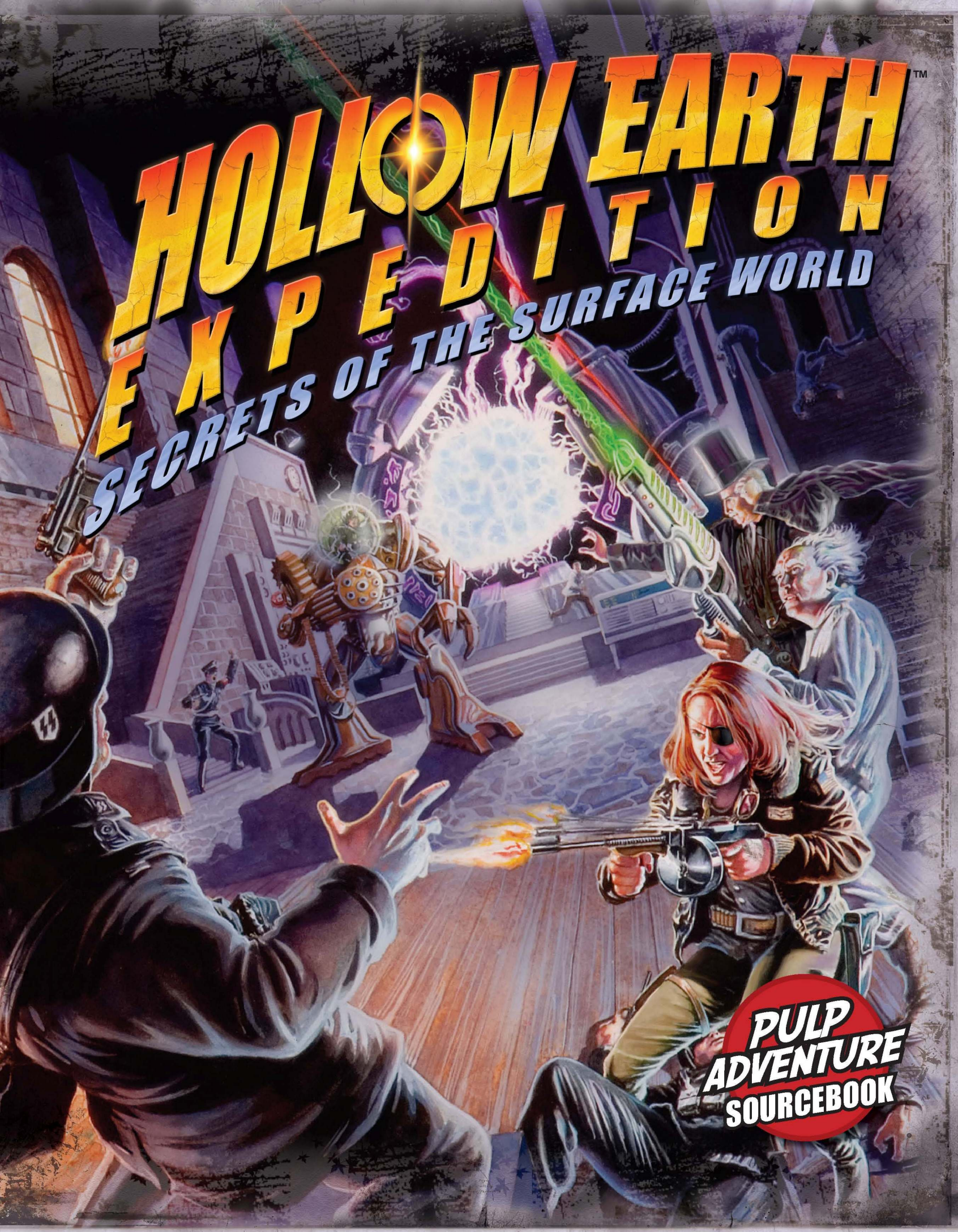


HOLLOW EARTH™

EXPEDITION

SECRETS OF THE SURFACE WORLD



**PULP
ADVENTURE
SOURCEBOOK**





ARCTIC OCEAN

ASIA

EUROPE

Cairo, Egypt.

AFRICA

INDIAN OCEAN

AUSTRALIA

SOUTHERN OCEAN



Equator

Tropic of Capricorn

Antarctic Circle



HOLLOW EARTH

EXPLORATION

SECRETS OF THE SURFACE WORLD



GEFAHR!
1000 Volt - 5000
Hochspannung
Verbot des Zutritts



BEWAHREN SIE SICH

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 EXILE
GAME STUDIO

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