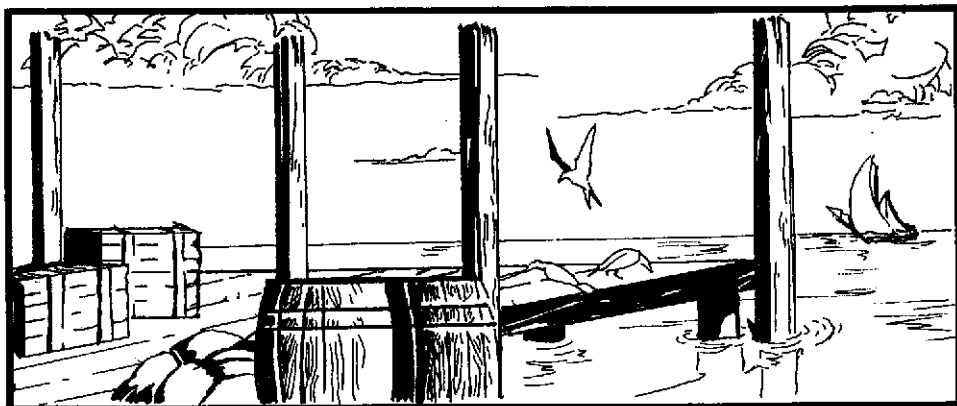
Following the Parisian model, most of the municipalities of France have exchanged their own governments for Communes. Many of the other trappings of Paris' government can be found in the provinces — local chapters of the Jacobin club, independent Tribunals, Public Prosecutors, National Guard battalions, and the like. Representatives-on-mission are often present, imposing their own unique brand of dictatorship. At various times, many of the cities listed below are in active rebellion against the Republican government, or are under martial law. Nancy, Lyon, Stasbourg, Bordeaux, Nantes, and Toulon were in revolt or actively in enemy hands at one point or another. When retaken, the reprisals were often savage — especially in Nantes and Lyon. Naturally, such civil disorders can prove a grave hindrance or a heaven-sent aid to League missions!

Bordeaux

The port of Bordeaux is one of the principal trading centers of France. Capital of the *department* of the Gironde and situated at the mouth of the Gironde river, its 85,000 people power a great industrial machine. Thousands work in the tidal powered corn-mills, the dozen sugar refineries, and the numerous businesses catering to the celebrated Gascon wine trade. The Place des Quinconces — the central business district — houses much mercantile wealth.

As a shipping center, Bordeaux is second in all of France only to Marseilles. There are over 60 shipyards and a vast waterfront, and a large portion of the French Navy is based here. The city is a prominent center of philosophy and the arts, housing the imposing Grand Theatre and the University of Bordeaux.

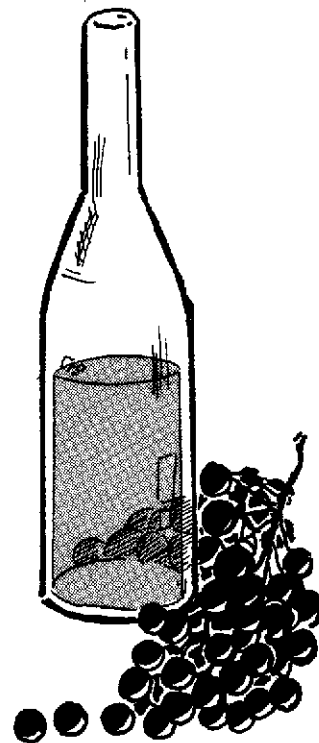
To a degree, Bordeaux's prosperity did the city a disservice in the period of Robespierre's ascendancy. The Girondin party was formed by representatives of the moneyed classes of the area, and Robespierre did not forget when the time came to purge the government of Girondin influence, although by then the local Jacobin chapter was fully as large as that of Paris.



Marseilles

The third largest city in France, Marseilles is the nation's chief Mediterranean port and the center of Provence. Numbering over 125,000 people, it is situated in the *department* Bouches-du-Rhône.

Marseilles is a fine place for sailors and merchants, but perhaps no one else. Its streets are filthy and cramped, and rowdiness is a general watchword. While the huge (1,000+ vessels) merchant fleet brings immense wealth to the city, the rewards have traditionally belonged solely to the moneyed classes. Partly as a result, there are few places save the eastern faubourgs of Paris in which republican fervor burns more brightly among the mobs. Threatened by the English and Spanish fleets, a siege mentality exists among the *fédérés* of Marseilles, and they seldom lose an opportunity to lash out at suspected foes.



Locations in England

Many locations in England are mentioned in the course of the series, and are potential places for adventure:

Richmond: Fashionable borough on the Thames to the west of London. Blakeney Manor, Sir Percy's home and the headquarters of the League, is here; so too are Hampton Court, the palace of the Prince of Wales, and the residence of Sir Andrew Ffoulkes.

Dover: Jumping-off point for League members before and after rescues. The "Fisherman's Rest" is a popular inn favored by the League and by Channel travelers (the innkeeper Jellyband is in the confidence of the Pimpernel), while more radical travelers stay at the "Blue-Faced Boar." Sir Percy's yacht, the *Day Dream*, is berthed in Dover — the usual means of extracting League members from France after a mission. Regular coach service links Dover and London.

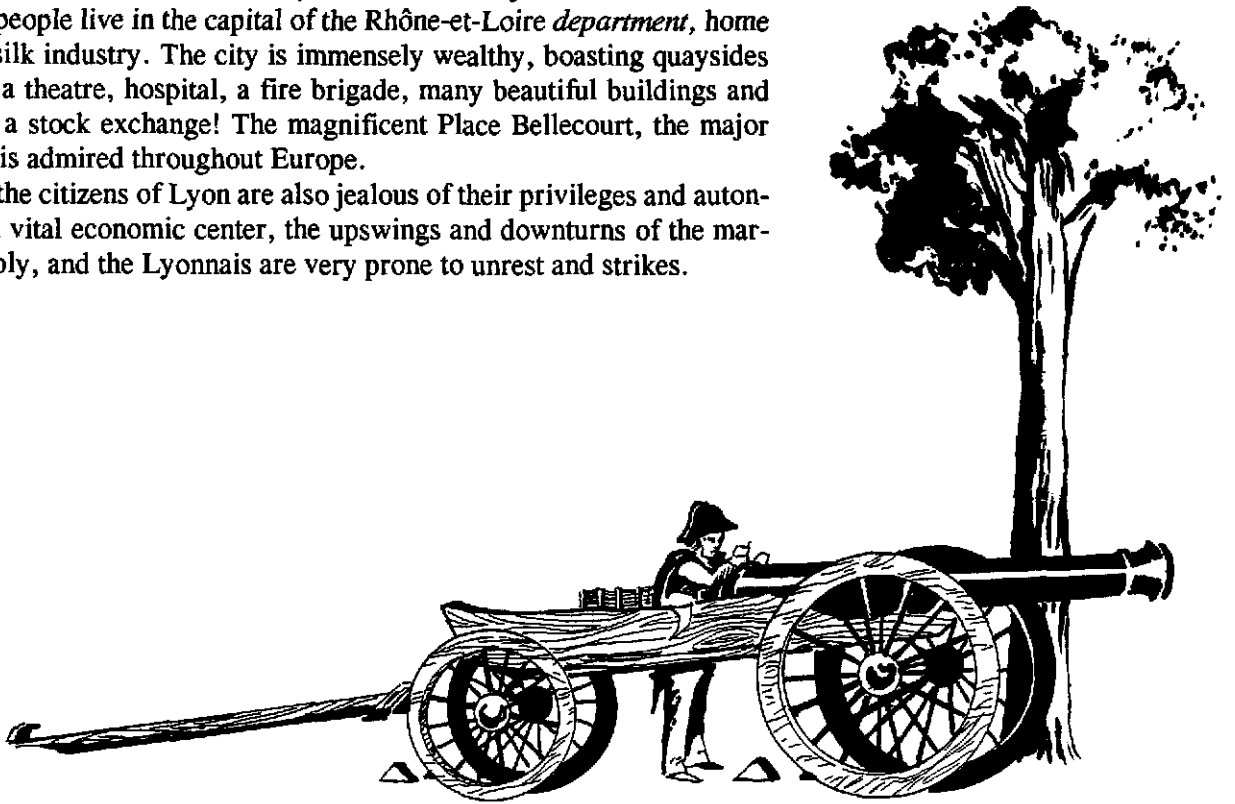
Dover is also a station for the Royal Navy's Mid-Channel Squadron, as well as for a good deal of merchant shipping and the cross-Channel smugglers.

London: Pall Mall and Almack's are favored gathering spots for the leaders of society. So, too, is Covent Garden Theatre, the gala home of the operatic set. A large emigré community is here, as well as numerous Jacobin sympathizers and radical intellectuals — the "Cercle des Jacobins Français" on Soho Street is a magnet for the latter.

Lyon

One of the great cities of France, Lyon is another major mercantile center. Over 150,000 people live in the capital of the Rhône-et-Loire *department*, home of the French silk industry. The city is immensely wealthy, boasting quaysides on the Rhône, a theatre, hospital, a fire brigade, many beautiful buildings and fountains, and a stock exchange! The magnificent Place Bellecour, the major public square, is admired throughout Europe.

However, the citizens of Lyon are also jealous of their privileges and autonomy. In such a vital economic center, the upswings and downturns of the markets strike deeply, and the Lyonnais are very prone to unrest and strikes.



In the summer of 1793, the city's continuing problems led it to revolt against the central government. The uprising proved vain, and Lyons surrendered in October. The Convention's vengeance was terrible; seeking to make an example, the Jacobins ordered Lyon put to the sword, appointing the maniacal Collot d'Herbois and the enigmatic Joseph Fouché to the task. The city was to be razed, and the very name of Lyon wiped from the maps. Henceforth, what was allowed to remain would be called "Ville Affranchié." The Committee of Public Safety decreed that the following inscription be raised above the ruins: "Lyon made war against Liberty. Lyon is no more."

All was done as the masters of France had said. By the hundreds and thousands, the citizens of Lyon were slaughtered — gunned down by massed cannon fire in what became known as the *mitrilledes*. Others fell to clubs and bayonet. The bodies choked the Rhone for miles. Buildings were blown up, and the civic monuments that were the city's pride demolished. For three months the killings continued, providing proof as none before of the savageries of which the Revolution was capable.

Reims

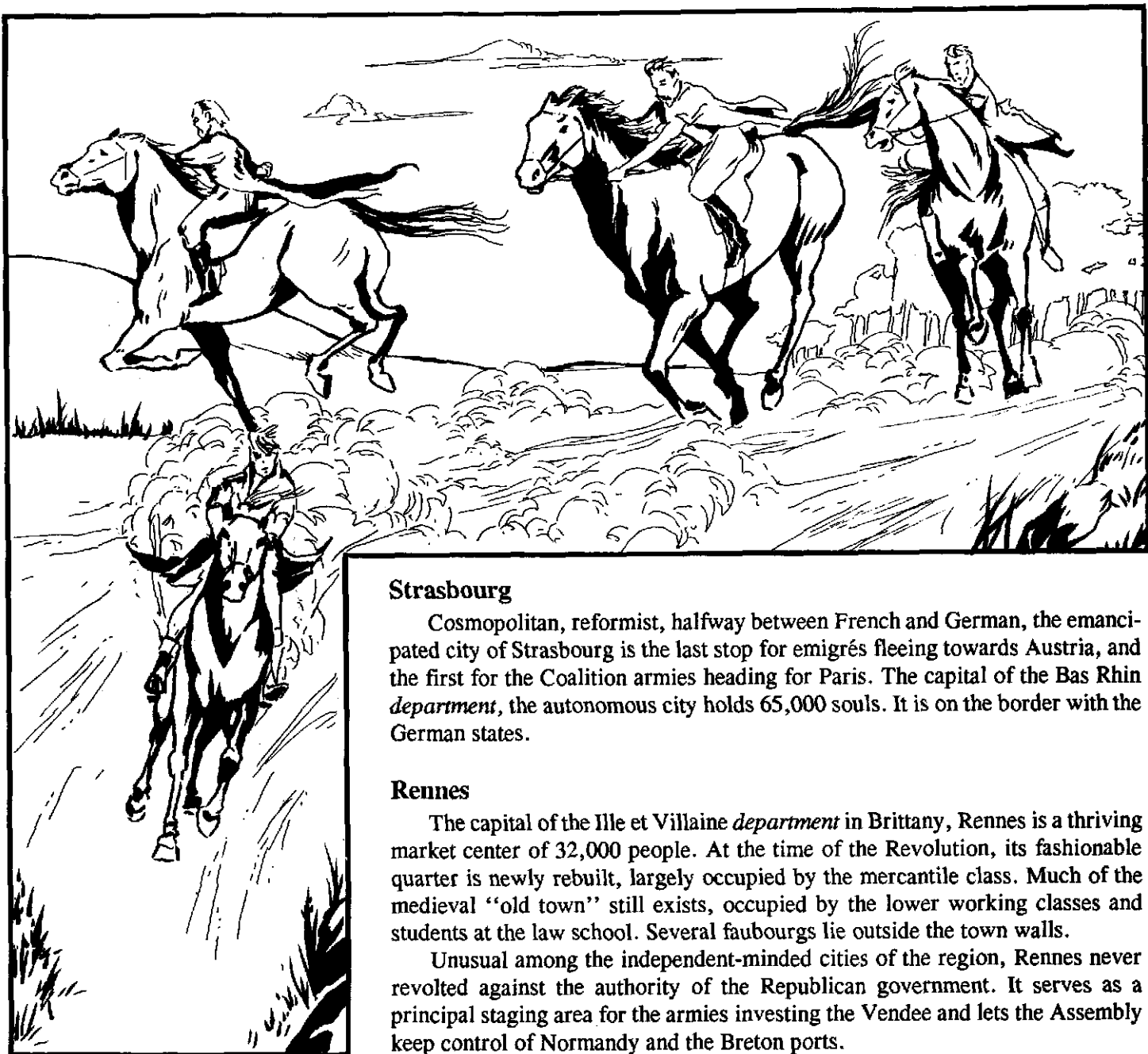
Principal city of the *department* of the Marne, Reims is an ancient university town of 30,000 residents. It is one of the few remaining walled towns in France, housing a major textile industry and a beautiful cathedral.

For League members and spies alike, the chief attraction of Reims is its proximity to the northeastern frontier and the northern French armies. It is only 50 miles from Reims to the Belgian border, and much of that is the trackless wilderness of the Ardennes forest. Eighty miles to the east is the autonomous region of Alsace, and the protection of the Austrian army. Reims is not only a key staging point for the agricultural supplies of Champagne, but for dispatchers and military staffs as well.

The Armées Revolutionnaires

The Armées Revolutionnaires were paramilitary civilian groups raised from the various *departments*. Politically subordinate to the Popular Societies and the local political authorities, the *armées'* original task was as supply battalions, requisitioning grain from the peasantry for the military effort. There were 56 of the *armées*, each numbering from as few as 50 to as many as a thousand effectives. Composed of sans-culottes and unschooled peasants, their training, equipment, and armament were usually ramshackle. At no time were they actually counted as part of the National Guard, nor were they intentionally deployed in battle.

As time passed, the armed bands became central in the spread of the dechristianization campaign to the provinces. Championed by the radical Hébertists, the groups' reputation declined from there. Used as adjuncts to the atrocities committed in Nantes, Lyon and elsewhere, the *armées* turned — in the end — as savage as any Parisian mob, spreading terror wherever they marched. From simple supply units, they were transformed into signal instruments of repression.



League Safehouses

The League maintains several safehouses and refuges throughout northern France. The one nearest Paris is Achard's farm in Clichy, three miles from the outskirts of the city. The farmer Achard, liberally supported by Blakeney gold, maintains several horses at all times for the use of the League. Another safehouse and drop site is on the Rue la Tour in the town of Mantes, 30 miles down river on the Seine from Paris.

The French headquarters of the league is at an abandoned farm just outside the commune of St. Germain, ten miles west of Paris. At least one League member will be posted at St. Germain at all times, providing extra support for any emergency. The farm is well-supplied with gold, French notes, and all supplies necessary to further missions.

Strasbourg

Cosmopolitan, reformist, halfway between French and German, the emancipated city of Strasbourg is the last stop for emigrés fleeing towards Austria, and the first for the Coalition armies heading for Paris. The capital of the Bas Rhin *department*, the autonomous city holds 65,000 souls. It is on the border with the German states.

Rennes

The capital of the Ille et Villaine *department* in Brittany, Rennes is a thriving market center of 32,000 people. At the time of the Revolution, its fashionable quarter is newly rebuilt, largely occupied by the mercantile class. Much of the medieval "old town" still exists, occupied by the lower working classes and students at the law school. Several faubourgs lie outside the town walls.

Unusual among the independent-minded cities of the region, Rennes never revolted against the authority of the Republican government. It serves as a principal staging area for the armies investing the Vendee and lets the Assembly keep control of Normandy and the Breton ports.

Boulougne

A small coastal city of 15,000, Boulougne is one of the principal Channel ports and the center in Picardy for the lucrative smuggling trade. The town is fortified, with unusually wide ramparts serving as impromptu quays and public walkways in time of peace. The Fort Gayole and Vieux Château fortifications overlook the harbor.

Notable landmarks include the Beffroi, the great bell tower; Rue d'Aumont, the mercantile center; and the Place de la Sénéchaussé, the public square and location of Boulougne's guillotine. Prisoners are kept in Fort Gayole.

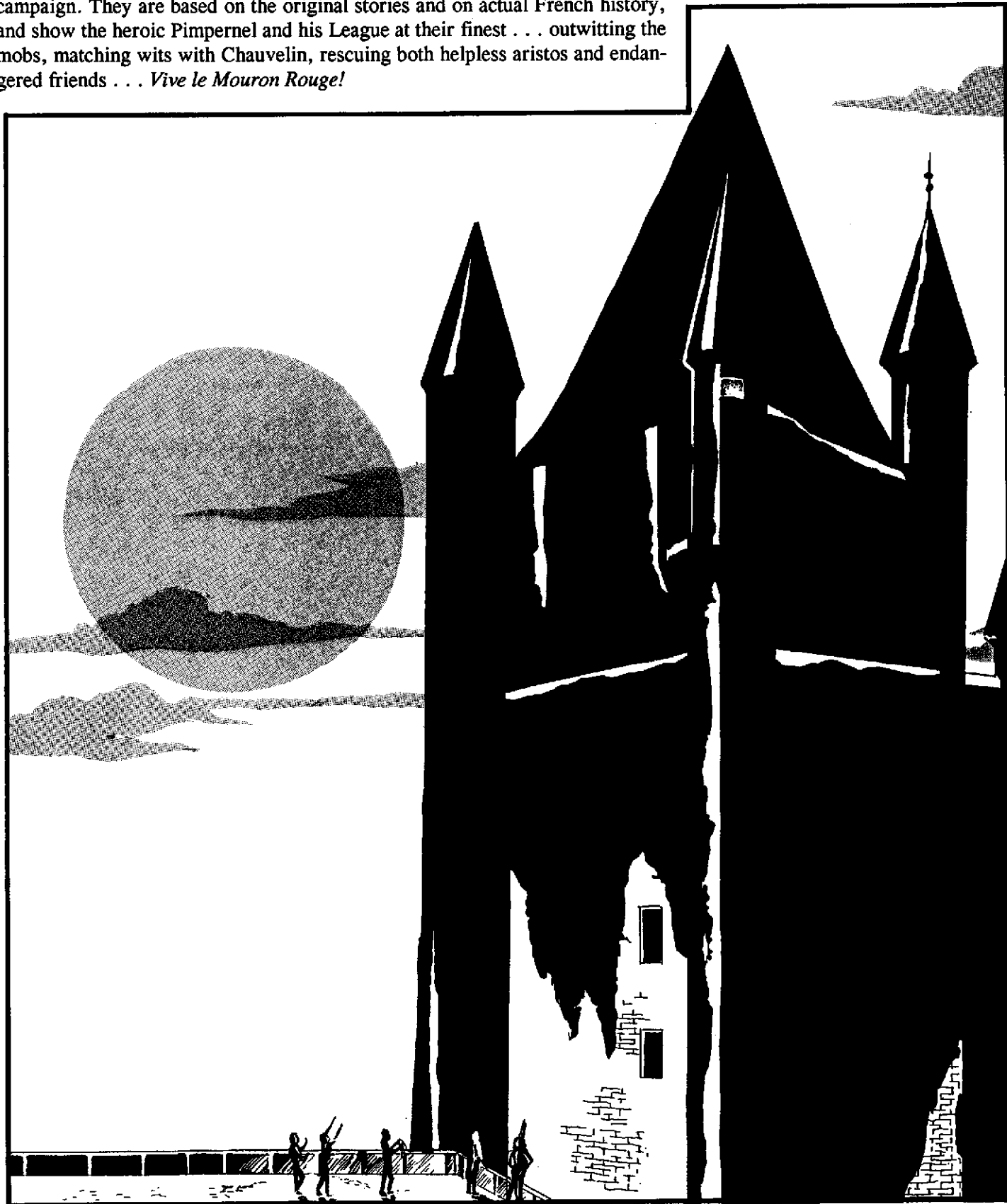
Calais

A small town of several thousand, Calais is a fishing port on the Picardy coast. It is long-favored by the League as a point from which they return to England. "Le Chat Gris" is a tavern popular among the League's travelers. The League also maintains a safehouse on the coast — an isolated fisherman's home known as "Pere Blanchard's hut."

ADVENTURES

6

In this chapter are four adventures which can start a *Scarlet Pimpernel* campaign. They are based on the original stories and on actual French history, and show the heroic Pimpernel and his League at their finest . . . outwitting the mobs, matching wits with Chauvelin, rescuing both helpless aristos and endangered friends . . . *Vive le Mouron Rouge!*



THE FALCON OF ST. ANTOINE

Father Étienne Lacroix *

Age 27, brown hair, hazel eyes, 5'9", 160 lbs.

ST 11, DX 12, IQ 12, HT 10.

Basic Speed 5.5, Move 5.

Advantages: Clerical Investment, Handsome, Empathy, Literacy.

Disadvantages: Impulsive, Honesty, Sense of Duty (to Mirelle).

Quirks: Loves debate, either political or religious; Slight martyr complex.

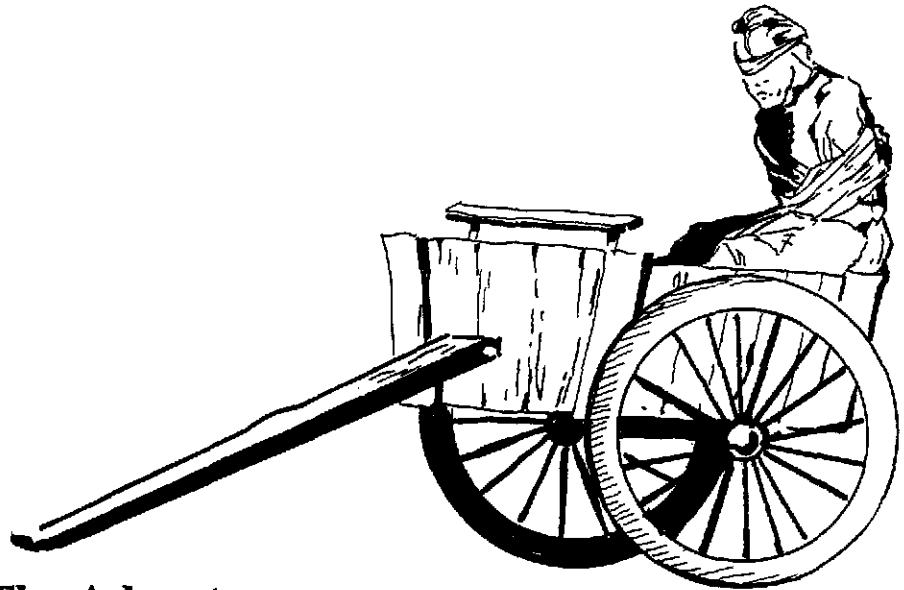
Skills: Area Knowledge (St. Antoine)-18, Bard-13, Cooking-12, Detect Lies-12, French-13, Latin-12, Italian-10, Savoir-Faire-13, Teaching-12, Theology-15.

Father Lacroix is young, dedicated, and until the Revolution a rising star in the hierarchy of the Parisian church. Unwilling to betray his loyalty to Rome, he refused to become a juring priest, and was removed from his parish. He has become devoted to Mirelle, not abandoning her even at the cost of his own reputation.

Lacroix grew up in the sprawling Faubourg, and knows the area intimately, down to the last alley and tavern. He is well-known here, but the priest's former popularity is evaporating in the twin flames of anti-clerical fervor and Cournoyer's regard.



In the wake of the terrible September Massacres, many of the remaining aristocrats of Paris begin to see wisdom in the notion of flight. The winds of change appear uncontrollable, sweeping away innocents, the *ancien régime*, even the monarchy itself. The rule of the sans-culottes has come to the City of Light, and no one now can call himself safe. But to openly leave the city is impossible. The National Guard has strict orders not to let the despised *ci-devants* escape the "justice" due them. It is to a growing legend that many turn in desperation — that of *le Mouron Rouge*, the Scarlet Pimpernel. Dozens of aristos doomed to die have inexplicably disappeared — the only trace of their passage a mocking note, addressed to the Public Prosecutor, signed with a small red star-shaped flower emblem. Even amidst the dreadful rampage of the *septembriseurs*, many a would-be victim escaped the holocaust. None knows how to contact this mysterious savior. But there seems to be no need; somehow the Scarlet Pimpernel knows when a *ci-devant* is at the end of his rope. Somehow, the doomed are succored.



The Adventure

As badly in need of rescue as any in Paris in this final tumultuous week of September 1792 are Mademoiselle Mirelle de Ratelle — daughter of the guillotined Vicomte de Laperriere — and her confessor Father Étienne Lacroix. Both have good reason to believe themselves suspect. Father Lacroix is a *non-juring* priest — one who did not sign the oath acknowledging the Declaration of the Rights of Man and the dissolution of the power of Rome over the Church — and so is barred from the pulpit and automatically suspect of treason. Mirelle, on her part, has not been discreet in her bitterness concerning the execution of her father, making public comments in the Palais-Royal about his "bloodstained murderers." For mutual protection, they live together in a garret near the Reveillons Factory in the Faubourg St Antoine. Such a hotbed of mob activity is hardly safe, but the pair have nowhere else to go.

Their arrest is imminent. A denunciation has already been made by one Citoyenne Cournoyer, charging the duo with violations of public morals — an unmarried girl and a priest living together, unchaperoned, is highly scandalous!



*Mirelle-Angelique de Ratelle-Laperriere **

Age 17, black hair, blue eyes, 5'2",
100 lbs.

ST 9, DX 11, IQ 11, HT 11.

Basic Speed 5.5, Move 5.

Advantages: Attractive, Literacy, Status 3, Voice.

Disadvantages: Gullibility, Honesty, Truthfulness.

Quirks: Strong desire for romance; Loves theatre; Devout Catholic.

Skills: Area Knowledge (Paris)-12, Bard-13, History-10, French-13, Latin-9, English-10, Literature-12, Performance-14, Savoir-Faire-14, Theology-12.

Mirelle lives and breathes the romances of the stage and the storybook, desperately wishing she could become an actress or heroine (it doesn't matter which). She led a very sheltered childhood up until the death of her father, and knows little of discretion or guile. Lacroix tries to protect her from the new, painful realities of post-Revolutionary life — perhaps a disservice in the long term, and probably futile. Mirelle can be willful, desiring the "plot" of any escape to progress much the same way as in her books, and contemptuous of deviations! She will readily accept reasonable explanations, though, and is bright enough to endure indignities in light of the consequences.

Such lack of Virtue cannot go unpunished — how else to educate the citizens of this Free and Indivisible Republic in their duties?

Fortunately for the errant pair, the efficiency of the Revolution's courts is matched by that of Sir Percy's spies. The tribunal's clerks meticulously record every line and name — to be collected in turn by the League's helpers. Ever-abundant Blakeney gold has paved the way for the intelligence gathering necessary for the League's function. The Pimpernel proposes to ferret Father Lacroix and Mlle. de Ratelle out from under the Convention's noses. Is the League up to the challenge?

Players should read no further. All subsequent information is for the GM only.

The Obstacles

The means of spirited Mlle. de Ratelle and her confessor away are readily at hand. The nearby Montreuil gate is the closest to Lacroix's flat. Fifteen National Guardsmen man the barrier at all times; however, so few aristos attempt to flee by way of Montreuil that vigilance is low. Alternately, the waterfront of the Faubourg St. Antoine has numerous vessels available — for a price.

There are several small market squares within a kilometer of Reveillons. Carts and wagons can be found in abundance, if the party chooses to use them to smuggle the refugees out of the city. Generally, the current owners of the carts are not interested in selling or renting the vehicles — except at breathtakingly exorbitant rates. Getting in to see Father Lacroix and Mlle. de Ratelle is fairly simple. The Tribunal's records list their address in the Reveillons district. The pair seldom leave the apartment; Lacroix only to buy food, Mlle. de Ratelle for her afternoon visits with her friends in the Palais Royal. Mirelle will be quite grateful for the opportunity to leave Paris. Lacroix will be less cheered by the prospect, but concedes that Mlle. de Ratelle should depart quickly, and that she would be unlikely to go without her escort. Both will cooperate with any reasonable plan, once convinced of the League's good will.

The true danger is in the tenacity of Valerie Cournoyer. She expects that Lacroix will attempt flight, and intends to stick to him like a limpet, aided by



Valerie Cournoyer ("La Peregrine")*

Age 21, blonde hair, violet eyes, 5'7",
115 lbs.

ST 9, DX 11, IQ 11, HT 11.

Basic Speed 5.5, Move 7.

Advantages: Alertness +10 (!), Intuition, Very Beautiful.

Disadvantages: Lecherousness, Jealousy, Stubbornness, Reputation -3 (local, as a snoop, 12-).

Quirks: In lust with Father Lacroix; Always prying into people's business; "Queen Bee" syndrome; Personally fearless.

Skills: Area Knowledge (St. Antoine)-14, Brawling-11, Carousing-12, Fast-Talk-11, French-11, Merchant-11, Running-12, Sex Appeal-15 (unadjusted for Appearance), Shadowing-12, Stealth-12, Streetwise-12, Detect Lies-12.

Daughter of a local sausage maker, Valerie is one of the more notorious characters of the Reveillons neighborhood. She is a strikingly beautiful woman, knows it, and uses her wiles to control men and anyone else she can. She conceived a violent passion for Father Lacroix some time ago. His gentle reproof stunned her — she had *never* before been turned down — and goaded her into an obsessive campaign to make the priest hers. She is inflamed with jealousy of Mirelle, believing her to be Lacroix's lover. Hoping to attract Lacroix in spite of all, Valerie loiters by their apartment, luring Lacroix into conversation whenever possible. He has taken to avoiding her on his walks, but her uncanny powers of observation — earning her her nickname — have so far foiled his intent.

While Valerie is not popular amongst the neighborhood at large, she has a small following among the young men of the district. Oftentimes a group of these love-struck lads are nearby, and they will hasten to do her bidding should she require aid. If statistics are needed, use the description of Chauvelin's thugs (see sidebar, p. 67).



The Falcon of St. Antoine

uncanny intuition and remarkable alertness. Her perception is keen enough to pierce nearly any disguise, and she will not hesitate to call attention to a disguised character. Her obsession (see sidebar) and arrogance effectively prevent attempts to intimidate her — moreover, the sans-culottes in attendance on Valerie will certainly assault anyone who tries. Valerie Cournoyer is a surprisingly formidable and skilled foe, and if she is underestimated, the GM should feel free to visit upon the party the consequences of their contempt.

Unfortunately, getting in to Lacroix's apartment without notice is *very* difficult. Cournoyer lives across the street from the flat, spending much of her time outside with her coterie of young men. When she's inside entertaining, the men have instructions to report strangers entering Lacroix's building to her. *Everyone* in the neighborhood knows everyone else — only those disguising themselves as locals will pass muster, though probably not past La Peregrine's keen eyes! The building is five stories, two taller than any adjacent building, and scaling it by night is the only other option — use the Climbing rules on p. B89.

Make Intuition rolls against Cournoyer's IQ of 11; if successful, she will confront people leaving Lacroix's apartment, demanding to know their business. A good enough story, backed by a successful Fast-Talk roll, will mollify her — make a reaction roll for her if there's any question. However, if the players represent themselves as agents of the government, she will fly into a terrible rage, claiming that the "deal" is already set, and threatening them with Marat's name! In truth, Cournoyer has no actual deal (nor has she ever met the dreaded Marat), but Perrault has led her to believe that she does — to give the government Mlle. de Ratelle's head in return for a free hand in seducing Lacroix. Alternately, if one of the visitors is female (especially if of Attractive appearance or better), she may accuse her of being the priest's lover, disbelieving any denial. Defusing La Peregrine in either instance will require a *very* good story in order to avoid a beating — or worse — on the spot!

Success

In order to bring off the escape, Cournoyer has to be neutralized. GMs should be severe with "heroes," especially those with aristocratic backgrounds, who try to do so simply by mugging or even murdering her — it's not at all gentlemanly! And she's *so* lovely . . . Masquerading as Guardsmen or as agents of General Security and "arresting" her may work — unless she has time to send word to her compatriot Perrault beforehand. If any of the League members are especially good-looking (Handsome appearance or better) males, seducing her is a viable option. Obsession or not, Valerie always has time for a good-looking man! A good Sex Appeal roll may be required. Make an Intuition roll using Cournoyer's IQ of 11 — if things look at all suspicious . . . well, La Peregrine is *expecting* some trick, and will act with all due speed as her paranoia prompts. It is unlikely, barring superlative reaction rolls, that Valerie will be beguiled enough by a handsome face to forget Lacroix, but any time spent in dalliance will be time she isn't spending watching his apartment.

The approach is far from safe, even if Valerie is thoroughly happy with her newest swain. Her coterie will prove wildly jealous, and give serious thought to teaching the outsider a "lesson." It is probable that the lesson will (only) consist of a savage beating at the hands of the lovecrazed sans-culottes. Visitors wishing to avoid such a fate need a ready excuse; the display of tricolor scarves or charged pistols will suffice! On her own part, barring a reaction roll of Excellent or better (the player can substitute a Sex Appeal roll), Cournoyer will have forgotten about the lover's existence ten minutes after he has left, and for all she cares his fate might be up to the tender mercies of the neighborhood toughs . . .

If she isn't distracted or otherwise neutralized, the rescuers will have to risk sneaking the couple past her. If Valerie isn't on her guard, Mireille will be allowed her usual routine of visiting the Palais Royal, from where she can easily be "kidnapped." However, if Cournoyer has reason to suspect an imminent rescue attempt — or by the second day after the party arrives, in any event — she will arrange to have Mlle. de Ratelle placed under house arrest.



Lacroix will be much tougher to rescue, since Cournoyer is with him wherever he goes, whether he likes it or not. If a League member chooses to disguise himself as Lacroix, he can, but the attempt is doomed to failure. Valerie will raise the hue and cry if she notices such a disguise, not forgetting to detail ten or so of her attendants to severely beat the rascal! She's shrewd enough to know that Lacroix isn't bolting without Mireille, and if the latter is detained she'll be less fanatical about dogging his every step.

A nighttime foray isn't much easier. The streets clear within two hours after sundown. Few pedestrians remain save the frequent patrols of the Guard and the gendarmerie; for statistics, see sidebars, pp. 82-83 and 72. Units of both are aware that Lacroix and Ratelle are under suspicion, and will investigate comings and goings after dark to their flat. However, La Peregrine herself will have retired to her eyrie (she has to sleep *sometime!*), and will not at night bedevil the League members. There is, however, a possibility (a roll of 1 or 2 on one die) that a few of Valerie's thugs will loiter around Lacroix's tenement, hoping to curry favor or eliminate a rival. Three or four will be there, remaining for a couple of hours. They will not pass the time quietly, and chances are good that wine bottles will be in attendance . . .

If Valerie isn't distracted, bullying Perrault into inactivity is almost as important. La Peregrine is unpopular outside of her circle of lovelorn street toughs, and few St. Antoine residents will go out of their way to cater to her obsession for the priest. If Perrault can be persuaded to resist Valerie's blandishments and threats, the way will be much smoother. Once again, a masquerade as a powerful Public Safety agent may be useful. Timing is all-important. The League has only a couple of days at the most before the pair are arrested. Even if Valerie is distracted or arrested, she will only be detained for an hour or two at best. If she realizes that the pair have escaped, Perrault and his mobs will be on the lookout within the half-hour. The speed which the League can remove the duo from St. Antoine — or better yet, Paris — will decide their fate.

Joseph Perrault*

Jacobin boss, age 41, black hair, hazel eyes, 5'10", 200 lbs.

ST 13, DX 11, IQ 11, HT 12.

Basic Speed 5.75, Move 5.

Advantages: Status 1, Patron (Marat, 6 or less), Reputation +1 (sans-culottes of the Montreuil district, 12-), High Pain Threshold, Literacy.

Disadvantages: Enemy (ward rivals, 6 or less), Odious Personal Habit (lack of hygiene), Secret, Bad Temper.

Quirks: Always munching on sausages; Shakes a club to emphasize words; Sweats profusely when nervous.

Skills: Brawling-15, Shortsword (club)-13, Area Knowledge (St. Antoine)-14, Streetwise-14, Fast-Talk-12, Administration-9, Carpentry-12, Detect Lies-11, French-11, Tactics-10.

Joseph Perrault is the appointed Head of the Committee of the Montreuil Section. In principle, his job is to oversee the administrative and judicial functions of the Section's government, and to lead the Section's Committee in the hunt for traitors. In practice, Perrault is a crony of Marat's whose task is to lead the mobs and dole out patronage to loyal Jacobin supporters. The intricacies of government are largely lost on the former carpenter, and as a result the governing committees act on their own. As long as Perrault delivers the mobs when and where Marat wants them, he is left to wallow in his embezzled gains.

Few know the extent to which Joseph has robbed the Section treasury. Cournoyer, who counts Perrault's son among her castoff lovers, is one of them. Normally, she couldn't care less about the ward boss' lust for gold. However, seeing Father Lacroix slip through her fingers is rendering her indiscreet, and she will use her power over him to coerce Perrault into acting. Fearless concerning the long-term consequences of blackmailing a Jacobin ward boss, she will force him to marshal soldiers to place Lacroix under close watch, Mireille in prison, and any interfering Englishmen into the Seine.

Perrault is aware of her knowledge, but will be unwilling except in extremity to have La Peregrine murdered; he suspects that she's given the information to others to be used in the event of her death. Instead, he's likely to cater to her whim. His influence is considerable; he can have a howling mob — numbering in the thousands — anywhere in the Section in 15 minutes, and can even marshal Guardsmen with enough warning.

TRAITOR IN THE RANKS

Louis-Etienne de Valois-Angoulême, Marechal le Comte D'Alais

Age 64, white hair, brown eyes, 5'10",
175 lbs.

ST 11, DX 10, IQ 11, HT 9.

Basic Speed 4.75, Move 4.

Advantages: Status 4, Literacy, Military Rank 9.

Disadvantages: Age, Code of Honor, Stubbornness.

Quirks: Always affects military bearing; Staunch Royalist; Says what he thinks; Refuses to use term "Citoyen."

Skills: Detect Lies-12, Diplomacy-11, Fencing-10, Black Powder Weapons-9, History-12, Leadership-13, Literature-12, Riding-11, Savoir-Faire-16, Strategy-15, Tactics-14, Area Knowledge (Paris)-12, French-15, English-10, German-11, Breton-12, Area Knowledge (United Provinces)-10, Area Knowledge (France)-11.

The Comte D'Alais is an old warhorse, staunch in his loyalties and unswerving in his views. He ignores the tumult of the times, refusing to believe that the ordered world that nurtured him is shattered forever. He is indiscreet concerning Revolutionary leaders, often making scathing remarks about their collective lack of breeding, talent, brains . . .

D'Alais will prove a difficult man on the run. At times, he isn't fully lucid, and may decide to take weapon in hand and charge his foes — whether or not it's appropriate. He won't complain about hardships, even if his health worsens, but will turn his caustic tongue on any plan he dislikes — which will be *anything* more complicated than "Go to the coast and hop a ship for England."



It is February of 1793, and to the remaining aristos of Paris, the winter air is even colder than normal. The execution of Louis XVI has cast a bitter pall over the scions of the *ancien régime*, and all but the foolhardy and ignorant sense that their turn is near. During this time of fear, a missive is sent to the League through intermediaries — the *ci-devant* Comte d'Alais is about to be denounced to the Committee of Public Safety, and fears for his life. The League has proved the salvation of many an aristo before now. Will they help the Comte?

Players should read no further! All subsequent information is for the GM only.

Available Information

Anyone, on a successful roll against Area Knowledge (Paris), will know the following facts: that the Comte's hôtel lies near the Palais-Royal off the Rue St. Honore, that the sole family member living with him is his teenaged daughter, and that he is impoverished enough to support only three servitors. On a roll against Savoir-Faire-4 (SF +1 for French characters), Area Knowledge (Paris), or Politics, a character will know that the Comte was once a Marshal of France and that he is known to be stubborn and desirous of getting his own way.

The Hôtel D'Alais

The Comte's hôtel is modest, as such buildings go — the 12-room manse attests more to lineage than wealth. It is freestanding, in a small iron-fenced courtyard. In it live the Comte and his daughter, and their servants — Marc Savard, the valet; Delphine, the maid; and Thomas Tardif, the cook. Savard and Delphine seldom leave the hôtel, except in the company of their masters — who are themselves reclusive, and almost never leave. Most necessities are delivered, except for food. Thomas leaves after breakfast each morning to make the daily purchases.

Anyone approaching the house should roll against Vision-3 or Shadowing, whichever is higher — one at least should succeed. Successful observers will note that four ruffians are watching the hôtel! They are lounging in doorways, all in a good position to view the grounds. Further, each man is in a position to see the two others nearest to himself. It is evident that vigilance is high, and that the lurkers regularly glance over at their fellows. Oddly enough, they seem to pay no attention to the other observers, no matter how obvious the League members make themselves. If directly approached, a thug will tell his accoster to clear off. However, he will take no violent action to enforce his opinion.

Should anyone — in disguise or not — actually walk up to the house in an attempt to gain entrance, one of the thugs will go dashing off, with no apparent thought to discretion. If followed, he will lead followers to the Palais-Royal, where he meets a detachment of National Guardsmen. The group will head for the hôtel at maximum speed. The hôtel is five minutes walk away. A Contest of Skills should be made for a shadower to avoid being spotted — use 11 for the enemy's IQ. Any tail will be cornered and captured, to be questioned at leisure.

In general, the GM should emphasize, obviously or not, that access to the manse without being seen is unlikely, and that the only member of the household who can be approached is Thomas.

Follow That Cook!

The obvious step is to approach the cook as he makes his morning rounds. He leaves around nine, baskets in hand, and leisurely strolls to the nearby Halle Au Blé to make his purchases. He stops at a sidewalk coffee-house adjacent to the Halle — the same one every day — where he enjoys his lunch, afterwards returning to the hôtel. He pauses in front of one of the thugs — again a daily occurrence — and insults him for a few minutes before retreating into the hôtel.

Making contact with Thomas is simple; he is quite easy to follow! Slipping a note into his baskets requires a Pickpocket or Sleight of Hand roll at +4 — he will notice it upon his return to the Hôtel D'Alais. If the missive directs him to meet at a rendezvous, Thomas will do so. He will comply willingly with any other reasonable request given in the note. Attempts to approach him as overt League members will be just as easy. Any hint or sign given him will be eagerly seized upon.

In either case, he will demand a meeting place of his own choosing. "I can trust only this place," he will say. "My brother owns it, and he will not bear tales to the Committee." Thomas flatly refuses any other site. The place is Le Cafard, a cafe just to the north of the Halle. Upon entering, he will look around at the people there, bob his head, sigh in apparent relief, and lead the visitors down a narrow hall into an antechamber. "Here we can talk safely," he says.

The Situation According To Thomas

"Those devils keep the house under constant watch," he says. "They will neither allow M'sieu le Comte nor Mademoiselle to leave!" He has no explanation to offer of the unusual degree of surveillance. He does know that the Comte and Therese are eager to escape, if they had the means to do so, and that they trust *le Mouron Rouge* and his band to do the job. He will bear any message to them, if given one. If the would-be rescuers wish to discuss plans with Thomas, he will offer comments and suggestions. He advises against any maneuver by night, claiming heavy security and that the Comte is nightblind. The cook will attempt to persuade them, by dint of negative information, into an attack on the thugs and a daytime breakout. Roll a Contest of Skills between Thomas' Fast-Talk and the character with the highest Detect Lies skill or IQ — *make sure* to keep this a secret roll. If the character wins, he receives the impression that not only is Thomas deliberately steering the party into this specific course of action, he is concealing a great deal — and telling some lies to boot. If Tardif is not suspected, he will urge that for safety's sake, the strike be planned for the very next day. "I will tell M'sieu le Comte to make ready, and all shall be well!" Smiling unctuously, he takes his leave.

Doubting Thomas

Characters who perceive his untruthfulness have three options — to confront him, to take him at face value, or to have him followed. A confrontation will reveal nothing; the cook will deny any accusation of untruth, becoming swiftly truculent. He will then try to leave. If restrained, he will whistle twice. A number of men equal to the number of characters in the party will surge in, armed with clubs, and try to subdue the group. Use the stats for the Thugs (sidebar, p. 67). If the heroes win the battle — and unless they're very unlucky they should — Tardif will manage to escape in the tumult, but *just barely*. If someone thinks to check the street in any reasonable amount of time, he will spot Tardif, and be able to follow the cook to a flat on the Rue du Dupay. This is Chauvelin's apartment — if the heroes don't already know this, they will soon enough! If they are captured, they will hear an interesting conversation; see below.



*Therese-Anne de Valois-Angoulême, Vicountess d'Alais **

Age 16, auburn hair, brown eyes,
5'6", 110 lbs.

ST 9, DX 12, IQ 11, HT 10.

Basic Speed 5.5, Move 5.

Advantages: Status 4, Common Sense,
Literacy, Attractive.

Disadvantages: Honesty, Youth.

Quirks: Flirt (when Father isn't watch-
ing); Bookworm.

Skills: Administration-12, Accounting-
13, Area Knowledge (Paris)-13, Dancing-
13, Diplomacy-12, Literature-12, Occult-
ism-10, Savoir-Faire-13, French-13, Eng-
lish-9, Fast-Talk-12.

Therese is the Comte D'Alais' only sur-
viving child — his two sons died in battle.
Her mother died three years ago, and since
then the conscientious Therese has kept the
Comte's household in order. Unfortunately,
the family's gold and jewels are finally
giving out, and she is haunted by fears of
the future.

She is fascinated by the idea of ro-
mance, as described in the books she loves
to read, and will innocently flirt with ap-
pealing visitors. She is far from wanton,
however, and improper advances will be
met with frosty rebuffs. Unlike her father
— whose mind wanders from time to time
— Therese is clever and self-possessed.
She will attempt, as far as she is able, to
help an escape along, obeying any order
given. Her father intimidates her, but if
Therese can be convinced to stand up to
him she can cajole him to follow the
League's directions.



Thomas Tardif*

Age 30, sandy brown hair, gray eyes, 5'6", 180 lbs.

ST 11, DX 10, IQ 12, HT 11.

Basic Speed 5.25, Move 5.

Advantages: Patron (Chauvelin, 12-), Luck, Literacy.

Disadvantages: Overweight, Jealousy, Paranoia, Lecherousness.

Quirks: Backstabs for the fun of it; Proud of cooking; Likes deviousness for its own sake; Desires Therese-Anne; Avoids combat.

Skills: Acting-14, Area Knowledge (Paris)-14, Black Powder Weapons-11, Brawling-9, Cooking-15, Fast-Talk-14, Holdout-11, Knife-12, French-12, English-10, Savoir-Faire-12, Stealth-14.

Thomas the cook is one of Chauvelin's most trusted hirelings. Planted in the Comte's household four months ago in preparation for the scheme, Thomas is both inside man and contact, keeping an eye on the Comte and his daughter and reporting to Chauvelin. The thugs watching the hotel all know Thomas, and are instructed to obey his orders — the insults and daily confrontations are embellishments of Tardif's to shore up his cover. On his own part, Thomas is a bit of a coward, preferring to work from the shadows, and will turn matters over to Chauvelin's hirelings should trouble ensue. However, barring a need for violent action, he is a capable and steady agent, and will never break cover unless necessary.

During his time in the household, he has conceived a passion for Therese. Chauvelin knows of this, and promised her to him should the plot succeed. Tardif cannot wait, and in his turmoil will develop a violent hatred for any interloper showing interest in the beautiful lady.

If there is no battle, and the players choose to follow the cook, Tardif will return to the hôtel — his usual routine.

If any character wishes to keep Le Cafard under surveillance, he will make a startling discovery — ten minutes after the rest of the party leaves, a slim, neatly dressed man exits the cafe. It is Chauvelin himself! If someone tries to trail him, roll a Contest of Skills to see if the Terrorist picks up the tail. *Even if Chauvelin does so*, he will not take notice of the heroes. He leads the party to the Cheval Borgne — a nearby restaurant — where he meets with two other men. Wine is brought to the table, and the men begin to talk. There is an empty table next to the trio, behind Chauvelin's back — coincidentally. Eavesdropping from the table is easy. Have the listeners make a Hearing roll anyway, then a Contest of Skill to avoid notice. Once again, even if Chauvelin wins the contest, he will ignore the onlookers.

Chauvelin's Plan?

"It is all arranged," Chauvelin says to his companions. "I do not think that there is any suspicion, but even if there is, so much the better! Those fools will essay the rescue anyway."

"What of Tardif?" asked one of the other men.

"What of him?" comes the reply. "He's a cipher — just a pawn to make the arrangements. The one you need watch is the traitor. It took a great deal of time and money to suborn one of them, and it will go ill with you, citizens, if he comes to premature harm. If you capture them, guillotine them all, but let him go. He can spread a tale of his escape, and he will. Pardieu!" and here the master Terrorist laughs. "Mayhap he will lure more of his fellows to us, in time! But if he dies . . . *you die*. See that it is not so." The men pass small talk for a while, then leave in a group for the Jacobin Club.



Chauvelin's Plan!

The intent of the agent of Public Safety is not necessarily to capture the members of the League, but to destroy it from within. Executed, the dead become martyrs. Fearing treachery, the League may well break asunder; thus the lax surveillance and the "ineptitude" of the plotters in detecting tails. Tardif is *not* privy to this aspect of the plan. The very plea for help was a plant, forwarded through spies and double agents. If contact is actually made with the D'Alais family, they will be quite astonished. Knowing themselves to be in peril, they would be grateful for a rescue, but they certainly had expected nothing of the sort. The pair will cooperate fully with the League, but will demand that their servants be rescued as well. When confronted with the possibility of Thomas' treachery, the Comte *will* summon the cook in for an explanation. D'Alais will not be gainsaid, declaring proudly that Tardif has the right to defend himself. Once Tardif knows his cover is blown, he will immediately rush to Chauvelin, not waiting to be interrogated.

Chauvelin very much wants the League members to hear the aforementioned conversation. If he isn't followed to the Cheval Borgne, the speech can take place in more than one way. If the heroes are captured, either by the National Guardsmen or by the assailants in Le Cafard, have them all make Hearing rolls. The character with the best roll should hear, faintly, the gist of the conversation through a wall. Contrive to have another prisoner afterwards "discover" that his

bonds are loose. The escape of the League members is *precisely* what Chauvelin wants at this point — so much the better for his poison to work! If the D'Alais' are rescued in the meantime, what boot it? For they will certainly be the last! Indeed, Chauvelin will stage-manage the escape, as much as possible, to prevent the League members from suspecting that they're getting away with the rescue too easily. Guardsmen will be ordered *not* to use lethal force in apprehending fugitives, and security in case of capture and imprisonment will be "fortuitously" lax.

If Tardif is trailed to Chauvelin's apartment, the master spy will contrive to leave a window open for easy eavesdropping. As soon as the cook is dismissed, Chauvelin will have a conversation similar to the one above with Desgas, his secretary and confidant.

Clever players may figure out that things are going too easily. Gamemasters, in the person of Chauvelin, can do much to dispel the notion. If, for instance, the heroes are clumsy in either eavesdropping or shadowing, make a roll against Chauvelin's IQ of 14. If successful, Chauvelin will contrive a "lapse" to cover up for the characters! Whether lingering to make a purchase from a street vendor (to allow tails to catch up) to having the beautiful daughter of the prison governor "fall" for a League member and slip him the keys, he'll cope with any ineptitude on the part of the League. GMs afflicted with a sense of fairness may want to allow players a roll against Acting skill; a good roll will allow an observer to learn that Chauvelin seems to be acting a role, and is more aware of his surroundings than apparent. The GM might resort to sneaky methods to foster the proper degree of suspicion. "Discreetly" passing handwritten notes to a player, taking another aside during a break, groaning audibly about one's own bad luck if a player makes a poor roll at a Contest of Skills, asking a suspect to arrive for the play session a half-hour early — these methods, gently applied, should serve the purpose without being too obvious. Whether the players can surpass their natural feelings of paranoia and stick together is the true test of their character.

If — for whatever reason — Chauvelin does *not* get the chance to make his speech for the League's benefit, all bets are off. He will rescind his orders concerning non-lethal force and laxness, and simply treat the matter as another League rescue attempt — with the difference that he has an excellent idea where, when, and whom! Not all the Guardsmen and street agents will have received the word; roll against the *lowest* IQ of any group of enemies. If the roll is failed, the opponents are still working under the original orders.

Even Paranoids Have Enemies

As an alternate ending, there could really *be* a traitor in the League! If the traitor is not a player character, he could be either an NPC in Paris with the other characters, or outside the city at one of the League's farm rendezvous, ostensibly preparing the getaway.

The blackguard could have any one of several reasons for his treachery:

Money: Living in the style that the Prince's circle requires demands a great deal of cash, and financial difficulties mean social ruin. Business reverses or spendthrift ways may drive a desperate young man to seek cash any way he can.

Blackmail: Chauvelin holds the life of a sweetheart in his hands, and demands the ruin of the League in return for her freedom.

Envy: Sir Percy is a dominating figure, larger-than-life, requiring absolute and unquestioning obedience from his men. An overly independent member could easily chafe under the Pimpernel's overpowering presence, the feelings in time turning to bitterness and jealousy.

Revenge: A loved one or dear friend has died, in circumstances where — rightly or wrongly — the traitor feels the League could have intervened, or failed to do so through negligence.

Chauvelin's Thugs

Various ages, sizes, and descriptions; dirty and poorly dressed.

ST 12, DX 12, IQ 10, HT 12.

Basic Speed 6, Move 7.

DR 1 due to toughness, no encumbrance.

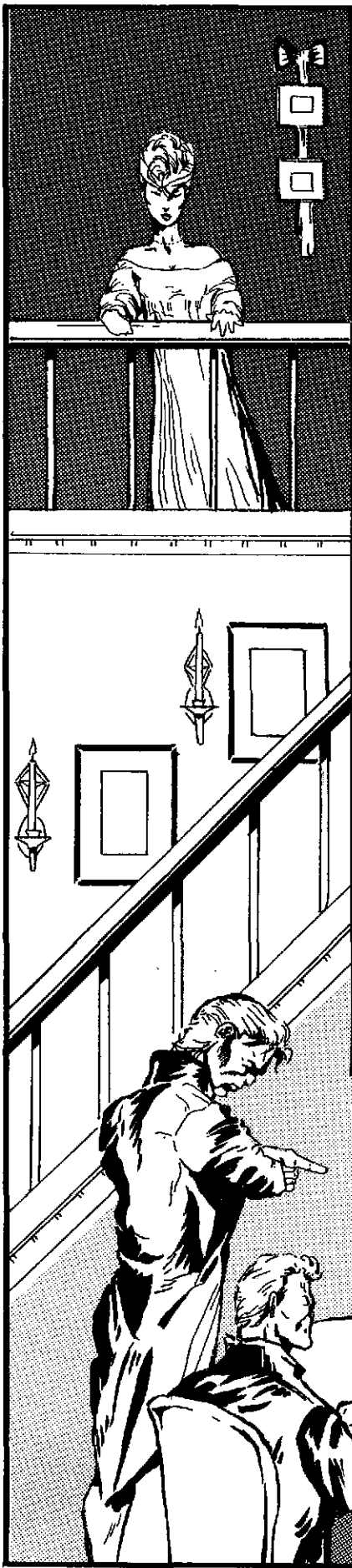
Advantages: Toughness (DR 1), Legal Enforcement Powers, Alertness +2.

Disadvantages: Bully, various Odious Personal Habits.

Skills: Blackjack-12, Brawling-13, Shortsword-12 (club), Interrogation-10, Knife-13, Area Knowledge (Paris)-13, Shadowing-13, Stealth-13, Streetwise-12, Running-10.

Hirelings of the master Terrorist, for surveillance and for muscle. They are relatively dependable when following fixed orders, less so when improvisation is required.





Chauvelin will use a turncoat to his best advantage. Unless he has a good chance to capture the Scarlet Pimpernel through the use of the traitor, he will be content to follow the script as outlined above. However, he will instruct his agent to plant incriminating clues and scatter suspicion as much as possible. The Terrorist will try to manage this with delicacy. While the patriotic Chauvelin feels only contempt for a man who would betray his country, he will strive to keep any actual traitor from exposure. For his purposes, suspected turncoats are far more valuable than proven turncoats!

The rebel League member is a formidable foe. He is well trained in stealth and deceit, and will have money in abundance and a strong motive to act. However, the sense of sportsmanship, fair play, and patriotism is so strongly ingrained in the psyche of the English nobleman that the actual betrayal of his comrades and friends is a dreadful undertaking, even with the firmest resolve. Make rolls against his Acting skill each week of the plot, or *each day* he is in contact with fellow League members; a failed roll means that the traitor is noticeably jittery, snappish, or withdrawn. If the rebel is acting under either coercive motive — the first two — penalize his roll by 3 or more; playing the Judas is sapping his will. If the traitor is not of the English aristocracy or lacks such a strong degree of sportsmanship, the GM should give bonuses to the rolls — +1 to +3.

If confronted, make a reaction roll for the faithless member. Add the following as modifiers: +2 if undeniable proof is presented, -2 if only innuendo is offered, +1 if money is the motive, +3 if blackmail is the motive, -3 if revenge is the motive. A "Very Good" roll means that the traitor confesses his crime; an "Excellent" roll or higher causes the man to break down completely, begging for forgiveness and swearing to help right his shameful deeds. Neither result is absolute, depending on the motive — a vengeful nobleman could proudly confess his perfidy and damn the League to Hades with his next breath!

How the party deals with the matter — beyond the immediate resolution of the adventure — depends on their breeding as well as their compassion. To the English nobleman of the period, honor was the most highly prized of virtues, and to disparage one's honor the gravest of insults. No gentleman would associate with a dishonored man — let alone one proven treasonous. The stain was so great that suicide was an accepted release! Entering military service was another common escape, which might, after many years of faithful service, lessen the stain.

MORT À DÉROULÈDE!

By all accounts, one of the most important elements contributing to the success of the League's operations is the aid of Paul Déroulède. Citizen-Deputy, member of the Convention, vastly popular among the Parisian mob, he has time and time again helped Sir Percy — whether by keeping the League informed of which aristos are suspect, providing the latest designs for internal passports and certificates of safety, or hiding Blakeney in his apartment in times of danger. However, events conspire to bring Déroulède to the guillotine . . .

Cold Wind Blowing . . .

Déroulède is not without his enemies, mainly amongst the radical wing of the Mountain. The jurist Merlin and Public Prosecutor Fouquier-Tinville bear special hatred for him, in envy at his popularity and in scorn about his moderate politics. Not hitherto daring to move against Paul, they but await a pretext to do so.

Sir Percy is aware of another danger. Déroulède has confided that he has a scheme to rescue the Queen from the Conciergerie prison itself! The Deputy gained the post, held in monthly rotation, of Governor of the Conciergerie for the next month. Preparing passports, disguises, and other necessary documents, Déroulède intends to drug the interior watchmen, disguise the ex-Queen as a National Guard officer, and bluff his way past the outer guard. Hoping that the League will give him aid in the task, he has briefed Sir Percy on the details of the plot.

The Pimpernel doesn't believe that the scheme will work. Even if politics or his co-conspirators do not betray him, Blakeney thinks — with some justification — that Marie Antoinette is far too stiff-necked to submit to disguise and concealment. Further, the Queen would have to wear a heavy cloak to conceal her figure — unlikely in the heat of the Parisian summer to pass without an inspection. Finally, the degree to which the Deputy has committed his plans to paper appalls the secretive Sir Percy — he has urged Déroulède to burn the papers, but Paul believes that they are necessary to brief the Queen on the mission, and that he will be unable to have a private interview with her before the escape.

Despite Déroulède's urgings, Blakeney refuses to lend direct aid, fearing the plot doomed to failure. However, he has been sending mocking messages to the Tribunal in an attempt to deflect attention towards himself. He will soon leave for Nantes to initiate just such a high-profile stunt. In the meantime, unknown to Déroulède, Sir Percy means to leave behind a small band of League members to prepare an escape for the Deputy and his household if and when his efforts fail.

Home Is Where The Heart Is?

A more telling danger comes from an unlikely source; the beautiful but enigmatic Juliette de Marny. By happenstance, she was in front of Déroulède's apartment when a mob accosted her. She pleaded for the Deputy's aid; the kindly man convinced the sans-culottes to leave her alone, then invited her to stay in his apartment for a time for her own safety. Déroulède's mother, who lives with him, adores the sweet young lady, and two months have passed with Juliette still a fixture in the Déroulède household. Paul has fallen in desperately in love with the woman — even though he remembers that he slew her brother many years



*Juliette de Marny**

Age 24, blonde hair, blue eyes, 5'3", 110 lbs.

ST 9, DX 11, IQ 13, HT 11.

Basic Speed 5.5, Move 5.

Advantages: Beautiful, Status 5, Literacy.

Disadvantages: Struggling, Social Stigma, Honesty, Major Vow (To encompass the ruin of Déroulède).

Quirks: Deeply religious; In love with Déroulède; Fatalist; Fascinated by Charlotte Corday; Self-possessed in crisis.

Skills: Acting-13, Administration-12, Area Knowledge (Paris)-12, Fast-Talk-12, History-12, French-15, English-11, Literature-13, Occultism-11, Savoir-Faire-13, Theology-15.

Juliette de Marny is the last surviving child of the Duc de Marny, a great noble of the *ancien régime*. Ten years ago, Paul Déroulède killed her brother — albeit in a fair duel provoked by the Vicomte de Marny. Her father forced her to swear an terrible oath:

"I swear that I will seek out Paul Déroulède, and in any manner which God may dictate to me encompass his death, ruin, or dishonor, in revenge for my brother's death, and may my brother's soul remain in torment until the Judgement if I break my oath."

She entered a convent, hoping to find peace and absolution from her oath. The dissolution of the monasteries and the execution of the Archbishop of Paris thwarted that goal, and she is convinced that this is a sign from God that she should fulfill her vow. Engineering her way into his house as a guest, ingratiating herself with his mother, she now has the information to send Déroulède to the guillotine. Bad luck that she should fall in love with him, but an oath is an oath . . .

After betraying Déroulède, she speedily repents. Feeling that her own arrest is just expiation for her treachery, she will not lift a finger to defend herself, or take any action that might preserve her life at the cost of Déroulède's. If she can be convinced that her help is necessary to save his life, Juliette will act with passionate intelligence and verve to aid the man she loves.

**Antoine Merlin de Thionville,
Citizen-Deputy of the
Convention**

Age 32, black hair, brown eyes, 5'9",
155 lbs.

ST 11, DX 11, IQ 14, HT 12.

Basic Speed 5.75, Move 5.

Advantages: Status 3, Legal Enforcement Powers, Danger Sense.

Disadvantages: Paranoia, Sadism, Odious Personal Habit (Lack of Hygiene), Jealousy (of other Convention Deputies).

Quirks: Hatred of Déroulède; Variable morals.

Skills: Administration-15, Area Knowledge (Paris)-13, Bard-16, Detect Lies-15, Fast-Talk-14, History-13, Literature-12, Interrogation-13, French-14, English-12, Latin-13, German-13, Law-18, Writing-15, Politics-16, Tactics-13, Leadership-13.

Merlin, the author of the infamous Law of the Suspect, is one of the chief legalists amongst the radical Jacobins. While as a mere Citizen-Deputy he has no actual authority to do so, he likes to lead bands of Guards out to search and arrest important people. His best (some whisper *only*) friend is the Public Prosecutor Fouquier-Tinville, who deputizes Merlin whenever necessary.

He is jealous of Déroulède's popularity with the mob, badly wishes to break him, and will lose no opportunity to do so — if he can do so without angering the sans-culottes who are Déroulède's fondest supporters.

Historically, Merlin was a Cordelier sympathizer turned extremist. As a representative-on-mission, he has found himself on several occasions involved in battlefield situations, during which he has proved a surprisingly able commander. He was one of the Thermidorean conspirators.

ago in a duel, and believes that there is no hope of her reciprocating his affections. For her own part, Juliette is badly confused. At her father's demand on his deathbed, she swore a dreadful oath to destroy Déroulède, and family loyalties demand that she fulfill her vow. Coolly, she incited the sans-culottes in front of his house, trusting to the man's reputation for chivalry to save her — and thus gain an introduction. However, she remembers his spirited defense of Charlotte Corday, whom she greatly admired. She cannot help but be aware of the overwhelming kindness and virtue of the Deputy, and her feelings towards him are increasingly ambivalent.

The Trap Closes

Unwittingly, Juliette saw the papers that Déroulède prepared for the escape — proof positive that the Deputy is plotting treason. In an agony of indecision, she acted in the only way that she felt she could. Juliette dispatched an anonymous letter to the Revolutionary Tribunal, denouncing Déroulède and uncovering the treasonable correspondence.

With a pretext to act, Merlin and Tinville did so. Merlin conducted a search of the Deputy's home, but found nothing — in a fit of remorse, Juliette concealed the papers on her own person so that the Terrorist would not find them. Merlin caught her burning them to prevent their seizure. To deflect suspicion, she proclaimed them to be love letters that she was burning to hide from Déroulède. Suspecting that Juliette was the source of the denunciation, and enraged that he was sent on a dangerous wild goose chase against a popular Deputy, he arrested Juliette, charging her with false accusation against Citizen Déroulède.

Déroulède has contacted the League members in Paris, asking for their help in removing his mother and cousin from the city. He confesses his love for Juliette — despite her betrayal — and announces his intention to sacrifice himself for her. He plans to speak for her at her trial and admit that her accusation was indeed founded in fact. Naturally, Déroulède will be speedily guillotined, but he expects that Juliette will thereby be saved the same fate.

All further information is for the GM. Players are to read no further.



The Task

The League faces a difficult job. It is inconceivable that they would allow the noble Déroulède — who has aided them many a time in the past — to meet his end on the block. It is equally inconceivable that the idealistic Deputy will allow himself to be saved at the cost of Juliette's life. A jailbreak is out of the question; de Marny has been imprisoned in the dreaded Conciergerie pending her trial, and given the cloud of suspicion, the Committee of Public Safety has "temporarily" suspended Déroulède's appointment as Governor of that prison.

The situation is exactly what Merlin and his minions had hoped for — that by appealing to Déroulède's chivalrous instincts, which they recognize if fail to understand, both their enemy's popularity and head will be lost forever. Fouquier-Tinville will attempt to stage-manage the trial, even to the point of insinuating that Juliette is a common prostitute or ordering her public flogging in order to incite Paul's innate chivalry. If necessary, they will condemn Juliette, then suggest to Déroulède that her life might be exchanged for his if he wishes. Once he agrees, and provides a confession, the blackguards will renege on the deal, in order to torment him further.

However, the League has certain advantages. Up until the point that Déroulède publicly confesses his treason, the Parisian mobs eat out of his hands, and will countenance no harm done to their hero. For his own part, Déroulède will remain remarkably cool and thoughtful. He is well aware of the consequences of his actions, but will not swerve from his course unless a foolproof alternative for delivering Juliette is presented. Even if he refuses to otherwise cooperate, he can provide his usual degree of covert assistance and reasoned commentary on plans. Statistics for Déroulède can be found on p. 36. Further, neither Merlin nor Fouquier-Tinville actually believe that Déroulède was ever guilty of the charge, and barring forgery of supporting documents, they won't pursue the allegation.

Rescuing Déroulède's family will not be difficult. In anticipation of his plot to free the Queen, he had already prepared travel documents and unlimited certificates of safety (see p. 46) in their names, and made tentative arrangements with a smuggler in Le Havre to ferry them to England. 500 gold *louis* — the remnants of the Déroulède fortune — are also reserved for the task. Paul will also give the group a set of documents in Mlle. De Marny's name, having originally intended to send Juliette with his mother. "I do not know whether these will be of use to you, but if she is freed soon enough after my arrest the certificates will still be valid," he will say.

Merlin's Game

While Merlin anticipates that his plan will work without any problems, he is too canny to let Déroulède slip through his fingers. From the day after Juliette's arrest, he will place Déroulède under surveillance by two of his undercover gendarmes (see sidebar, p. 72). They are to watch for any suspicious activity — specifically an attempt to escape — and report on visitors to Déroulède's apartments. But Merlin hasn't thought matters through. In point of fact, he *cannot* prevent Déroulède from leaving the city, unless he can convince the Committee of Public Safety that the Deputy is doing so as part of a plot. Having once been burned, he will hesitate in taking such a step unless he has strong proof of treasonous behavior. He is more interested in Déroulède's visitors, believing that Paul will solicit help. The stakeout men have instructions to tail people who would be uncharacteristic visitors. This is far more difficult than it seems — Déroulède receives various *sans-culottes* as part of his daily routine! Make an IQ roll, using Intuition, for the gendarmes to suspect and trail a visitor. A failed roll will mean that one gendarme is in fact not there — and is following a false lead!



**Antoine-Quentin
Fouquier-Tinville,
Public Prosecutor of Paris**

Age 49, brown hair and eyes, portly build.

ST 10, DX 10, IQ 13, HT 12.

Advantages: Status 2, Literacy, Legal Enforcement Powers.

Disadvantages: Reputation -2 (royalists, all the time), Reputation -2 (Parisians, 12-), Fanaticism (works all the time), Unattractive.

Quirks: Hates Déroulède; Doesn't lose temper; Heavy smoker.

Skills: Administration-14, Politics-14, Law-17, Interrogation-15, Fast-Talk-16, Bard-13, Writing-14, Carousing-13, Detect Lies-13, French-13, Latin-11, Area Knowledge (Paris)-13.

With the establishment of Paris as the focal point for the Revolution, Fouquier-Tinville as Public Prosecutor for the city has attained power far beyond the normal scope of his title. It is his office that drafts indictments and conducts all trials of political prisoners during the Terror; he is personally entitled not only to prosecute each case but judge it as well. While the Gendarmerie is officially under the control of the Commune, Tinville has free use of the police force to investigate allegations of counter-Revolutionary activity. Tinville is adept at investigation, though he seldom takes the trouble to do so, believing that if a cursory examination of the facts does not provide the clues he needs to guillotine a suspect, he can invent them as necessary.

Nevertheless, with all his power Tinville is a bitter man. The first notice of each rescue that the League of the Scarlet Pimpernel perpetrates is a mocking letter sent to Tinville. As a result, he long ago lost any objectivity on the subject, and will go to any length to apprehend the Pimpernel — to the point that Robespierre himself has reprimanded Tinville for meddling in General Security affairs.

Historically, he survived until the Thermidorean Reaction, after which he was tried as a mass murderer, convicted and guillotined.

Mort à Déroulède!

Citizen Lenoir*

Thirtyish, lank black hair, blue eyes, 6'3", 200 lbs.

Lenoir the blacksmith is a member of some standing in the ultra-radical Mountain club to which Merlin and Fouquier-Tinville belong. He is a surprisingly compelling orator, and while Merlin and his friend fear Lenoir's influence, they respect his skills and attempt to ingratiate themselves to him.

In reality, the villainous Lenoir is Blake-ney himself! He invented "Lenoir" as a cover identity some time ago, for information gathering and the possibility of directing the impetus of the Enrages' actions. If the GM wishes to use Blakeney as an NPC in this adventure, here is the role he would play — in order to act as a *deus ex machina* at precisely the right moment. Alternately, if anyone else is tall enough to convincingly portray Lenoir — or if the GM wishes to avoid the use of the Pimpemel in this manner — Sir Percy will brief that person on the role so that he may assume it in times of need. If Blakeney is to be used in this fashion, Sir Andrew Ffoulkes (see p. 36) will have gone to Nantes in his stead.

Undercover Gendarmes

Various heights and descriptions, shabbily dressed.

ST 11, DX 11, IQ 11, HT 12.

Basic Speed 5.75, Move 6.

DR 0, no armor, no encumbrance.

Advantages: Legal Enforcement Powers, Alertness +1, Intuition.

Disadvantages: Bully, Odious Personal Habit (overly proud of position as gendarmes).

Quirks: Swaggering; Profane; Servile to those in authority.

Skills: Blackjack-11, Brawling-12, Shortsword-13 (club), Area Knowledge (Paris)-14, Stealth-11, Streetwise-12, Interrogation-11, Law-13, Black Powder Weapons-12, Shadowing (default)-8.

These are officers of the Commune's Gendarmérie (see p. 45), seconded to Fouquier-Tinville for his duties as Public Prosecutor. He uses them for general legwork and investigations, but seldom for arrests, preferring to use National Guardsmen for that task. Each carries a document of authority, signed by the Prosecutor; they bear no other proof of their position.

While cool, competent, and quick to spot anomalies in action and appearance, the gendarmes are far from the quality of modern-day detectives. They tire easily of stakeout details, have little skill at shadowing, and do not act the way the sans-culottes they portray would.

Mort à Déroulède!

Players should roll a Contest of Skills between their own Shadowing versus the gendarmes' Stealth in order to pick up the tail.

Should the players decide to waylay the gendarme, they can do so with relative impunity. Merlin has *no* official power to authorize tails or searches, and the gendarme would be acting without any legal authority. While Déroulède will be unconcerned about being followed — "Let them," will be his response — he doesn't mind a League member threatening a captured tail with his name. The gendarmes lack any official identification, and if they call for help the heroes should have the opportunity of outbluffing them — Contests of Skills between Fast-Talks are appropriate.

What Merlin and Fouquier-Tinville will do if they decide that Déroulède *has* invoked the aid of allies depends on the nature of the threat. They will scorn the notion of political aid — their enemy is too moderate to win the support of the Montagnards and too tainted by a bourgeois past to win that of the Cordeliers. The two are wagering that the peaceable Déroulède will not call on the mobs, nor will the sans-culottes lift a finger to succor the daughter of a duc. The use of the remaining Déroulède fortune to hire mercenaries such as the Baron de Batz (see p. 78) will cross their minds, and it is for signs of such a plan that the gendarmes watch.

The ultra-Jacobins do *not* suspect that the League is involved in any way — nor, even if they learn, will they give any notice of their knowledge! The Prosecutor in particular loathes the League, and neither Merlin nor Fouquier-Tinville would risk another stealing the glory of the capture. They will attempt instead to beef up security to an unusual degree, in the hopes of seizing the band at the moment of rescue. Note that neither one is as skilled or experienced in the ways of the spy as is Chauvelin, and the League should be able to avoid their clutches.



The Rescue

The GM should emphasize, through Area Knowledge (Paris) rolls if necessary, that the Conciergerie is impregnable and its guards unbribable. Jailbreak is not the answer, unless the players are keen on trying it from *inside* Death's Antechamber . . . Nor can a prisoner be smuggled out as easily as from larger prisons. There are few enough guards and workers that all are known to the gate wardens (-5 to Disguise attempts), and no container large enough to contain a human leaves the prison without being searched at bayonet point.



There are, however, several other possibilities:

To the Palais de Justice: Juliette will be brought to the Palais from the Conciergerie in a cart, escorted by eight soldiers. The trip is not long — no more than five minutes — but in that time a *sortie* *might* succeed. This is recommended for Cinematic campaigns *only*; defeating eight armed, alert soldiers is difficult enough, but escaping the roused mobs and managing to leave Ile de la Cite in the process is an order of magnitude more so!

Order in the Court! Especially if Déroulède carries out his plan and confesses his treason at the trial, the conditions for a riot are good. Many prominent Assembly Deputies will be present, and the few Guards present in the main chamber of the Palais will be more concerned with safeguarding the politicians than with seizing Juliette or Déroulède. The situation would have to be roleplayed, with reaction rolls made for the mob. Note that the onlookers will *not* demonstrate unless the rescuers successfully incite them to do so!

À la lanterne! If Déroulède confesses, Focquier-Tinville will hear him out, then suspend proceedings in order to try him the next day. Both Déroulède and Juliette will be returned to the Conciergerie to await the pleasure of the court — or so the Public Prosecutor thinks. Outside the Palais, the situation is far different. Word of Paul's perfidy will spread like wildfire, and General Santerre's mere 50 Guards will be confronted by a mob of a thousand or more demanding that the traitors be hung from the nearest lamppost on the spot! Given the date, the GM might even decide that this is the triggering event of the Fructidor riots (see sidebar).

The players will have to act with speed and resolution. They could represent a detachment of Guards with "orders" to spirit the prisoners away to another prison, under the noses of the sans-culottes. Make a roll against the speaker's Fast-Talk skill — success means that a desperate, grateful Santerre readily complies. Alternately, they could reason with the mobs, asking that Déroulède be tried *before* being lynched, rather than after — a critical success on Fast-Talk skill would be helpful! Finally, they could masquerade as Guard officers and commandeer units sufficient in strength to reinforce Santerre and bear the prisoners to the Temple prison, which is much easier to break out of (see pp. 75-83). Obviously, if the mob rushes the couple, saving them will be close to impossible, unless the League members feel up to battling a thousand brandy-soaked sans-culottes.

Subduing Paul: If Déroulède can be convinced not to admit treason at the trial — nearly impossible, unless he's physically prevented from appearing — matters might be simpler. The mobs would have far less reason to be agitated over the fate of just another aristo. Juliette will still be returned to the Conciergerie; therefore, the League will have to arrange for her to be sent to another prison instead, or plan a *sortie* when she is to be executed. Speed is critical; unless the rescuers go so far as to keep Déroulède in bonds, he will as soon as possible seek out the Public Prosecutor and demand that she be released in return for his own head.



The Fructidor Riots

The Parisian riots of September 4th and 5th, 1793 — known as the Fructidor riots — were massive protests by the sans-culotte mobs. Two principal reasons are recorded for the riots; the national conscription law passed two weeks before, and rapidly increasing grain prices. In comparison with the September Massacres of the previous year (see pp. 25-26), there was very little loss of life, though property damage was high. One notable and peculiar aspect of the Fructidor riots was the storming of the northern and eastern barriers by the mobs on the evening of the 4th, despite heavy rains. It is not recorded that the sans-culottes ever had the intent of escaping the city, and in fact they returned to their homes shortly after driving off the Guard units posted at the gates.

Coincidentally, Juliette's trial was held in the late afternoon on the 4th. In *I Will Repay*, Baroness Orczy's novel on the adventure, Sir Percy actually *initiates* the Fructidor riots in order to spirit De Marry and Déroulède off in the tumult, inciting the sans-culottes to assault the barricades to clear the passage! To duplicate the Pimpernel's feat in instigating a major riot would be a spectacular deed. If the players are feeling less dramatic or are stumped for a means to escape, the GM may wish to introduce the rioters as a heaven-sent distraction.

FREEING THE DAUPHIN

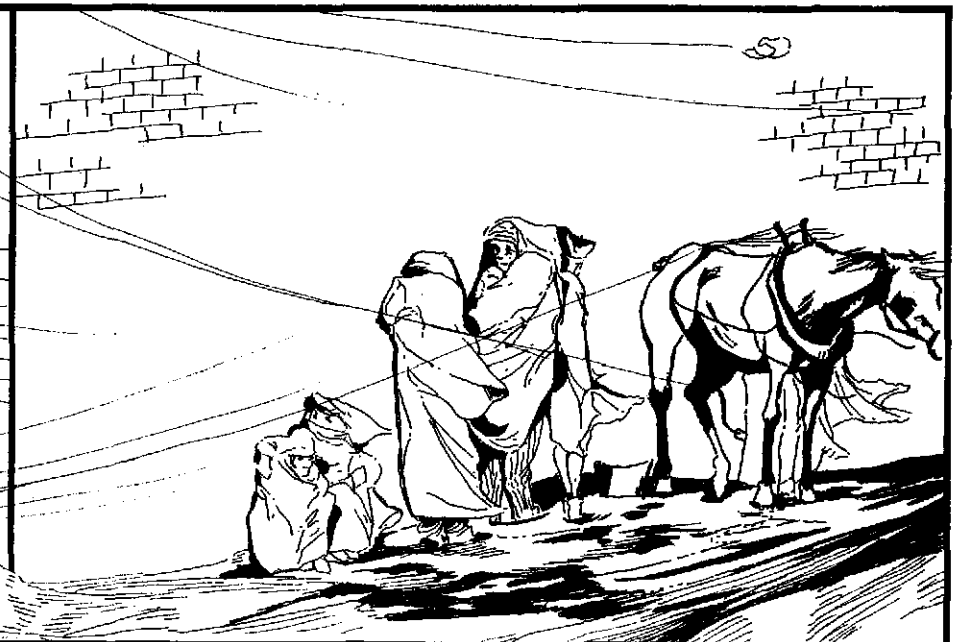
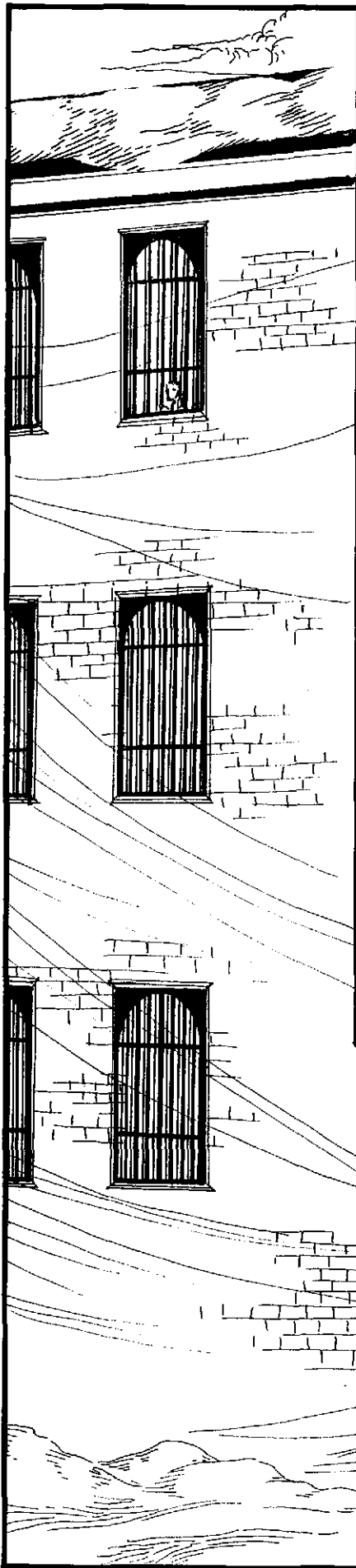
The date is January of 1794; an unusually cold run of weather has blanketed the city with snow. Far from a month in which sensible people choose to travel, yet the young bucks of the League brave the cold, far from their fashionable homes. It is to Paris they come, to make a last attempt at the impossible before it is too late — to free the caged Dauphin, crown prince of France and rightful king, Louis XVII!

Available Information

Various rumors have filtered out of France — discounted at first, but taken to heart as they were repeated by reliable sources. That the Dauphin, never well, is growing sicker and weaker by the month; that the current guardians of the child are soon to be replaced by four Commissioners who would impose an ominous new “regime” on the lad; that, in cruel defiance of all civilized usage, the child is actually to be put on trial for treason against the Republic!

To what degree the rumors are true is debatable, but one fact certainly is not — that if the Dauphin is to be rescued, it must be now. The current governor of the Temple, Heron, agent of the Committee of General Security, is well-known for his cruelty and malice. Leaving an impressionable, weak child in his hands is unsupportable! In any case, the Pimpernel has been in communication with loyal adherents to the Bourbon cause. If the lad can be smuggled across the border to Delft in the United Provinces (the Netherlands), the Austrians will see to the rest. *If.*

Current information known to the League verifies that the Dauphin is still being held in the central keep of the Temple Prison. If Paul Déroutède is alive, he can supply — if asked — a diagram and description of the temple grounds (see map, p. 76). Otherwise, the League will be ignorant of the internal layout.



Infiltrating the Temple

There are several ways the rescuers can work their way into the prison:

Joining the work force. The work days — 16 hours — are long and the tasks laborious, but this simply ensures that positions will be open! Few laborers are allowed to work unsupervised, and at least one Guard is present in every room of the kitchen, which employs the most citizens. However, at least the rescuers are inside the walls . . .

Potential recruits are directed to the concierge's hall, where they undergo a brief interview, and if accepted are assigned a job and quarters. Have the player make an Acting roll to pass the cursory inspection; roll for the interviewer's reaction to be hired — a result of Neutral or better will do. Most positions — other than in the kitchen areas — involve hauling stone for building repairs or miscellaneous drudge work. The more favorable the reaction roll, the more likely a worker will be assigned to a sensitive area such as the Tower.

Female applicants have an edge, gaining +2 to all reaction rolls; they are preferred for the numerous kitchen and cleaning positions. Further, the Guards can't bring their sweethearts into the prison, and dalliances with the prisoners are strictly forbidden. Therefore, an attractive petitioner may be "drafted" as the personal attendant of a Guard lieutenant — or even Heron himself! Reaction rolls should be made to determine whether such a contact has been made.

Infiltrating the Guard. The League has ample store of National Guard uniforms, and bold rescuers may try to insinuate themselves into a relief platoon. The place to try is the Tuileries Palace, the Guard headquarters in Paris. This shouldn't be easy; the officers and non-coms will be quick to spot men whom they do not recognize as belonging to their commands, and only veteran platoons are chosen for Temple duty. Assess -2 to the infiltrator as a modifier to a Contest of Skills for piercing the disguise; more if an officer or agent is unusually alert or suspicious. If a ersatz Guardsman is under suspicion, roll against the spotter's IQ-4. An unsuccessful roll means an immediate confrontation and a chance for the League member to escape; a successful roll will give the officer the idea to seize the infiltrator within the Temple precincts for interrogation. Whether the officer can mask his suspicions long enough to lure the infiltrator into a trap may require him to roll against his own Fast-Talk or Acting skills, if any — assume a skill level of 10.

Scaling the walls. Easy at first, more difficult as the Tower is approached. Probably recommended for Cinematic campaigns only. Even *with* Cinematic rules, the possibility of having to fight through 200 soldiers is daunting; only extremely skilled, lucky, foolhardy, or desperate intruders should try it. The exterior walls of the Temple complex are crumbling and in poor condition, as described below.

The climbers would also have to pick their spots carefully. The area around the walls is cleared and fronted by well-lit streets; the Rue du Temple on the west side of the complex is one of the major throughfares of Paris. Being spotted scaling the exterior walls is a likely prospect, and few residents of the Faubourg du Temple would lose the chance to point a climber out to the Guard!

Getting arrested! This is surprisingly easy; standing outside the Temple shouting "Vive le roi!" or "À bas le République" will do it. An Area Knowledge or an IQ roll should remind the player that the Temple houses political prisoners only — if someone decides to get into the Temple by assaulting a member of the Gendarmerie, let him cool his heels in Bicêtre or L'Abbayé!

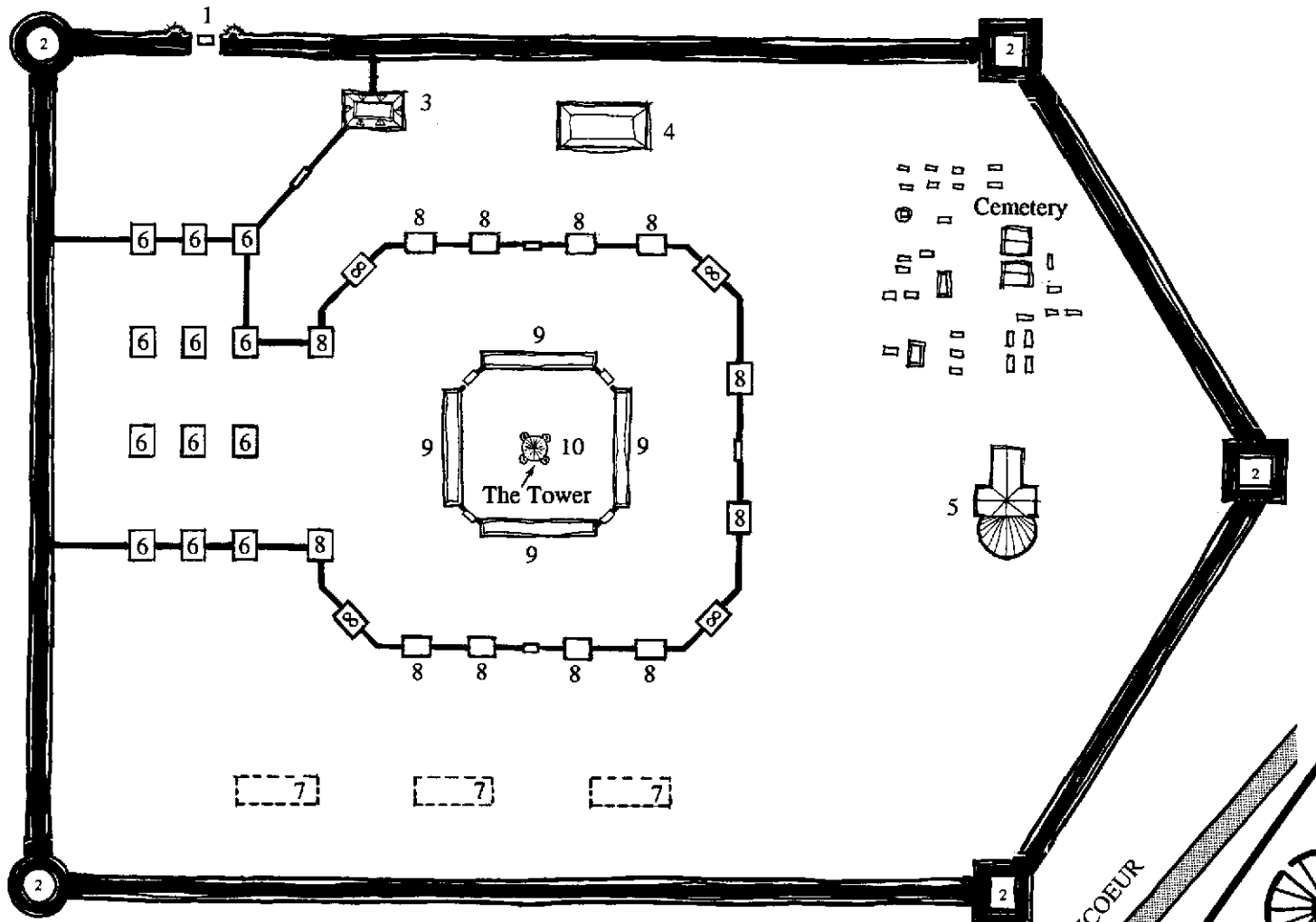
An arrested intruder will be promptly arraigned and imprisoned. Once inside, skill in Lockpicking or Escape will be invaluable. Interior locks are easy (+1 to Lockpicking rolls), and few prisoners are subjected to strip-searches. No roll is really required to be arrested.



The Chapel de St-Elizabeth

This small church, abandoned and decaying, is the only building near the Temple complex. Its rickety belltower is tall enough to overlook the main wall, providing sightlines to the Tower, the Chapel, the kitchens, and much of the circuits of the perimeter patrols. Furthermore, a long-forgotten tunnel leads from the basement of St-Elizabeth to a point five yards within the Temple walls! Finding the tunnel is difficult; a Vision or Architecture roll at -3 for anyone *specifically* searching the basement for a concealed door, and at -6 for anyone who is not, is required. The tunnel runs to a large flagstone in the Temple courtyard, requiring a ST roll to heave aside. Unless there is snow on the ground, or special care is taken to muffle the sound, moving the stone will make quite a racket. Make a Hearing roll for the nearest cluster of guards; they *will* investigate if they hear anything!

No one frequents St-Elizabeth, and the building serves as a good staging area for the rescue. However, indiscreet comings and goings, loud noises, or frequent lights seen inside may alert passing Guardsmen or gendarmes, who may decide to investigate.



Tower Floor Plan

The Tower has seven stories. The floor plan is basically the same on each story. The four outer circles are spiral staircases. On the ground floor, each staircase has one exterior door, located right beside the main tower. There are small windows along the staircase. They are not barred, but are too small for a grown man to climb out of. Each staircase opens out into a landing at each floor.

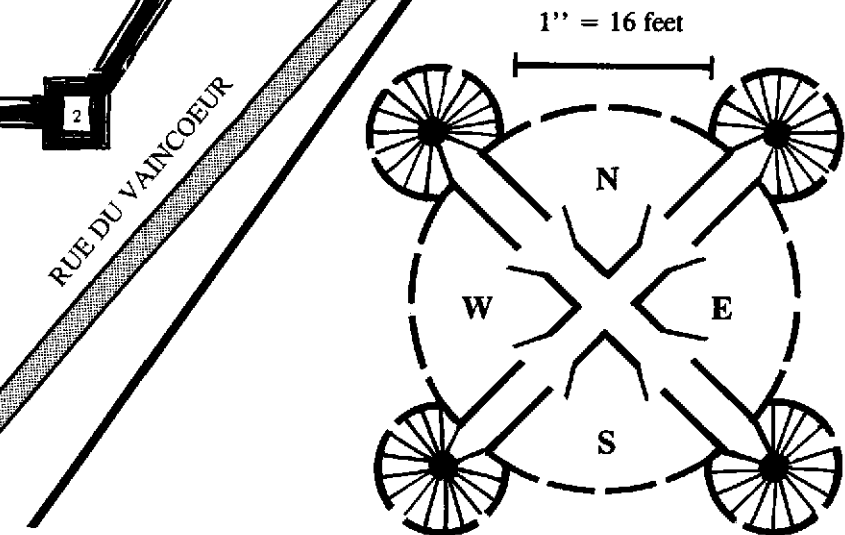
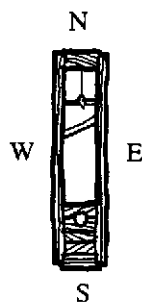
The landings open into two corridors which form an X crossing the main body of the Tower, dividing it into four rooms per floor. There are no doors between the staircases and the corridors, or along the length of the corridors. A person standing on a landing can see right across the Tower to the opposite staircase.

Each room has two doors and three windows. Those room which are used as prison cells have heavy bars on the windows; the others do not. A few of the rooms have had one door bricked closed for security.

The Temple Prison
Paris, France
1794

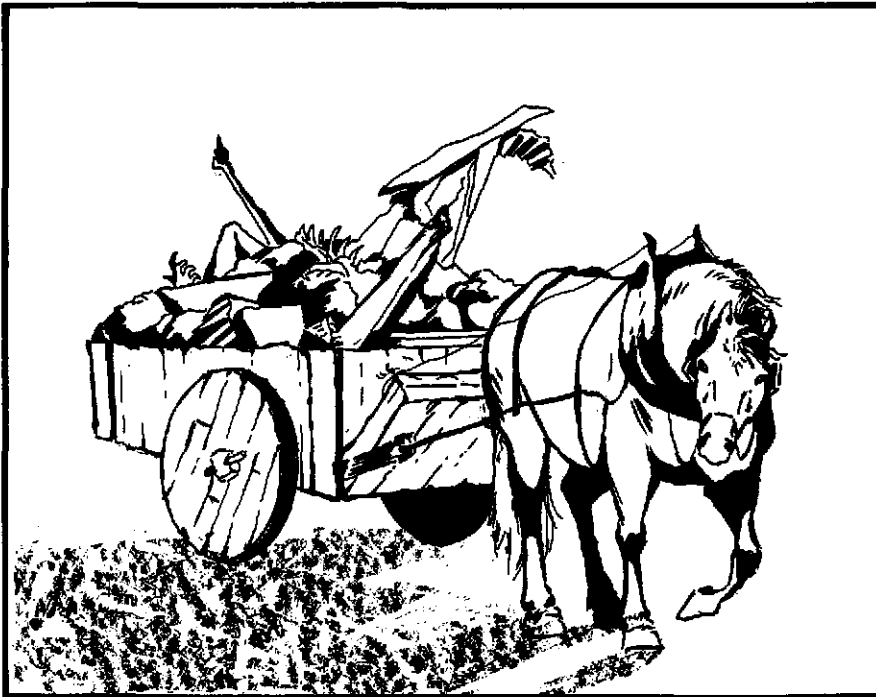
1" = 250 feet

□ Gate



Delivery day. Several wagons a day pass into and out of the Temple, bearing supplies and prisoners, removing refuse and bodies. This is the quickest way to insert a large rescue party beyond the main gate all at once. However, the watch at the main gate knows the regular carters, and will be reluctant to open to drivers they do not know; a good Fast-Talk roll accompanied by a *very good* explanation is required. The watch also is well aware of how many helpers a carter is likely to need — a wagoner with a load of wine will hardly get away with hauling five bearers along! Further, all carts are given an “honor guard” of a pair of soldiers when within the precincts of the prison. The carts and carters are allowed only within the quadrangle between the main gate and the open cell blocks, and on a strictly defined path from the entry gate past the concierge’s hall to the kitchen.

Incoming carts are not searched. Outgoing ones may be, if the guard escort has reason for suspicion; make a reaction roll, modified appropriately for unto-ward actions or incidents.



Impersonation. A master disguise artist and actor may bluff his way in, portraying a member or an agent of the Committees of Public Safety or General Security. Most of these are known to key garrison personnel, however, and an impostor should have his wits about him. Once again, good Acting and Disguise rolls are essential. Contests of Skill may be required. If the impersonator is less than magnificently skillful, watch officers or even Heron might be summoned to verify his identity — in such an instance, penalize him -5 to -10 on his Contest!

The GM should be generous about allowing rescuers to enter, and even to get choice positions within the fortress. Access to the Tower by at least one League member is all but essential to the success of the mission. GMs should also impress upon them the strength and vigilance of the defense, and point out the awful risks inherent in exposing the Dauphin to a firefight.

The Temple

The Temple is a grim, ancient fortification, currently one of the chief prisons of France. While the Templars who built it were suppressed in the 14th century, the Knights of St. John of Jerusalem — Hospitallers — held the citadel until

Louis-Charles, Duc de Normandie, Dauphin of France

Age 9, slender and pale, blue-eyed, blond hair.

ST 5, DX 9, IQ 9, HT 6.

Basic Speed 4.25, Move 4.

Advantages: Status 6, Literacy, Strong Will +1.

Disadvantages: Youth, Skinny, Reputation -4 (any French anti-royalist, 9-), Enemy (Revolutionary government, 15-).

Quirks: Browbeaten; Readily obeys orders; Terribly somber for a child.

Skills: Literature-9, History-9, Savoir-Faire-12, Philosophy-8, Theology-9, Fencing-8, Acting-10.

The most jealously guarded prisoner in France, the rightful Louis XVII is a miserable, bewildered pawn, caged for years in the Temple. Once a sunny, cheerful lad, the Dauphin has been maltreated to the point of serious illness; his spirit is nearly broken. Under the longtime tutelage of the villainous cobbler Antoine Simon, Louis now apes the ways of a sans-culotte; drinking spirits, spitting on the royalist flag, insulting his parents, and singing the *Ca Ira!* on command. To a degree, his attitude is a facade. Louis desperately wants to be free and happy again, as he was in a dimly remembered time, and will try as best he can to help a rescuer. The major obstacle is his health. History records the Dauphin’s death in June of 1795, a little over a year after the date of the adventure, from a form of tuberculosis — though rumors persisted that he was actually spirited from the Temple, and another child substituted in his place. There is no dispute that the Dauphin was actually ill in January, and the installment of the four Commissioners as official wards was in part due to Louis’ deteriorating health. The Dauphin suffers from frequent coughing fits, and only strong liquor seems to ensure a restful sleep.



Jean, Baron de Batz

Age 43, pock-marked, brown hair, pale eyes, 5'9", 180 lbs.

ST 11, DX 11, IQ 12, HT 10.

Basic Speed 5.25, Move 5.

Advantages: Patron (Heron), Very Wealthy, Status 4, Luck, Intuition, Literacy.

Disadvantages: Jealousy, Reputation -1 (abandoner of friends, 12-), Enemy (Committee of General Security, 9-), Overconfident, Unattractive.

Quirks: Thinks everyone can be bought; Disdainful of ideals; Out for himself only; Pompous; Complacent.

Skills: Administration-17, Area Knowledge (Gascony)-12, Area Knowledge (Paris)-14, Black Powder Weapons-12, Detect Lies-12, Fast-Talk-15, Fencing-12, Leadership-12, Politics-15, Riding-11, Savoir-Faire-15, Streetwise-13, Tactics-12.

Formerly an officer in the royal guard, the Baron de Batz is, in a twisted way, a "fellow traveler" of the Scarlet Pimpernel. Backed by Austrian gold, he attempts scheme after scheme to free the royal family and other leading aristocrats. However, his grandiose plans often fail in their execution. More ominously, de Batz has no compunction about sacrificing his friends and associates to save his own skin. Unlike Sir Percy, de Batz is no man of action, and rescuing beleaguered comrades is scarcely on his mind. However, the Gascon plotter always seems to land on his feet — one way or the other.

1789. Largely disused and confiscated from the dwindling order, the Revolutionary government has rebuilt the decaying site into a massive prison.

The Temple occupies a few cleared acres on the Rue du Temple in the northern part of the city. The block on which it sits is cleared of other buildings, save for the small abandoned chapel and convent of St. Elizabeth (see sidebar, p. 75) near the south rampart. A massive wall, 30 feet high, surrounds the interior buildings. The stonework is old and crumbling in spots; use -3 as a penalty to a Climbing roll to scale it. In addition, interior walls have been installed to restrict access within the complex. These are newer brick walls, subtracting 2 from all Climbing rolls.

Many free laborers work in the Temple, performing various tasks of drudgery. The workers are not allowed to leave; they can resign their positions at any time, but cannot leave and reenter the fortification. (Discreet interviews with such workers could get the League a map of the complex — see p. 76.) The workers are barracked in the kitchen building (see below).

Five-man groups of Guardsmen make frequent perimeter patrols. Four patrols continually circle the inner courtyard, while three more walk along the base of the outer wall. They are under orders to challenge all they meet — and to shoot to disable anyone not halting for the challenge. Roll Contests of Skill, Stealth vs. the Guards' IQ, to avoid notice.

The Guards assigned to Temple duty are usually from elite units — two out of three will be Elite Guardsmen, and one in ten will be a Guard Officer (see sidebars, pp. 81-82). The troopers spend nine days on duty — 20 men are rotated into the garrison at noon sharp every day, and 20 men leave at dusk. They are assigned their details when entering the prison.

On-duty Guardsmen will maintain a high degree of vigilance. They are allowed to lounge around, sit as they please, play cards and dice on duty. But the soldiers' muskets are at hand, and they look about constantly for intruders. They will not challenge someone with an openly-displayed tricolor sash, as long as he looks like he knows what he's doing. The challenges in the Square du Nazaret are more stringent; no one is allowed through unaccompanied unless one of the guards on duty can vouch for his identity.

The following are shown on the map:

1. *Outer Gate:* Two huge iron doors bar the entrance to the Temple. Ringing the pullcord hanging outside alerts the guard inside the door, who opens an eyeslit to view the visitor. Anyone with official business is passed through; jobseekers are also welcome. The guard must relay a request to open to the four guards in the barbette — miniature tower — situated over the gates; the doors can only be opened by means of the winches in the barbette. Opening the doors rings a loud bell; the bell is internal and cannot be disabled.

2. *Corner Towers:* Three sharpshooters are stationed in each tower at all times, with instructions to fire on any figure scaling the wall. The firing floor is set ten feet above the top of the wall; the rest of the tower is a staircase.

Accommodations in the tower rooms are bleak — the arrow slits are open to the weather, and the chambers are icy in wintertime. A single brazier heats the chambers, and on especially cold days the guards will be more concerned with keeping warm than with keeping watch. If weather is bad, make a roll at IQ-2 to maintain vigilance. If the sharpshooters have reason to fire on intruders, bad weather might impair their line of sight, the dryness of their powder, or their ability to make chilled fingers aim accurately. Penalties of anywhere from -2 to -7, as appropriate, should be applied.

3. A door from each tower provides access to the top of the walls; it can be barred from the inside, but few guards take the trouble to do so. The walls themselves have walkways and crenelated battlements, but the walkways are in

poor condition and are normally unpatrolled. GMs should require DX rolls to keep footing whenever anyone is running or fighting on the walkway. Failure could mean plummeting off the wall! The guards all know of the unsafe condition of the walkways, and will avoid them if they have a choice.

4. Concierge's Hall: This two-story building houses the minor functionaries of the citadel, and most of the day-to-day operation of the Temple takes place here. Citizens looking for work are directed to the Hall; it is the only part of the prison open to even limited public access. Here too are the ledger books detailing new prisoners and their dispositions. By law these books are open to all citizens who wish to view them, and League members can gain much information on prisoners. Naturally, two Guardsmen watch at all times, and might have instructions to report the identities of those interested in certain key prisoners.

The only access to the Hall is from the outermost courtyard; all entrances and windows facing in from the interior walls are bricked up or strongly barred.

Kitchen: Food for the Guards and the prisoners is prepared here by a staff of free workers. The foodstuffs are warehoused below, in the huge cellars designed for provisioning during sieges. The food is quite a bit better than one would normally expect of prison fare; the captives get bread, stew, vegetables and wine.

An improvised barracks on the upstairs floors provides accommodations for the entire staff. Over a hundred people sleep here. The quarters are arranged military-style, with rows of cots and pallets; there is no privacy.

5. Chapel: The ruined Templars' chapel has not been used since the fall of the Templar order. Eerie legends surround the crumbling chapel, the most prominent concerning its occupation by the demon Baphomet. Whether the legends hold any grain of truth is debatable. But even in this atheistic age, prudent people do not speak of the Chapel. It is boarded up to prevent fugitives from hiding therein, and the perimeter patrols check regularly — if in a cursory fashion — to see if the planks have been disturbed. If there are signs of forced entry, the entire guard contingent will report back, hoping that they will not be the ones ordered in after the intruders! Quick-witted intruders will use the respite to flee. The guards will enter under direct orders and supervision, though terrified to do so.

If either escapees or infiltrators wish to use the Chapel, have them roll against Camouflage or Carpentry skills in order to leave planks and masonry in an uncompromising state. The nave itself is bare of creature comforts, dusty, and rat-infested, but at least it is safe.

See the sidebar on pp. 84-85 for an alternate treatment of the Chapel for *GURPS Horror* adventures.



**Edouard de Jemessen,
Sieur de Clation***

Age 28, brown hair, blue eyes, 5'11",
140 lbs.

ST 11, DX 11, IQ 10, HT 13.

Basic Speed 6, Move 7.25.

PD 1 due to Toughness.

Advantages: Status 2, Combat Reflexes,
Toughness +1.

Disadvantages: Overconfident, Delu-
sion ("I am a crack shot with a pistol"),
Compulsive Lying, Skinny.

Quirks: Loves horse racing; Loves dice
games; Dog fancier; Hero-worships de
Batz.

Skills: Animal Handling-11, Area
Knowledge (Paris)-10, Area Knowledge
(Normandy)-13, Black Powder Weapons-
10, Brawling-12, Carousing-12, Climbing-
11, Fast-Draw (Sword)-12, Fast-Talk-10,
Fencing-15, French-12, German-9, Dutch-
10, Savoir-Faire-11, Leadership-10, Rid-
ing-14, Running-10, Stealth-11, Gambling-
10.

The Sieur de Clation is de Batz's lieutenant, often leading the Gascon's field operations. Unfortunately, de Clation's usefulness to the Baron is in his loyalty and sword arm, not in his intelligence and leadership skills. De Clation often insists on changing the course of operations halfway through. If de Batz's schemes were any good in the first place, this habit would be more damaging than it is. As it stands, de Clation's skill at improvisation is mediocre, serving to muddle de Batz's meager plans. The debriefings afterward are filled with fantastic tales concerning the malign fates that foiled de Clation.

Unaccountably — since he is a good swordsman — Edouard believes himself to be a superb shot, and will eschew sword-play to attempt shots that an expert marksman would find daunting.



Heron, Governor of the Temple Prison

Age 37, gray eyes, lanky black hair,
6'2", 175 lbs.

ST 13, DX 10, IQ 11, HT 11.

Basic Speed 5.25, Move 5.

Advantages: Status 4, Literacy, Legal Enforcement Powers, Patron (Committee of General Security), Strong Will +2.

Disadvantages: Addiction (Tobacco), Unattractive, Bad Temper, Sadism, Odious Personal Habit (Profane Speech), Overconfidence.

Quirks: Blustery; Never changes his coat; Greedy; Secretive.

Skills: Administration-11, Black Powder Weapons-12, Brawling-13, Detect Lies-14, Interrogation-13, Politics-16.

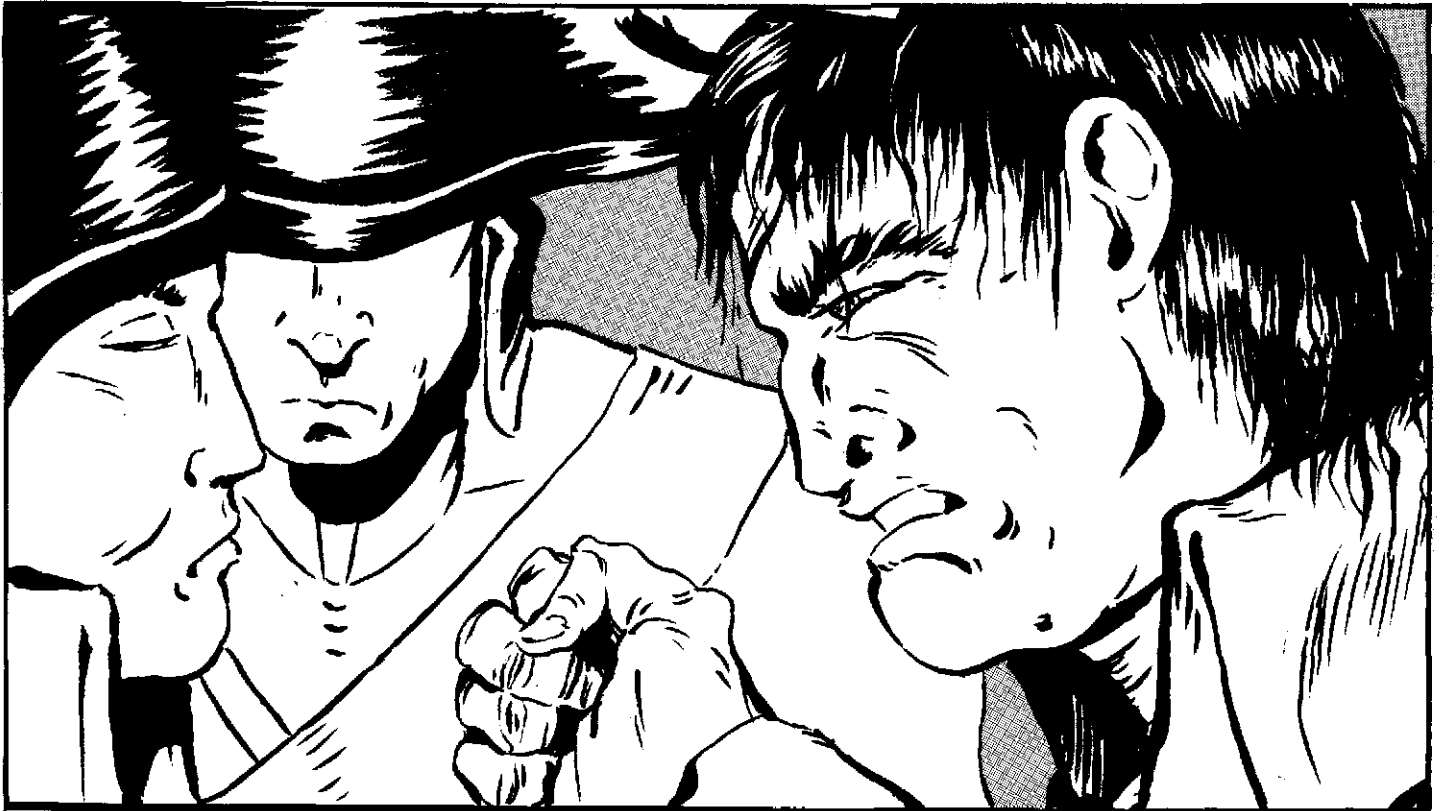
Heron, chief agent of the Committee of General Security and Governor of the Temple, has charge over the security of the Dauphin. As such, he maintains a tight watch over the boy — the loss of Louis Capet would signal the loss of Heron's head. Beyond his single minded goal, the diligent performance of his duties is immaterial; he receives hefty bribes from the Baron de Batz in return for a free rein in rescuing other prisoners from the Temple.

Heron is blustery and outrageously profane, and though he intimidates many he is the friend of none. He will fully insist on his prerogative to give orders to the Guards in times of peril — though his tactical abilities are limited — even to overruling the Guard lieutenant.

6. Main Prisoner Blocks: These former monastic dormitories have been converted into cell blocks. All doors and windows are barred. Each block holds just over 100 prisoners. At each intersection of the walks between the buildings, and where each walk meets the surrounding courtyard, three guards are posted. One guard in each group has a master key that will work for all block doors. The doors are easy to pick from both the inside and the outside; +1 to Lockpicking rolls. Avoiding observation while doing so is another matter. If the lockpicker is outside, he must make a Contest of Skill (Stealth vs. IQ) by 5 or more to keep from being spotted. If inside, there is no penalty to the Contest. The dormitories are uncomfortable. Straw palliasses massed together form the only furnishings, and the buildings are overcrowded. While prisoners in many cases retain valuables and money, harsh reprisals by the guards deter violence between inmates. It would be difficult to pick the lock of the main door or tunnel out without being observed by other prisoners, and a particularly venal or cowardly inmate might choose to alert the guards to any such attempt! The corridors between the blocks are open to the sky and weather, and perhaps the best chance for a prison break would be during a storm, when the guardsmen's vigilance is relaxed in favor of shelter and comfort.

7. New Prisoner Blocks: These large buildings are under construction, to be used for expanded prisoner capacity. All are in varying states of completion. The perimeter patrols check the buildings for intruders or fugitives once per hour, but the check is cursory. Roll a quick Contest of Skills between the *lowest* Stealth skill of the hidiers and the *highest* IQ in the patrol, to avoid notice. None of the blocks have roofs or completed walls, and they provide very little shelter against inclement weather, but do furnish ample cover.

8. Inner Prison Blocks: Small dormitories converted to holding cells, housing 20 prisoners apiece. Each building has but a single door, facing outward from the Square du Nazaret. Two guards stand before each door, one of whom has the key. Each pair of guards is in open view of several other pairs, and it would be nearly impossible to assault any without alerting many others.



Between each building is a 10-foot stone wall, set with an iron gate. A single guard is behind three of these gates (set on all three sides of the box), admitting those with business inside. Each gate is barred from the inside; however, the grating of the gate is large enough to permit the bar to be levered from the outside. This will take 2d uninterrupted seconds. It is a *very* noisy task — roll a Contest of Skills between the intruder's DX *minus* 5 and the nearest guard's Hearing. GMs should pay heed to inventive methods to quiet the noise.

The walls are scalable, though smooth; subtract -3 from Climbing rolls. There is only a 2" ledge on top of each wall, forcing a DX roll to stay atop it.

9. *Troop Barracks*: These long two-story buildings serve as barracks for the garrison. They are scarcely more hospitable than the cells, being dry and relatively roomy but with little else in the way of comfort. Each barrack building has two available accesses; all other exterior doors and windows have been bricked up or barred. At any given time, 20 to 30 off-duty soldiers will be lounging about or sleeping. Their vigilance will *not* be exceptional. Unlike many other buildings in the Temple, the barracks were constructed with an eye towards preventing climbers. To this end, the connecting walls are fashioned of iron pickets tipped with sharp points. Further, a foot-wide strip of stone shards is mortared into the roof edge of each barrack. Time and age have weakened or crumbled many shards, but the barrier is still formidable and discourages climbing; add -5 as a penalty to a Climbing roll, and make a roll against DX. If the DX roll is failed, take 1d-2 in damage to the hands, and roll *again* against Climbing skill or fall!

10. *Square du Nazaret*: The inner courtyard of the Temple. It can only be entered from the four gates set between the barracks buildings. Two guards stand on each side of each gate — the gates lock from the inside, and access is barred to all except for officers and Heron. Crossing the Square unobserved is *very* difficult — make a Stealth roll for every rescuer attempting to cross, subtracting 1 from the roll for *every* Guardsman or officer in the Square within line of sight!

In the center of the square stands the bleak Tower of the Temple.

The Tower

Largely empty, the Tower is used by Heron for his office, for the incarceration of key prisoners . . . including one Louis Capet, *ci-devant* Dauphin. It is an imposing structure, visible from the Rue du Temple. Each outer door of the Tower is guarded by two soldiers on the outside, and one on the inside; further, one guard patrols each floor of the building. None have keys; only the Guard lieutenant in charge of the Tower and Heron possess Tower keys.

Of the seven floors, the second, fifth, and seventh are totally unoccupied, save for the watchmen. Each floor has four wedge-shaped rooms, one overlooking the courtyard at each point of the compass. See floor plan, p. 76.

First Floor

N. Heron's Office: This sparse chamber holds little of apparent worth. A paper-strewn table and two rickety chairs are the sole furnishings. One of the two doors to the room is bricked up; the remaining door opens toward the east room, where Heron sleeps.

Anyone who reads French can, on an IQ roll, find various treasures amongst the papers. Several unconditional Certificates of Safety are here, in blank; examples of Heron's signature are plentiful. Here too is a stack of unsigned death warrants — have the PCs make IQ rolls to realize that destroying the warrants may delay or even prevent the execution of those named thereon.

A critical success on the IQ roll reveals a crumbled slip of paper. It appears to be a receipt of a draft for 4,000 livres, made out to Heron with the superscription "J. de B." A critical success on Area Knowledge (Paris) skill should suggest the name Jean, Baron de Batz — a notorious royalist adventurer in the



National Guard Officer

ST 12, DX 12, IQ 11, HT 12.

Basic Speed 6, Move 7.25.

PD 1 due to Toughness, no encumbrance.

Advantages: Toughness +1, Combat Reflexes, Military Rank +3 or more, Legal Enforcement Powers.

Disadvantages: Paranoia, Bully, Duty (Guard, all the time).

Skills: Area Knowledge (France)-11, Area Knowledge (Locality)-13, Black Powder Weapons-14, Brawling-12, Detect Lies-12, Fencing-13, Leadership-13, Riding-13, Running-10, Spear-12, Tactics-12.

Representative of an officer or senior non-com of the National Guard. An officer will command a detachment of up to 20 Guardsmen.



Elite National Guardsman

ST 12, DX 12, IQ 10, HT 12.

Basic Speed 6, Move 7.25.

PD 1 due to Toughness, no encumbrance.

Advantages: Toughness +1, Combat Reflexes, Military Rank +1.

Disadvantages: Bully, Duty (National Guard, all the time).

Skills: Area Knowledge (France)-9, Area Knowledge (Locality)-11, Black Powder Weapons-13, Brawling-13, Leadership-10, Running-10, Scrounging-10, Spear-11, Tactics-9.

These are typical experienced National Guardsmen, whether non-coms or members of elite details such as Temple Guards. Add Riding and Fencing skills for mounted details.

pay of the Austrians (see sidebar, p. 78). De Batz *has* bribed Heron in return for a freer hand in his schemes — evidence of this connection in the wrong hands could easily prove Heron's death sentence.

E. Heron's Living Chamber: A filthy room, holding a cot and a battered cupboard. Greasy dishes and rotting garbage are scattered throughout. Heron keeps gold and banknotes here in the amount of 2,500 livres, and two charged pistols (one under his mattress), but the room holds nothing else of interest.

S. Wardroom: The Guard lieutenant's post. He will be here when not patrolling the Tower. The wardroom has a table, chair, and cot; a side table usually holds some rations and a wine bottle or two. Anyone wishing to open one of the interior doors of the Tower must obtain the keys from the lieutenant. His duty is to accompany workers to the cells on the third and fourth floors for the daily feedings and cleanings, opening and locking each door in turn. However, he usually delegates the job to another guardsman.

W. Storage: Holds various bales and boxes of the former contents of the Tower; other than crumbling documents and mouldering vestments from the time of the Hospitallers, there is little of note. The room is locked.

Third and Fourth Floors

Both floors have identical layouts. The east, south and west rooms hold five prisoners each — all deemed dangerous, of royal blood, or very likely to escape. All these inmates are eager for freedom and will willingly comply with any scheme offered. The locks are difficult to pick (-2 to Lockpicking rolls), though they are in good order and make little sound when manipulated.

The north room is a guard post, with two guards in addition to the corridor watchman. There are two chairs. A large trunk serves as a table — and, incidentally, as a hiding place for unauthorized food and spirits. The sergeants and officers wink at the trickery, though Heron doesn't know of it. Coincidentally, the trunk is large enough to fit a smallish man, a woman or a child.

Sixth Floor

N. Storage Chamber: Furnishings from the upper three floors is jammed into this room — it is quite blocked with baskets, tables, bureaus, chairs, boxes, and assorted trash. The door is unlocked.

E. Guard Post: Two Guards are stationed here at all times. There are two chairs and a side table for the guards' comfort; unlike the lower floors, the officers here do *not* tolerate laxness or unauthorized wine in this upper post.



S. Simons' Suite: Only the west-facing door remains; the other is bricked up. In addition to the corridor watchman for this floor, a guard is outside the west-facing door at all times. During daylight hours the door may be open; if so, the guard may be chatting with the Simons. At night, the door will be locked.

The room is divided by a crude wooden partition into two chambers. The outermost one is where the Simons live; a bed, couch, and trunk are here. A heavy door in the partition leads to the inner room, which is filled with various trunks, boxes, and bales. In a corner is a single bed, in which sleeps the one prisoner that this vast fortification is geared to protect — the Dauphin.

Citizen and Citizeness Simon are cobblers, who volunteered to watch over the Dauphin. They are now being dismissed, on the grounds that Citoyenne Simon is far too “lax” with the child. This is entirely a matter of opinion. Master Simon is, with the approval of Heron, attempting to convert the child into a “true” Republican — dressing him as a sans-culotte, keeping him drunk, and forcing him to a nightly session of cursing his parents and spitting on the *fleur-de-lys* flag of his forefathers. The regimen and accompanying privations are taking its toll on the frail, impressionable Dauphin; the boy is increasingly listless and unresponsive, and his health *is* in jeopardy.

However, several of the General Security radicals feel that even these measures are mild in dealing with the spawn of *ci-devants* and traitors. Within the week, the Simons will leave — to be replaced by a committee of four Commissioners: Cochefer, Lorinét, Legrand, and Lasnière, all agents of the Committee of General Security. The Commissioners are to maintain a much heavier guard on the child, and to “toughen the brat up,” in the words of the villainous Public Prosecutor, Fouquier-Tinville. There is no doubt in the minds of many that “toughening up” is a euphemism for letting an inconvenient, dangerous Dauphin die, without the international repercussions of putting the lad on trial on spurious grounds.

W. Unused Storeroom: This room is empty. The door is locked.

The Timetable

Unfortunately, certain circumstances are occurring that will force the League members to act more quickly than they would have liked. The imminent discharge of the Simons is a major blow, signaling a much tightened surveillance of the Dauphin. Further, the rumors about the child’s weakening health are accurate. If the lad is not speedily rescued, his condition may deteriorate to the point where his health might not withstand an escape in the dead of winter.

Complicating matters are the competing rescuers, led by the Gascon adventurer the Baron de Batz (see sidebar, p. 78). The Baron is ruthless and determined to spirit the Dauphin away, in order to reap a vast reward from his Austrian backers. While Blakeney doesn’t care who rescues the boy, as long as he *is* rescued, he is fully aware of the track record of de Batz’s intrigues. The Gascon is far better at devising elaborate plots than at succeeding in them or ensuring the safety of his minions. A botched rescue attempt will be far worse than no rescue at all, and Sir Percy knows it. De Batz’s presence serves to force the Pimpernel’s hand.

The final factor is the paranoia of the government. At the present time, the Committee of General Security is satisfied with the precautions taken to ensure that the Dauphin will remain a “guest” of the State. If there are widespread, legitimate fears of an impending rescue, the Committee may move the Dauphin to the Conciergerie, from which no escape has ever succeeded. Spiriting the Dauphin out of the Temple is difficult and hazardous enough; removing him from the Conciergerie would require Blakeney to actually possess the supernatural powers with which he is sometimes credited!

Levée National Guardsmen

ST 11, DX 10, IQ 9, HT 11.

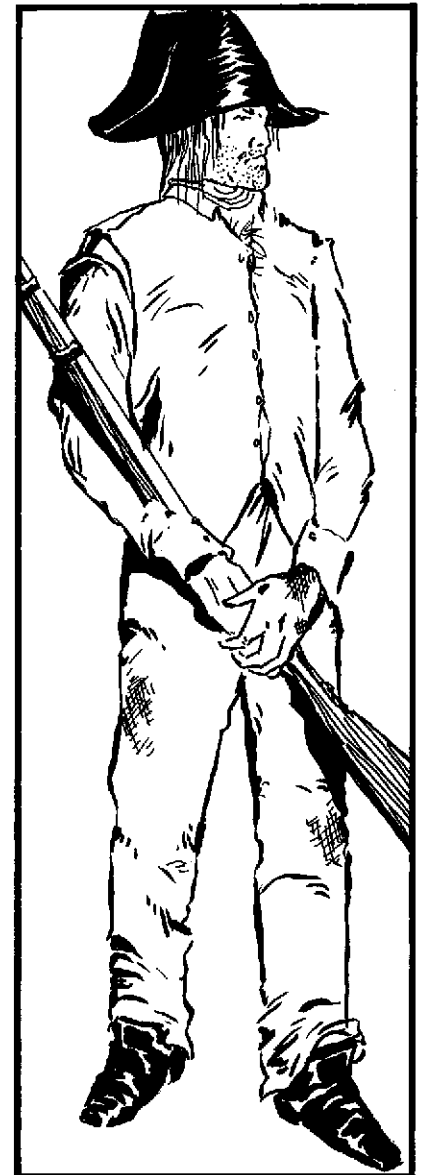
Basic Speed 5.5, Move 6.

Advantages: none.

Disadvantages: Duty (National Guard, all the time).

Skills: Black Powder Weapons-11, Brawling-11, Running-10, Spear-9.

Many National Guardsmen, especially from mid-1793 on, come from the *levée en masse*, or national draft. The majority of these soldiers were ill-trained, ill-fed, and resentful of their conscription, deserting at any opportunity.



The Breakout

In the Horror Campaign

If *GURPS Horror* is being used, the Chapel is *really* haunted by a malignant demon! The altar, on which dark and unholy rites were performed, is heavily *death-aspected* (see *GURPS Magic*, p.83), adding +4 to all necromantic spells cast in its vicinity. The demon Baphomet is “sleeping,” caged in a sealed antechamber in the cellar by the devout Hospitallers who supplanted the apostate Templars. Certain spells might awaken the demon, or enable the caster to contact him. Baphomet will be eager to escape, and will promise much to anyone who will aid in breaking the arcane seals restraining him. The demon might even be grateful enough to honor his promise! The GM should feel free to decide whether Baphomet will have the power of a demon (p. H38), a random monster (p. H48), or a Thing Man Was Not Meant To Know (p. H49).

Alternately, it could be Heron who is in league with the demon, and he has plans to sacrifice little Capet at Candlemas, 13 days hence . . . In such an instance, Heron leads a coven of 13 Assembly deputies and political agents who view the dark rites as aids to gaining greater political power in Jacobin circles.

Continued on next page . . .



Smuggling the Dauphin out of the prison will be as hard, if not harder, than getting the rescuers in. Some approaches that may be successful:

Waylaying the Tower soldiers: If a few bravoes — accomplished in Stealth and Brawling — can infiltrate the Tower, it is possible to take out the interior guards. There are 17 in all, scattered throughout seven stories. The thickness of the keep’s walls and floors helps, in that sound is effectively muzzled. Shots and loud shouting will of course be heard — grunting, muffled noises, and bodies hitting the floor probably won’t. IQ rolls are appropriate for the opposition, both inside and out, to hear untoward noises. Remember that paranoia is a watchword — it is probable death for the guard should the Dauphin escape — and *any* disturbance will result in prompt investigation.

Bribery. Guardsmen on Temple duty are notoriously incorruptible, through fear of death as a penalty for bungling more than through strength of character. By contrast, Citoyenne Simon is bribable, and will endeavour to help. Heron and the Commissioners are also bribable, but will not knowingly take any steps that will compromise the Dauphin’s security — their heads are at stake if the Dauphin escapes! De Batz has already bribed Heron, ostensibly for a free hand in spiriting away lesser prisoners from the Temple. That bribery has given him ready access to the fortification, however, and he intends to use it!

Creating a major disturbance. Setting fire to buildings, poisoning the Guards’ food, fomenting a jailbreak, inciting a mob to assault the Temple . . . the League is famous for taking advantage of external catastrophes and the tumult they provide. No major barracks is within 15 minutes’ march of the Temple, and the garrison cannot count on speedy reinforcements even should they prove necessary.

The response of the garrison may well be muddled. While the Guard lieutenant in charge of the troops is a canny veteran, Heron can’t resist taking over any situation. He will issue contradictory orders, and possibly send Guards haring after shadows.

Taking advantage of the Simons’ departure: there’s a lot of personal property that they have to remove . . . Smuggling the Dauphin out in the furniture will be difficult, but not impossible. How the rescuers manage to conceal his disappearance and avoid searches is up to them . . .

Young Louis will be surprisingly cooperative (he really *does* want to get out!) and will obey all reasonable orders. A complicating factor is his health; he is prone to coughing fits, which may betray his presence at a crucial moment. Make a HT+2 roll for the Dauphin every 30 minutes, more often if he is called upon for physical exertions; failure brings on a coughing spasm. Louis’ statistics are found in the sidebar on p. 77.

On to Delft!

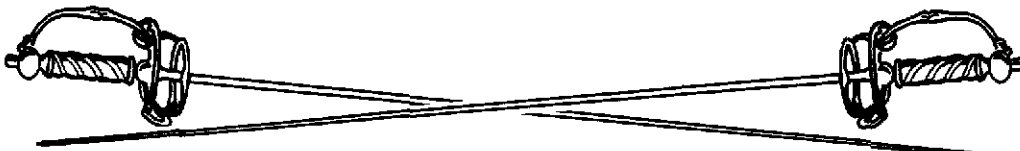
If the escape is successful, the fugitives will follow a route preplanned by Percy. They should leave Paris by way of the Vilette gate if at all possible, and proceed to the bridge at Clichy, a few miles down the road. The Mênilmontant gate is closer to the Temple, but more likely to be closely watched. Across the bridge is the farm of one Achard, with whom Percy has made arrangements to reserve some horses. From there, the road leads to the provincial city of Arras, 125 miles away; from Arras to Lille, 15 miles further; from Lille to Ghent in the occupied Austrian Netherlands, 45 miles; from Ghent to Antwerp, 30 miles; from Antwerp to Breda in Holland, across the French lines, another 30. Given good weather — not at all guaranteed in January and February — and a brisk pace, the trip will take slightly more than two weeks. See the *Travel* section on

pp. B188-189 for greater detail. Even the major routes are rated average at best; less-traveled roads are worse. It is likely, though up to the GM's discretion, that there will be at least one snowfall during the trek.

Heron and the Commissioners will attempt at first to conceal the disappearance of Louis Capet, fearing (rightly) that public disclosure of their incompetence will mean their immediate execution. Chauvelin — privy to the truth — will believe the kidnapers to be the League. Heron will be convinced that de Batz is the culprit. In any event, the pair will use the aerial telegraph to try to seal the border, and set out with a strong band of soldiery to overhaul the escapees. Well aware of the various disguises for which the League is famous, Chauvelin will broadcast likely descriptions of the party, and order that northbound travelers — especially those in groups — be detained on suspicion.

In the meantime, de Batz' spies will also suspect an escape. Like Chauvelin, the Baron is convinced that Blakeney is responsible, and will immediately marshal *his* forces to try to stop the band and wrest the Dauphin away for his own gain!

The Dauphin requires frequent rest breaks, hot food, and warm places to sleep. A forced march is quite impossible; the harder the going, the sicker the boy will get. Make a HT+2 roll for Louis every day that the boy has to sleep outside or travel farther than 20 miles — if he fails, subtract one HT point. A successful Survival or First Aid roll by a fellow-traveler will add +3 to the HT rolls, and will restore one HT point on a critical success. If Louis' HT drops to zero, the boy *cannot* be moved; if he is, make a HT roll *each hour* of travel to avoid the Dauphin's death! Survival rolls are also necessary if the party camps out of doors. The end result of the forced delay is a greatly increased likelihood of attack; pursuit will probably overtake the group. If the party anticipates ambush, they will have an easier time of it. If they do not, the GM should feel free to show them the error of their ways.



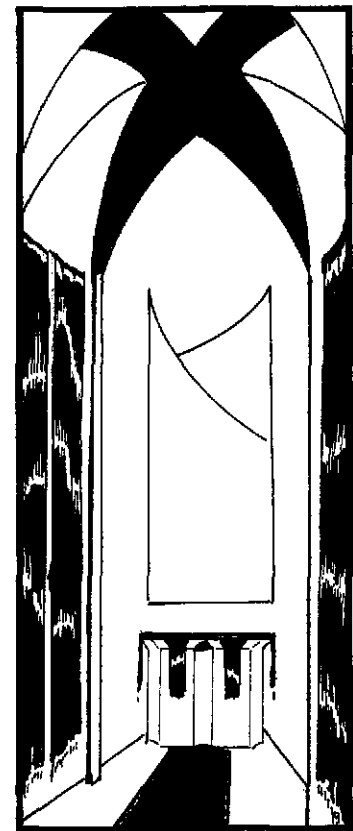
If de Batz Reaches the Group First

De Batz and his lieutenant de Clation (see sidebar, p. 79) will be leading a group of 10 marauders. Use the statistics for Thugs, p. 67, for the men; each has a loaded brace of pistols and a smallsword. Three will be dispatched to trail a group, to verify that the party is actually the one bearing the Dauphin. If they agree that this is the group sought, one will ride forward to notify de Batz; the remaining two will continue to follow the party, sealing the rear.

De Batz will hang back, allowing de Clation to lead the assault. The band will leave their horses back with de Batz, take whatever cover is handy near the road, and wait for the travelers to come abreast. A Contest of Skills between the ambushers' Camouflage default of 8 and the characters' best Vision roll should be made; needless to say, unless the party has spent the last three hours sampling a brandy cask, they should win.

The attackers are under *strict* orders to obey all of de Clation's commands; de Clation has ordered them to stand still and await his signal before taking any action. If the party notices the ambush, and takes decisive action such as bolting, roll against de Clation's IQ-2 (8); if he fails, he is completely flustered by the failure of the trap and will not act until he makes a successful IQ roll, rolled each round.

If the party doesn't notice the ambush, de Clation will wait until they draw abreast. He then will call upon them to throw down their arms and surrender the Dauphin. If the players comply, de Clation will take the child and return to de



In the Horror Campaign (Continued)

A plot twist could include the atheistic Chauvelin actually aiding or otherwise acting in concert with the League members to defeat the Satanic cabal! Heron's statistics should be changed to include Magery and several Necromantic and Summoning spells; consult *GURPS Horror* or *GURPS Magic* for appropriate ones.

Lore on defeating Baphomet or his minions will be hard to obtain; the Templars were overthrown nearly five centuries ago. Masonic characters may recall old legends; make an Occultism roll at -5. There may be crumbling manuscripts pertinent to the task at the Archêveche (the old archiepiscopal palace on the Île de la Cité), Notre Dame Cathedral, or in some forgotten corner of the Temple. Scrounging rolls are as useful as Research rolls to find the information.

The use of Chauvelin as an ally is also tricky; he will resent the need to join forces with the League, and could be at a loss as to what steps to take. Chauvelin can scarcely go to the Committee and claim that Heron is a necromancer trafficking with demons! A claim that Heron was plotting to murder the Dauphin might be more effective.

Once Baphomet is banished, Chauvelin might use the opportunity to turn coats once again and betray the League; it's up to the GM. One of Chauvelin's few virtues is his distaste for dishonesty, however, and if the players elicit his word of honor that he will not seek to capture them — this time out! — the Terrorist will at least follow the letter of his promise.



Nothing Succeeds Like Success

If the Dauphin is rescued, history could be significantly changed. A great deal depends on which side obtains him; the *émigré* and royalist communities greatly prefer Austria, a recent ally of France. The Pimpernel and the League favor England, France's traditional enemy. With the Dauphin available as a symbol, royalist rebellions would be more likely to occur and succeed. After the fall of Napoleon, Louis would be in his twenties and nominally fit to rule. However, unlike Louis XVIII, his uncle, he would be directly beholden to either the Austrian Empire or to England for his throne, leading to significant changes in policy and politics. Stronger ties with either nation could result.

What kind of king the Dauphin would make is interesting to speculate. His turbulent childhood might render him violent, repressive and anti-republican; his indoctrination might leave him with liberal tendencies. While outside the scope of most campaigns, the restoration of Louis XVII as a living symbol of royalist feeling would add enormous luster to the reputation of the League.

Batz with his men. If not, de Clation will repeat the command, visibly impatient. If still refused, he will become petulant, throwing his hat to the ground in exasperation and threatening to open fire within five seconds if no surrender occurs. This time, he'll keep his promise, telling his cohorts to shoot. Should the party attack first, de Clation is *surprised*; he expected the League members to be reasonable! His men will not be surprised, and will return fire if able. They have maximum aim with their pistols, and are prone.

Alternately, the party could simply ride away! It will take as much as a minute for the ambushers to return to their horses and mount up, and in that time the adventurers can be well away. They *will* have to survive the initial volley, however, and should be made aware of the Dauphin's vulnerability. No one will deliberately fire on the Dauphin; de Batz and de Clation both have sworn dreadful vengeance on anyone who does. Accidents *do* happen, however, and de Batz's men are hardly trained, accurate professionals.

In victory, de Batz's security will be less than sound. The ambushers will return, with the child, to a nearby abandoned farmer's hovel commandeered for their headquarters. A riotous celebration will ensue, during and after which only one guard will be posted. Under such circumstances, retaking the Dauphin shouldn't be difficult.

If Chauvelin Reaches the Group First

Chauvelin and Heron will arrive on the scene with eight elite Guardsmen. They are fatigued from hard riding; roll 1d for each for ST lost through fatigue. Give Chauvelin an Area Knowledge (France) roll to determine if a good site for an ambush is nearby. If there is, he will set one up in similar fashion to that given above. If not, he will ride for the nearest town and solicit aid. Roll against Chauvelin's Fast-Talk skill; he will receive two *levée* Guardsmen (see sidebar, p. 83) for each point by which he makes his roll. With the reinforcements, the Terrorist's tactics cease to be subtle; the goal is to overtake the League members and overwhelm them with force. The Guards are under strict instructions to shoot at horses and legs, attempting to take prisoners alive if at all possible. Far better disciplined and trained than de Batz's men, the ambushers will take great care to avoid shooting the Dauphin, or at anyone holding him.

If a chase occurs, roll a Contest of Skills versus the best Area Knowledge (France) on either side. If the party wins, they elude the pursuers; if Chauvelin's group wins, a short cut leads to an ambush. If neither wins, roll again after 15 minutes of pursuit. Any stratagem that the fugitives employ as a delaying tactic should, if successful, modify the Contest.

Should Chauvelin win, he will take few chances, binding all prisoners and placing the Dauphin under triple guard. If Chauvelin is killed or disabled in the ambush, Heron will take far fewer chances; he will order any captured kidnapers to be summarily shot.

Escape And Denouement

Barring ambush by the pursuers, the run to Arras should be quiet. Afterwards the turmoil will be greater. Dumouriez's French army is in firm occupation of the Austrian Netherlands (today known as Belgium), but the restive natives are becoming aware that their erstwhile liberators show no signs of granting the promised independence. Too, a counterstroke from the English, Austrians and/or Dutch could come at any time. Belgium is therefore an armed camp, and the writ of the Terrorists is law. Crossing the lines will require pluck, luck and judicious bribes. Once he's across, however, the Terrorists can do no more to threaten the young King.

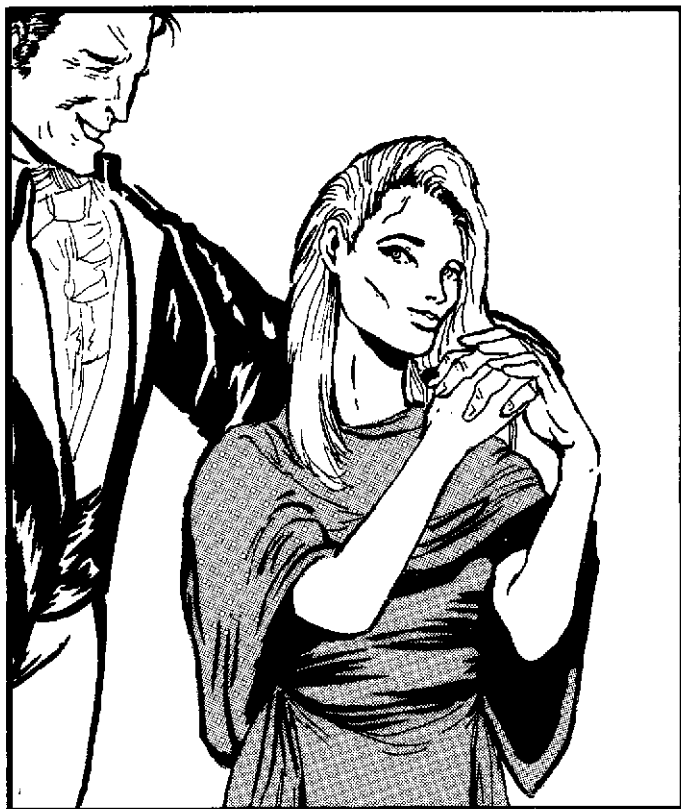
ADVENTURE SEEDS

The Madwoman of Paris

Citoyenne Brogard sends disquieting news from Paris: a distraught woman, dishevelled and prematurely gray-haired, has repeatedly tried to force her way into the rooming house, crying that "Le Mouron Rouge" is the only man who can help her. Not only does this threaten the League's safehouse in Paris, it puts Citoyenne Brogard herself in great danger; Chauvelin is as anxious as ever to capture the Pimpernel, and has turned his attention to Citoyenne Brogard as a possible contact. Once word of this persistent madwoman reaches him, it could easily result in a visit to Mam'zelle Guillotine for the worthy innkeeper.

Worse yet, there are other rumors flying up and down about this same distraught woman — how she burst into tears and fainted in the Place de Bastille when the government announced the "death" of the Dauphin; how she demands jewelry and clothing from the finest shops on the Quai des Orfèvres as though they were her birthright; how she speaks French with the faintest foreign accent, unidentifiable but somehow familiar; how she will spit at the National Guard, and weeps before the foundries in the old Tuileries gardens as if they were once her home.

The sans-culottes call her mad and let her be, but could it somehow be that this crazed woman is more than she appears? Could this pathetic woman truly be Marie Antoinette of France, miraculously escaped from the guillotine? After all, if the League could rescue the Dauphin, *anything* is possible . . . The matter isn't as simple as it might seem. Try as they might, no one can persuade the woman to leave her haunts. And cunning, patient eyes watch her activities from time to time, waiting for the moment when the Scarlet Pimpernel might choose to investigate the situation.



The Flower of Orange

On a mission in the Dauphine, the League encounters a sweet, innocent country girl who is appalled at the thought of the local seigneur being arrested for "crimes against the state," when everyone *knows* that all Monsieur Frontenac is interested in is the best way to plant potatoes and other crops on his few acres! The girl, Fleurette, readily agrees to hide a few small valuables Sir Percy managed to spirit away while rescuing the Frontenacs, until he can return to claim them for their rightful owners.

All goes well enough until word reaches the League that Fleurette has somehow turned up in Orange, accused of stealing from the Frontenac chateau. It would be a simple thing to spirit her away from the lax provincial authorities, except that her powerful father is also attempting to rescue his only child from the guillotine, attracting an unwelcome degree of attention. The League would gladly work with a loving father to rescue a beloved child — except when they discover that the father is Chauvelin!

Moreover, Chauvelin — here as a representative-on-mission — has made many enemies, and the local officials want nothing more than to take the supercilious agent down a peg. And *no* exceptions to the laws against treason can be made. Not for anyone . . .

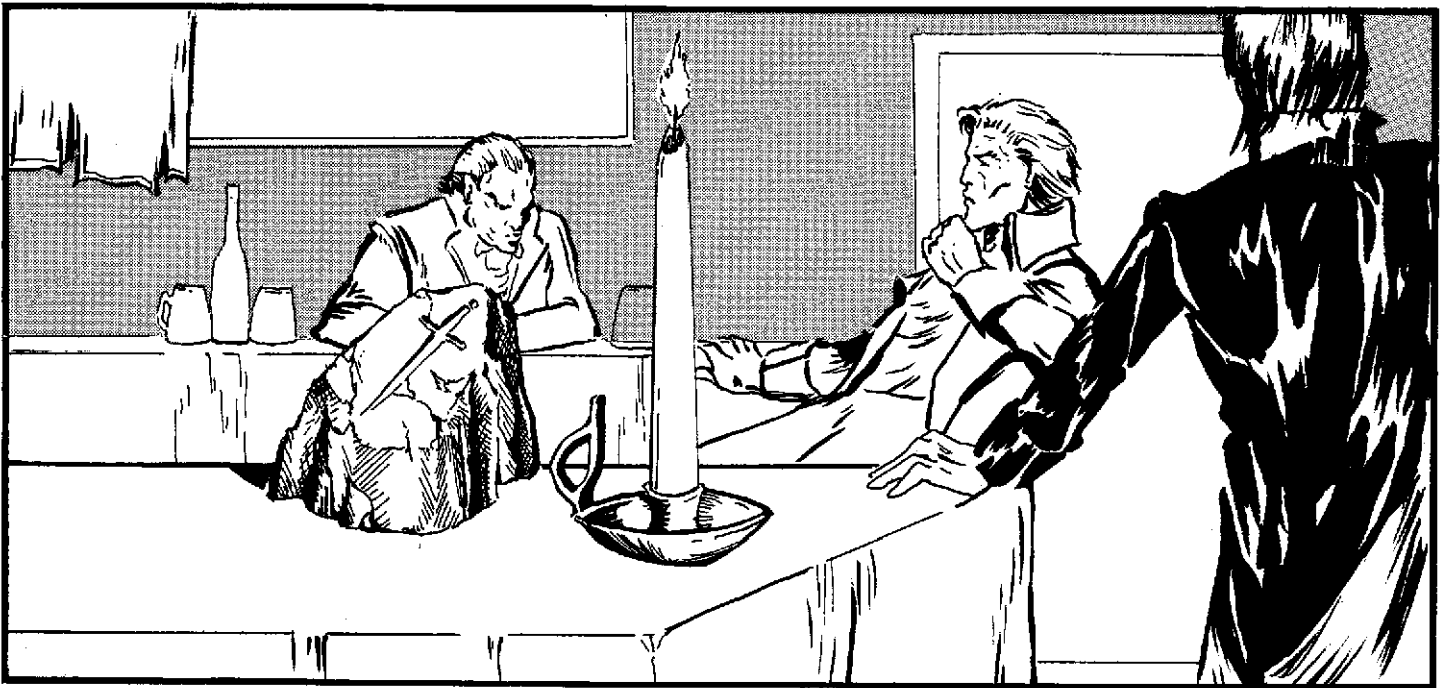
Am I My Brother's Keeper?

After much begging and pleading, Armand St. Just has managed to persuade Sir Percy to send him back to France on a mission. Now the Pimpernel's brother-in-law is in Paris disguised as a notary, working for the League and courting a beautiful actress, Mademoiselle Jeanne Lange. Harmless enough, considering that half the League has married Frenchwomen, but Jeanne has secretly been working for Baron de Batz and his Austrian masters. Now she has been denounced to the Committee, and Armand has broken his cover in a mad attempt to rescue her. Percy is furious at Armand for disobeying orders, but what can he do? Let Armand suffer the consequences of his recklessness, or risk everything saving his beloved wife's only brother? Even more ominously — Chauvelin knows full well that Mlle. Lange is the beloved of Armand St. Just, and he knows equally well that St. Just is the brother-in-law of the Scarlet Pimpernel. Sir Percy will surely place his neck in the noose, with little enough prodding on Chauvelin's part! The chief agent of Public Safety need only wait . . .

imploping Marguerite's help in spiriting all three women to England. Marguerite is in a quandary; normally she would take the letter to her husband and ask him to aid this old friend and colleague, but why would Madeline Désmoulins think that Marguerite could engineer a rescue? And why did Madeline write the letter, especially when she was openly jealous of her sister's closeness to Marguerite? *Did* Madeline write the letter herself? Is Sara truly in danger, or is this a diabolical trap to crush the League? And does the League dare take the chance of betrayal, knowing that the lives of three women hang in the balance?

It Is Better to Light a Single Candle . . .

For four years now, the secretive Illuminati group *Gladius Galliae* (Latin for "Sword of the French") has worked to seize power in France. Always in the shadows, their members have achieved positions of authority: Étienne Merdeleur — *Secutor* — is a mob orator and Citizen-Deputy of the Hébertist faction; André Simard — *Lanista* — an agent of the Committee of Gen-



Double, Double

Despite the hostility toward English aristos in France, Marguerite still occasionally hears from old colleagues at the Maison Moliere. Some of her closest friends are in Paris, attempting to perform Racine and Corneille reworked to suit the sans-culottes while the guillotine thuds away in the Place de la Revolution.

The dearest of these old friends was Marguerite's understudy and successor, Sara Désmoulins. She is a distant cousin of the Girondin Camille Désmoulins, but is so fervent a Jacobin that no one has ever questioned her politics, even during the bloodbath that purged the Girondins from the Assembly. Her salon is as popular for the Montagnards as Madame Roland's was for the Girondins; she lives with her twin sister, Madeline, and her aged mother in the same suite of rooms Marguerite and Armand once rented before Marguerite's marriage.

Now Marguerite has received a letter, supposedly from Madeline Désmoulins, claiming that her sister's life is in danger and

eral Security; Jean-Guy Nolet — *Gladiator* — Colonel of Division of the 16th Section of Paris; Simon Lagace — *Myrmillon* — deputy finance minister; Roxanne de Belleme — *Hetaera* — the respected and wealthy *emigré* Countess of Humberton; and Hector Leighton — *Hortator* — member of Parliament from West Brixely and deputy in the British Foreign Ministry.

Under their unknown leader *Carnifex*, the six conspirators strive to capture English spies (for the rewards such captures bring), undermine the Commune with the mobs, and wreak the destruction of moderate Deputies. A new and diabolical scheme is in effect; through their British contacts, they plan to lure the valorous League members into a trap, kill them, and seize their resources through cunning means.

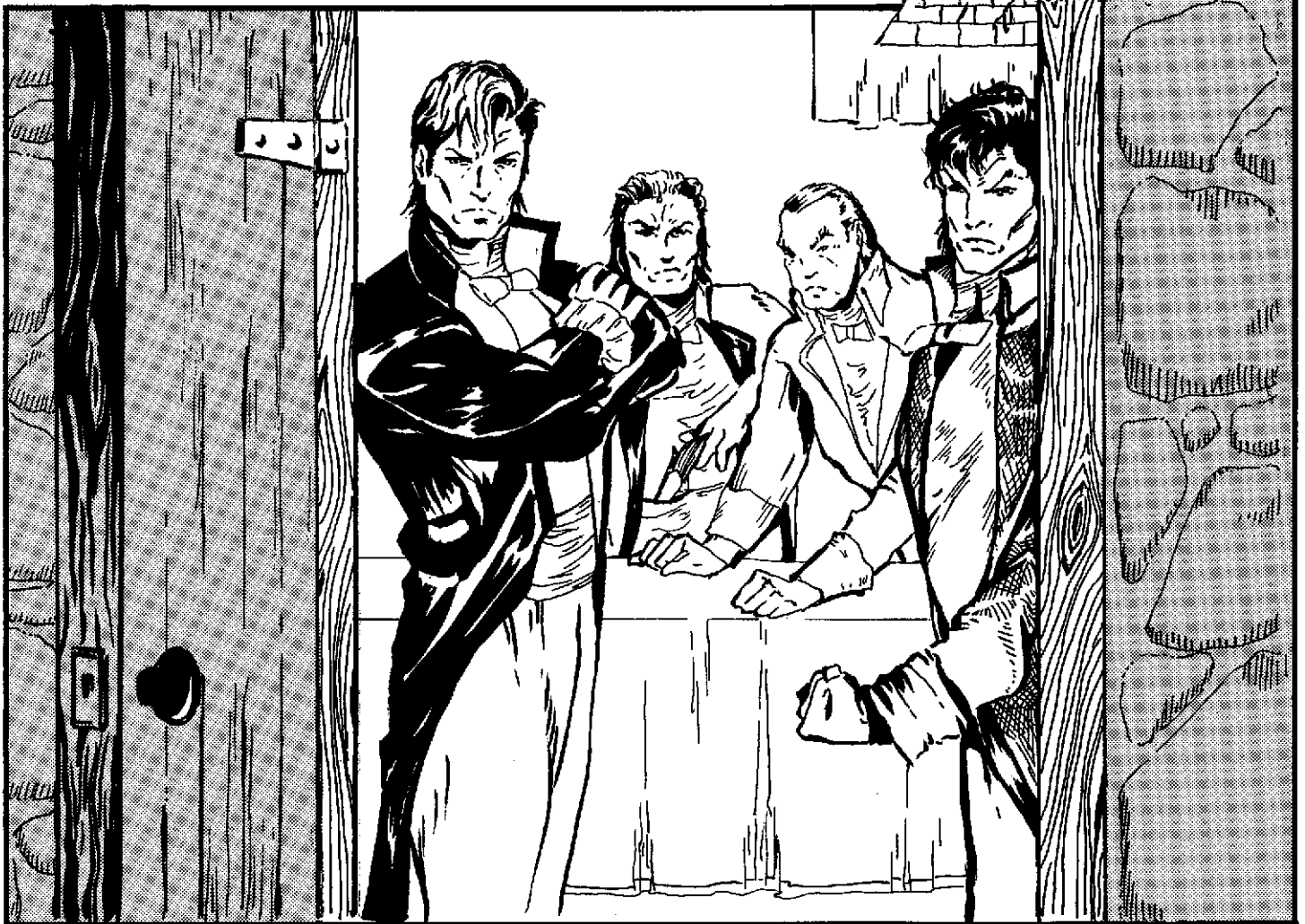
The group knows little of *Gladius Galliae* — a few rumors, scraps of tantalizing information, and the organization's sigil: a sword carved into a piece of rose quartz. Can the group smash this dreaded cabal before they too, in turn, fall before the Sword of the French?

THE ILLUMINATED PIMPERNEL

7

The League of the Scarlet Pimpernel is, of course, a secret society . . . a benign one, whose members remain anonymous only to protect themselves and continue their heroic escapades. But where there is one secret society, there might be others . . .

In fact, the history of the Revolution is intimately tied up with secret societies. Many on both sides of the English Channel, belong to the mysterious Masonic orders. Rumors persist of less worthy goals than free association, common worship, or social gatherings. There are those that believe that some of these organizations aim at power, gold, and eventual world domination! The common man dismisses such charges as the ravings of lunatics. But perhaps it's all true! In that case, the adventures of the Pimpernel could be just the beginning of a grand campaign of grand plots and counter-plots.



The Freemasons

The most significant international fraternal organization of the 18th century was the Freemasons. Primarily a social organization — publicly founded in its modern form in 1717 in Britain — French Masonry quickly became a major social leveler before the Revolution; any man could join, regardless of rank, and all were equal within the Lodge. Although the crown and the Church tried repeatedly to suppress the Masons, many intellectuals and members of the younger aristocracy joined — at the time of the Revolution, the Grand Master of France was the radical Philippe “Égalite,” duc d’Orleans and brother to the king! Freemasonry, its roots in Protestantism, also held wide appeal for anti-Catholic freethinkers.

The Revolution owed a great deal to the Masonic ideals of equality and brotherhood, and Robespierre’s cult of the Supreme Being bore a suspicious resemblance to the “Great Architect of the Universe,” the Masonic representation of God. Surprisingly, the Masons as an organization did very little during the actual Revolution; despite their active role in the calls for reform, the Lodges of France fell quiescent while the country changed. Politically active Masons worked through the various political clubs.

Most male members of the English aristocracy were Masons, and it is more than likely that members of the League are at least initiates, if not active members. A Masonic Lodge is an excellent cover for all manner of secret activities, and a dozen or so young bucks founding their own Lodge will excite no suspicion. League members can meet sympathetic Frenchmen at Lodges across the Channel, although there is always the chance that the quiet fellow in the corner is a Jacobin plant. However, the likelihood of that is relatively slim; the Masons are a secret society, after all, and most men serious enough to attend rituals after 1789 would be serious enough to be quiet about what they heard and saw.

Continued on next page . . .



The Illuminated Campaign

Many of the Orders listed below have power as their ultimate goal. Logically, it is plausible that one or more of them might have gained it! The Revolution has brought new men into power, men known to be connected with secret societies, men who hold the rule of passionless Reason to be superior to any law or moral set by man or God — men who would willingly shed oceans of blood to achieve their desires! All this is entirely consistent with the precepts of the Illuminati.

If it is only coincidence, though — if the triumph of the Illuminati is still in doubt, or if their rule might be shaken — then there are those who can and must fight it. A GM should decide what Orders he wishes to use, and what their long term goals might be. Short-term goals are much easier to invent, and are the natural object of adventurers — the assassination of a political rival, the discrediting of another, information-gathering, the fomenting of civil disorder, general money-making or laundering schemes, or the destruction of a competing Illuminati society!

Characters can hear of Illuminated groups in a number of ways. Esoteric rumors come easily to a government spy in the service of either Britain or France, as well as to anyone with Masonic connections (see sidebar). The people after a certain aristo might not be the Terrorists after all, but Illuminati after revenge against an apostate!

As with an espionage campaign (see p. 9), the Illuminated campaign is likely to be far bloodier than “standard” Pimpernel games. When discovered or thwarted, the Illuminati play for keeps; they are jealous of their secrets and plots, and are *not* likely to let intruders live! And the masters of the Illuminati will seldom be deterred by less than their own deaths. In such a case, to hesitate is fatal; the infection must be stamped out, at all costs.

Will the players ever succeed in their battle against the Illuminati? If the GM plays his cards right, they may never know. The secret societies have layers within layers; behind the Final Supreme Master of an Order is often *his* master, angered at the destruction of a faithful and unwitting servitor! But the Enlight-

ened Ones are patient — they have to be, to have survived underground for decades and centuries. They will wait patiently for vengeance — but that vengeance is none the less sure for it.

History of the Illuminati

The origins of the Illuminati are lost in myth and supposition. The term “Illuminati” appears in literature as early as the 15th century, describing adepts who had received mystical insights from a mysterious source. A major group identified with the Illuminati was the Rosicrucian order, first mentioned in the *Fama Fraternitatis* in 1614. The Rosicrucians hold secretive occult beliefs, and claim esoteric wisdom. The Freemasons (see sidebar, pp. 90-91) are also closely identified with the movement. A third group, the Alumbrado movement of Spain, was a mystical order of the 16th and 17th centuries. The Alumbrados — Spanish for “Enlightened” or Illuminati — were drawn from the ranks of Jesuits and Franciscans, who held that external piety was unnecessary to anyone who had received the “light.”

The Order of the Illuminati of Bavaria

The “modern” Order of the Illuminati was founded by the Bavarian Adam Weishaupt, on May 1, 1776. Unlike many of its predecessors, the Order eschewed much religious mysticism, focusing on the supremacy of Reason. Some Masonic elements were introduced, in an attempt by Weishaupt to attract a wider audience. The Illuminati of Bavaria were anti-Christian and socially radical. As such, the Order was repressed in 1784. It was known to have gone underground, however, and many of the initiates found refuge in France. There are nine ranks in the order. *Novices* are new initiates, disbarred from witnessing ceremonial procedures and relatively unschooled in Bavaria’s doctrines. After a period of indoctrination, the initiate is promoted to the rank of *Brother*. Brothers — whose promotion rituals are held in dark rooms in the dead of night — are not yet held to be formally Illuminated. That comes with the next rank, *Illuminatus Minor*. The newly Illuminated initiate needs to prove his acceptance of the doctrines of Reason.

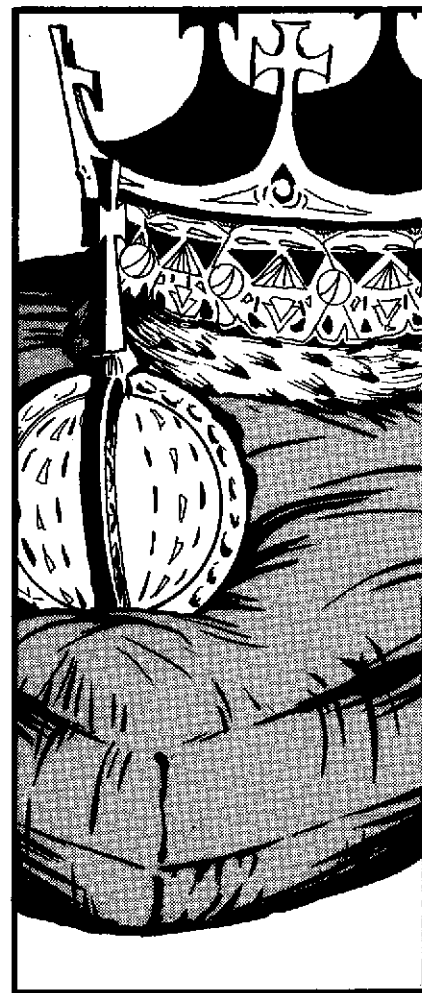
Upon rigorous investigation of the candidate’s background by the order’s secretive Intelligence Department, and proof of his continued worth to the scheme’s of the order, his sponsor can petition that he be elevated to the highest of the so-called “Preparatory” ranks, that of *Illuminatus Major*. An *Illuminatus Major* is deemed a trustworthy servant of the Order, one who can knowingly participate in missions. A candidate who has further proved his worth can swear personal and sole allegiance to the masters of the Order, and so be promoted to the rank of *Illuminatus Dirigens*.

Beyond that lies the Lesser Mysteries, and the need for a candidate to subordinate his life totally to the cause of the Illuminati. The candidate who is willing to face the challenge is led, blindfolded and naked, to a hidden place, brilliantly illuminated, to face the masked Masters of the Order. He is asked a ritualized series of questions to determine his fidelity to the precepts of Reason. On answering correctly, he is unmasked and led to a table, on which are two cushions — one bearing an imperial crown and the trappings of royalty, and the other a simple cowled robe. The candidate is then asked to choose between them. If he chooses the crown — or if he fails or even shows hesitation in answering the questions — he is swiftly killed. If he chooses the robe, the candidate is invested an *Epopi*, or Priest of the Order. He can now lead missions and direct initiates, and is permitted some knowledge of the greater goals of the Order. The next rank — if the *Epopi*’s further work proves worthy — is *Principatus Illuminatus*, in which the Illuminati is trusted with the furtherance of political goals

The Freemasons (Continued)

In a *GURPS Horror* or an Illuminated *Pimpernel* campaign, the role of Masonry would naturally be enhanced — either as a source of the evil cultists or as their opponents! The secret writings of the Freemasons can reveal many occult secrets . . . In particular, there is evidence to suggest that Scottish Rite Masonry was founded by an offshoot of the discredited Knights Templar (see p. 92), led by Pierre d’Aumont, the Templar Grand Marshal. While there is no proof that Scottish Rite Masons ever practiced the sorceries for which the Templars were proscribed, GMs may wish to allow such Masons to have higher Occultism skill levels than normal.

In England, women are not allowed to join the order, and women characters in a Masonic *Pimpernel* campaign will have some explaining to do! In France, by contrast, a few associated women’s lodges exist.



and the ability to take independent action. The *Principati* can also sponsor new initiates.

Beyond this degree lie the Greater Mysteries, the precepts and rituals of which remain unrecorded. The two exalted ranks at this level are *Magus*, the High Masters of the Order, replaced only by death, and the *Imperator Illuminatus*, the head of the entire Illuminati.

There was a related order founded in southern France, the Society of the Illuminati of Avignon. It is believed to be an adjunct of the Bavarian Illuminati, taking its orders from the *Imperator Illuminatus*.

The Compagnonnage

The Compagnonnage (formally the *Compagnons du Tour de France*) is an ancient organization, dating at least from the 13th century and claiming to be much older. Its origin is believed to be the same as of the Masonic orders, in antiquity: free fraternal associations of craftsmen. At an indefinite point, the order's character changed; by 1651, the sodality had been condemned by the Church and proscribed under pain of excommunication. At the time of the Revolution, the three main branches of the Compagnonnage still exist, and are engaged in a murderous civil war for dominance over each other.

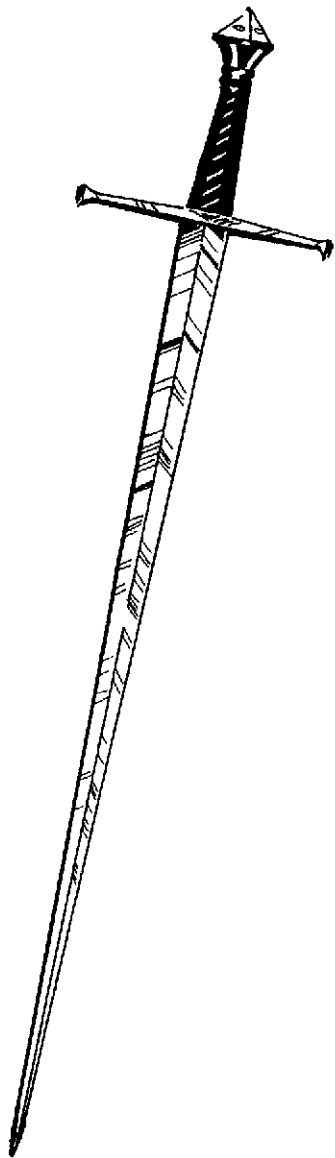
The Compagnonnage does not keep written records, and so it is unknown when the Order divided into its three main groups: the Children of Solomon, the Children of *Maitre* (master) Jacques, and the Children of *Pere* (father) Soubise. The practices and beliefs of the three branches are virtually identical. Their mutual rivalry is the only apparent difference. Even more so than other Illuminated Orders, the Compagnonnage is virulently anti-clerical; many of the rituals involve profanation of the Mass and various other blasphemies. As far as is known, however, the society did not actually practice any devil worship. The society is widespread; *known* chapterhouses exist in Paris, Toulouse, Marseilles, Lyons, Montpellier, and Bordeaux.

Candidates for membership are prepared by a rigorous examination. The precepts of the Illuminati are emphasized, and they are required to affirm their complete freedom of choice and adherence to the doctrine of Reason before signing the Great Roll of the Companions. Initiates receive a mock baptism and a secret name for use within the society. They swear allegiance in a mass ceremony, upon an inverted Bible and 30 pieces of silver, in honor of Judas. The legend of the First Three Companions is related, and the initiates receive a meal of bread and salted wine. Finally, they each take a taper in hand, pledging their trust and faith in the light of Reason alone. The new Affiliates are made welcome in every *devoir*, or chapterhouse.

The four "public" degrees are *Affiliate*, *Accepted Companion*, *Finished Companion*, and *Initiated Companion*. The wording of the last rank has led to suspicions among those aware of the cult that there are even higher grades, and that Initiated Companions occupy merely the first degree of the truly enlightened. Rumors of a *Superior Companion* rank exist.

The Knights Templar

The Poor Knights of Christ and of the Temple of Solomon were founded as an ecclesiastical fighting order in the Kingdom of Jerusalem early in the 12th century. With support from the influential abbot Bernard of Clairvaux, the Templars — as they became known — grew rapidly in numbers and power. They became one of the two great fighting orders of Christendom, amassing vast wealth and properties throughout Europe. Eventually, the king of France, Philip IV, set about their destruction. Charging the order with heresy, the practice of sorcery and devil worship — any rebuttal stymied by the order's legendary



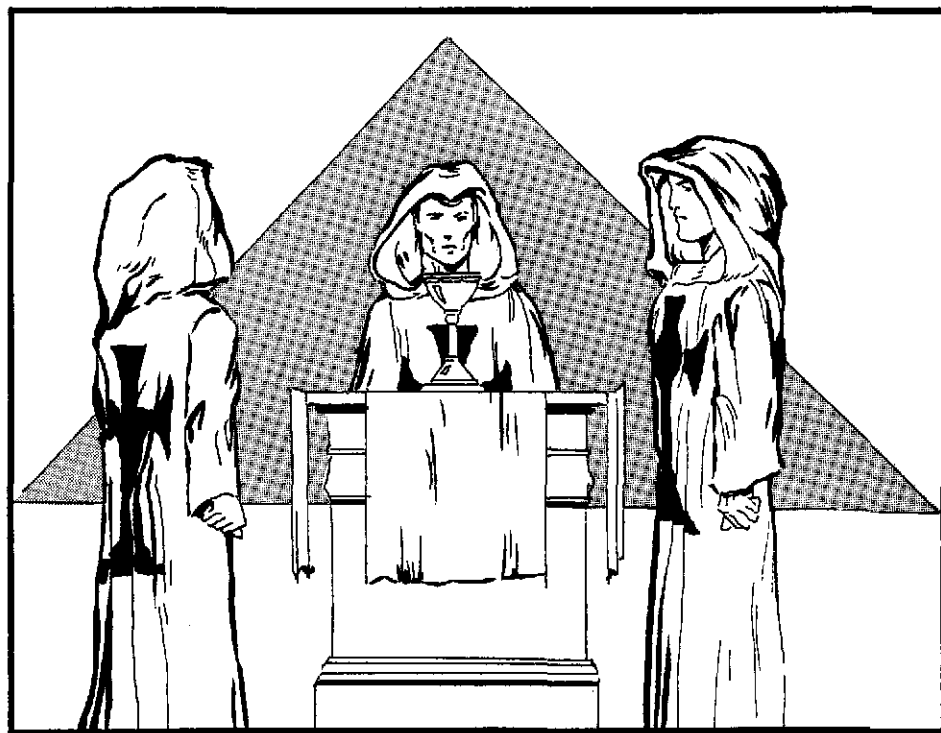
Magic in an Illuminated Campaign

The use of supernatural powers in the milieu is reasonable — at the very least, many of the Illuminati cabals *believe* they have occult powers! It is recommended that access to sorcery be sparing, however. A *secret magic* campaign, as depicted in *GURPS Horror*, is the best way to handle sorcery. Characters' access to magics will be heavily restricted. Hefty Unusual Background charges should be in order simply to *know* a teacher of the arcane arts! The Secret disadvantage is also appropriate; see the discussion of magic on p. 12.

secrecy — he convinced Pope Clement V to suppress the order in 1312. Two years later, Philip confiscated the Templars' French property, and had the grand master, Jacques de Molay, and 60 of the remaining knights burned at the stake in Paris. Aside from the Masonic legend that some of the Templars survived to form that which became Scottish Rite Masonry (see sidebar, p. 91), an offshoot of the Knights, the Order of the Temple, was believed to have survived at least until 1805. It is far from unlikely; as some have pointed out, a continent-wide ecclesiastical fighting order at the zenith of its power does not die overnight, papal bans notwithstanding.

Yet another Templar secret society is known to exist, the *Prieure de Sion* (Priory of Zion). Like many other societies, it claims direct lineage from Jacques de Molay and the Templars. The avowed objective of the Prieure is the restoration of the monarchy — not of the Bourbon monarchs, but of the Merovingian bloodline, thought extinct for a millenium or more! The average Frenchman would consider such a scheme mad — but could there be something to the plot?

Most of the Templar offshoots follow some rough version of the Knights' ranks. There are Companions, Knights, Knights Grand Cross, Knights Commander, up to the Marshals of the Order and the Grand Master.



Other French Secret Orders

Many other secret societies were in existence at the eve of the Revolution. It is probable that most were swept away in that time of tumult — but were they all? Were they innocent pseudo-Masonic orders, or something more sinister entirely? Here are a few of the better known ones, along with the known date and locations of founding:

Rose-Croix — Bordeaux, 1768

Masters of Enoch — Liege, 1773

Order of the Knights and Nymphs of the Rose — Paris, 1778

Academy of the Sublime Masters of the Luminous Ring — Douai, 1780

Knights and Companions of the Mystic Crown — Paris, 1787

Knights of the Black Eagle — Paris, 1790

*Jean-Baptiste Lorinét**

French politician and secret mage, age 54. White hair, black eyes, pale complexion. 5'8", 125 lbs.

ST 10, DX 12, IQ 15, HT 10.

Basic Speed 5.5, Move 5.

Advantages: Aspected (Dark) Magery +3, Status 2, Strong Will +2, Comfortable, Literacy, Voice.

Disadvantages: Opium Addiction (legal, incapacitating), Reputation -2 (suspected of Satanic leanings, everyone, 9-), Fanaticism, Enemy (political rivals, 9-), Sense of Duty (Republic of France), Terminally Ill, Intolerance (Aristocrats).

Quirks: Keeps hair slicked back; Powers face and reddens lips; Wears cloaks; Snobbish.

Skills: Alchemy-13, Area Knowledge (Catacombs)-15, Area Knowledge (Paris)-18, Black Powder Weapons-13, Breath Control-12, Diagnosis-13, Hypnotism-14, Jeweller-15, Knife-12, Law-13, Linguistics-13, Metallurgy-13, Naturalist-12, Occultism-18, Physician-13, Politics-15, Research-15, Streetwise-13, Theology-13, Writing-15.

Languages: Akkadian-13, Arabic-14, French-16, Hebrew-14, Latin-15.

Spells (normally cast at -5 due to low mana levels): Charm-15, Control Zombie-15, Darkness-13, Light-15, Pain-14, Pentagram-14, Poltergeist-13, Powerstone-15, Sense Danger-13, Sense Spirit-13, Shield-15, Summon Monster-18, Turn Zombie-13, Zombie-15.

Lorinét is a Citizen-Deputy with a mission: to summon a creature of the Outer Hells to do his bidding — and, incidentally, save his own life! The magus knows he is dying, and will stop at nothing to reverse his impending doom.

He is a very learned man, a sometime physician before the onset of the Revolution. Learning much occult lore from the Masons, he branched out into forbidden tomes and information Man Was Not Meant To Know. He's managed to ferret out the locations of a few normal-mana areas in Paris, where he creates zombies from the shrieking bodies of sans-culottes to aid his unknown schemes. Lorinét makes a good opponent for a beginning *Horror* or *Illuminati* campaign. He can even be used if there is *no* actual magic in the game world — with the addition of Sleight of Hand and/or the Delusion disadvantage, Lorinét can be portrayed as a charlatan or a would-be mystic.

BIBLIOGRAPHY

A wealth of reading and viewing material is available, both to help the GM in his research and to set the tone of the campaign

for GM and players alike. The very obscurity of many of the stories makes them fertile ground for adventure designers!

Fiction

In addition to *The Scarlet Pimpernel* itself (1905), Baroness Orczy wrote nine sequels. Unfortunately, all nine are out of print, save for three packaged in an English omnibus edition unavailable in the United States. Older libraries may still have loan copies, however, and most cities have at least one bookstore offering book search services for those wishing to own their own copies.

For those unable to find their own Pimpernel books, following are brief synopses of all the novels, with references to scenarios in this supplement based on the plots and the approximate time that the adventure takes place:

The Scarlet Pimpernel (1905) — October, 1792: All London is talking of the gallant Scarlet Pimpernel and his spectacular rescues. The French government sends their most trusted agent, Citizen Chauvelin, to England to catch the Pimpernel, and Chauvelin blackmails the French-born Lady Blakeney into aiding him. To her horror, Lady Blakeney discovers that the Pimpernel is none other than her husband, Sir Percy, and follows him to France in a frantic attempt to warn him of Chauvelin's plots.

I Will Repay! (1906) — August-September, 1793: Juliette de Marny, last scion of an ancient ducal family, has sworn to ruin the man who killed her brother the Vicomte in a duel: Paul Déroulède, now a member of the Assembly. She learns four things while a guest in his house: her brother provoked the duel, though Déroulède did all he could to refuse the challenge; Déroulède is involved with a plot to free Marie Antoinette from the Conciergie; the mysterious Englishman known as the *Mou-ron Rouge* is a frequent guest at Déroulède's house; and Juliette has come to love the man she has vowed to destroy! (See "Mort à Déroulède!", p. 69.)

The Elusive Pimpernel (1908) — Late September, 1793: Chauvelin returns to England and maneuvers Blakeney into a duel to take place on French soil. Blakeney accepts, and manages to free every Republican prisoner in Boulogne while foiling Chauvelin for the second time.

Eldorado (1913) — January, 1794: Blakeney and the League rescue the Dauphin from the Temple. Complicating their plans is Blakeney's brother-in-law Armand St. Just, who has fallen in love with an actress and betrays the Pimpernel to save her from Chauvelin. Both Blakeney and Armand end up in Chauvelin's power, and Blakeney risks those he loves best in a wild attempt to seize "bald-headed Fortune's one hair." (See "Freeing the Dauphin," p. 74, and "Am I My Brother's Keeper?", p. 88.)

Lord Tony's Wife (1917) — Alas, this is the one Pimpernel novel the authors of this book could not find at all! The title indicates a romance for Lord Tony, but the details remain a mystery until a copy of the book somehow emerges from the dusty stacks of the library . . .

Sir Percy Hits Back (1927) — May-June, 1794: An innocent country girl, Fleurette, aids the League in rescuing a local seigneur. She is denounced to the authorities, and Blakeney is about to mount a rescue attempt when he learns that she is

Chauvelin's only child! Rescuing Fleurette means aiding Chauvelin, and the Pimpernel faces his greatest dilemma: does he sacrifice a naive child for revenge, or live up to his code of honor and succor his fiercest enemy (see "The Flower of Orange," p. 87)?

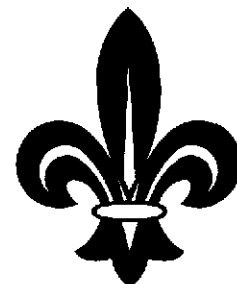
A Child of the Revolution (1932) — July, 1794: The only Pimpernel book where Sir Percy does not appear. This is the story of André Vallon, a young Jacobin so embittered by his childhood under a despotic seigneur that he uses the Jacobins' rise to force the seigneur's daughter to marry him. Once wed, they come to love each other, only to have the old seigneur denounce André in an attempt to free his daughter. André is rescued from the guillotine less than a week before the fall of Robespierre, and the young lovers resume their lives together. The whole book is cast as a story told by Sir Percy to the Prince of Wales.

The Way of the Scarlet Pimpernel (1933) — December, 1793: Excellent novel featuring some of Blakeney's best disguises: he appears as a dirty beggar, a sailor, himself and a farmer, while Chauvelin — stealing a march from his resourceful foe — disguises *himself* as the Pimpernel to trap a hero-worshipping servant and her beloved mistress.

Sir Percy Leads the Band (1936) — January, 1793: Possibly the funniest Pimpernel book, the plot features the League disguising themselves as an exceptionally mediocre pickup band to free a family of aristocrats. Blakeney succeeds in convincing a howling mob that Chauvelin is the Pimpernel, and humiliates his old enemy in front of an entire town. The plot is complicated by the treachery of a League member, which Sir Percy overcomes in his inimitable style.

Mam'zelle Guillotine (1940) — December, 1794: Blakeney meets an opponent even more implacable than Chauvelin: Gabrielle Damiens, public executioner of Artois. A former prisoner in the Bastille, Gabrielle is obsessed with revenging herself on the Saint-Lucque family (the cause of her imprisonment). Blakeney disguises himself as a Republican agent to free the Marquise de Saint-Lucque and her children. One notable feature of the book is the revelation that Marguerite Blakeney is an active member of the League and participant in the rescue.

Also interesting are the Baroness' other books. She wrote two novels about Sir Percy's ancestors (*The Laughing Cavalier*, *The First Sir Percy*), and one about his great-grandson. Blakeney and the League are often mentioned in passing in Orczy's other period books, notably in *The Bronze Eagle* (set in the Hundred Days period).



Works by Other Authors

At least one other author has used the Scarlet Pimpernel as a character. The fourth book of Simon Hawke's "Time Wars" series, *The Pimpernel Plot*, features several leading characters from the Pimpernel books interacting with agents from the future. GMs interested in a *Space* or *Time Travel* crossover will find this particularly interesting.

Other authors have written fictional works set in this period. Rafael Sabatini's *Scaramouche* and Charles Dickens' *Tale of Two Cities* are especially evocative. *The Fallen Angels*, by Susannah Kell, depicts an Illuminati plot based in France during the Revolution. C.S. Forester's excellent "Horatio Hornblower" series is set in the Napoleonic period; the earliest one in the chronology, *Mr. Midshipman Hornblower*, takes place during the Revolution itself.

Non-Fiction

To run a historical campaign properly requires more information than can possibly be packed into a 96-page book. The following selection will prove particularly useful:

The Days of the French Revolution (Christopher Hibbert) — excellent reference for the layman, very well written.

Paris in the Terror: June 1793-July 1794 (Stanley Loomis) — Based on three major incidents during the Revolution: the assassination of Marat, the fall of Danton, and the Thermidorean reaction.

The Horizon Book of the French Revolution — Lavishly illustrated.

English Life in the Eighteenth Century (Roger Hart); *The Pageant of Georgian England* (Elizabeth Stuart) — Two books useful for setting the scene for adventures set in England. A great deal of social and economic information.

The French Revolution (J.M. Thompson) — A very detailed work, delving into the minutiae of the Republican government. It has many reproductions of Revolutionary documents. The best work for the GM fanatical about detail.

The Era of the French Revolution (Leo Gershoy) — Over half the book consists of primary readings of the period, including

police reports, contemporary newspaper articles and commentaries, texts of laws and decrees, and transcripts of Convention sessions.

Holy Blood, Holy Grail (Baigent, Leigh, and Lincoln) — Detailed theory of an ancient secret society originating from the Templar order; useful background information for establishing Illuminated groups.

The French Revolution: A Concise History (Norman Hampson).

The Peoples' Armies (Richard Cobb).

Many more books are available, with the ongoing celebrations of the bicentennial of the French Revolutionary period.

GMs lucky enough to find themselves in Paris and skilled in the French language should visit the Musée Carnavalet, the national museum given over to the events of the Revolution. The bureaucrats of the Revolutionary government were tireless recordkeepers, and even the most intimate workings of the Committees were preserved, to be added to the archives of the Musée.

Films

The Scarlet Pimpernel began life as a play, and has often resurfaced in dramatic adaptations. There have been five films, all but one available on videocassette.

The Scarlet Pimpernel (1934) — Leslie Howard, Merle Oberon, Raymond Massey. This Alexander Korda production featured Leslie Howard as a wonderfully effete Pimpernel, but is marred by choppy plotting and inconsistent accents (Armand has a notable French accent, Marguerite none). Merle Oberon was simply miscast as Marguerite. A worthy try, but the Baroness herself thought the film could have been much better.

The Return of the Scarlet Pimpernel (1937) — Deservedly forgotten, this sequel featured a cast of unknowns in a cloying and contrived melodrama loosely based on *Eldorado*.

Pimpernel Smith (1941) — Leslie Howard. A modern version of the Pimpernel rescues refugees from Nazi France; directed by Leslie Howard, this was one of the great actor's last roles. This was reportedly Raoul Wallenberg's favorite film, and the inspiration for his work in Hungary.

The Elusive Pimpernel (1950) — David Niven, Margaret Leighton, Jack Hawkins. The first color Pimpernel film. Almost impossible to find, this was one of a number of color remakes of swashbuckling classics in the 1950s. This remake shouldn't have been attempted; Niven and Leighton were far too old for their parts, and the performances are two-dimensional at best.

The Scarlet Pimpernel (1982) — Anthony Andrews, Jane

Seymour, Malcolm Jamieson, Ian McKellen. Splendid TV movie with superb location shooting, wonderful costumes, two attractive lovers (Andrews and Seymour), and Ian McKellen as the definitive Chauvelin. The final sword fight at Mont St. Michel is particularly exciting. The best of the Pimpernel movies by far.

Good non-Pimpernel films set just before or during the Revolution are excellent for picking up atmosphere. A few of the better examples:

Dangerous Liaisons (1988) — Elegant adaptation of a contemporary novel about the decadent *ancien régime*, starring Glenn Close and Michelle Pfeiffer. Won Oscars for costumes and cinematography. The same tale was repeated in *Valmont* (1988), with Colin Firth and Meg Tilly.

Marie Antoinette (1938) — Norma Shearer's best role as the doomed Queen of France. The costumes — especially the ballgowns — are extraordinary.

Scaramouche (1952) — Stewart Granger, the greatest swashbuckler of the 1950s, as the lawyer on the run with a troop of actors. Granger is always worth watching, and this was one of his best.

A Tale of Two Cities (1935) — Film adaptation of the Dickens book. Starring Ronald Colman as Sydney Carton, dying nobly during the Terror. A true classic, wonderfully acted and cast. A four-hour television remake by the BBC aired in 1989.

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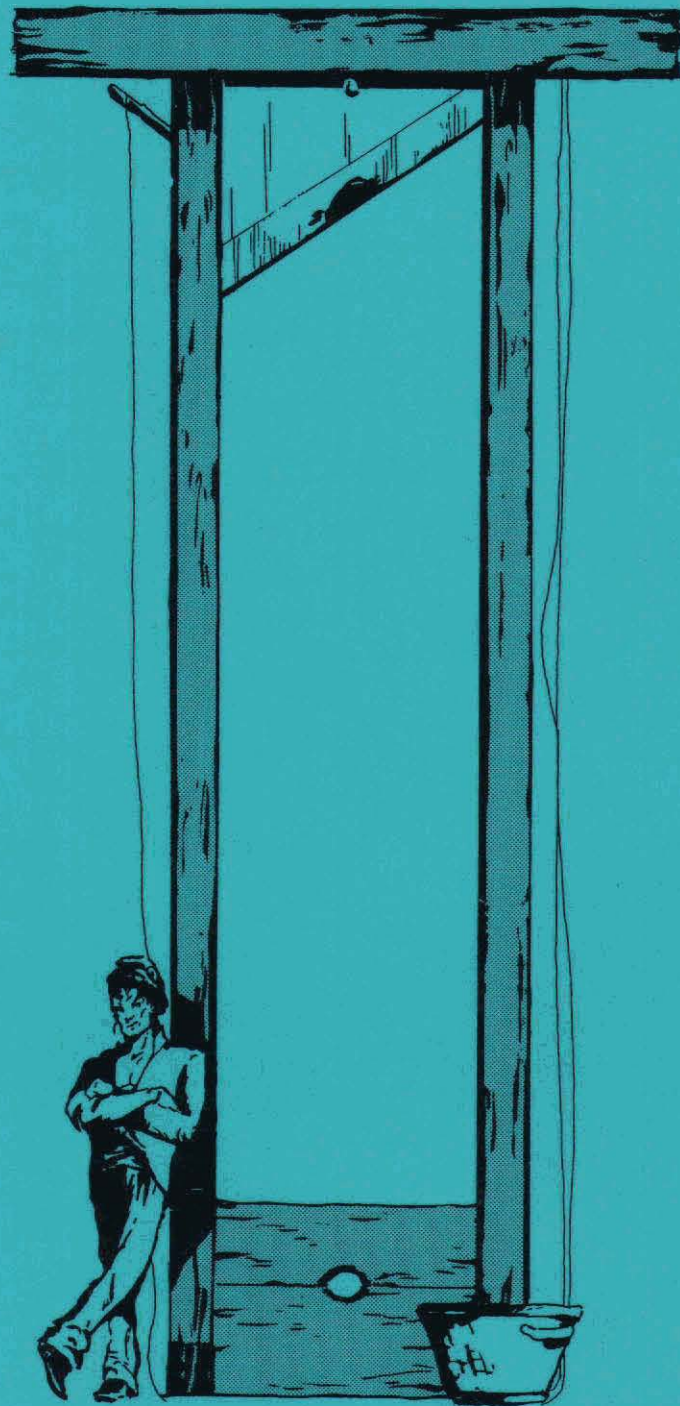
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Written by Lisa Evans and Robert Traynor
Edited by Steve Jackson
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by Baroness de Orczy
Cover graphics by Carl Anderson
Illustrated by Ruth Thompson

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ERRATA

This is the known errata for the print version of *GURPS Scarlet Pimpernel* when this PDF was created:

Page 42: Under Offstage Notables: French, Philip “Égalite” should be Philippe “Égalité.” He was Louis XVI’s cousin, not his brother.



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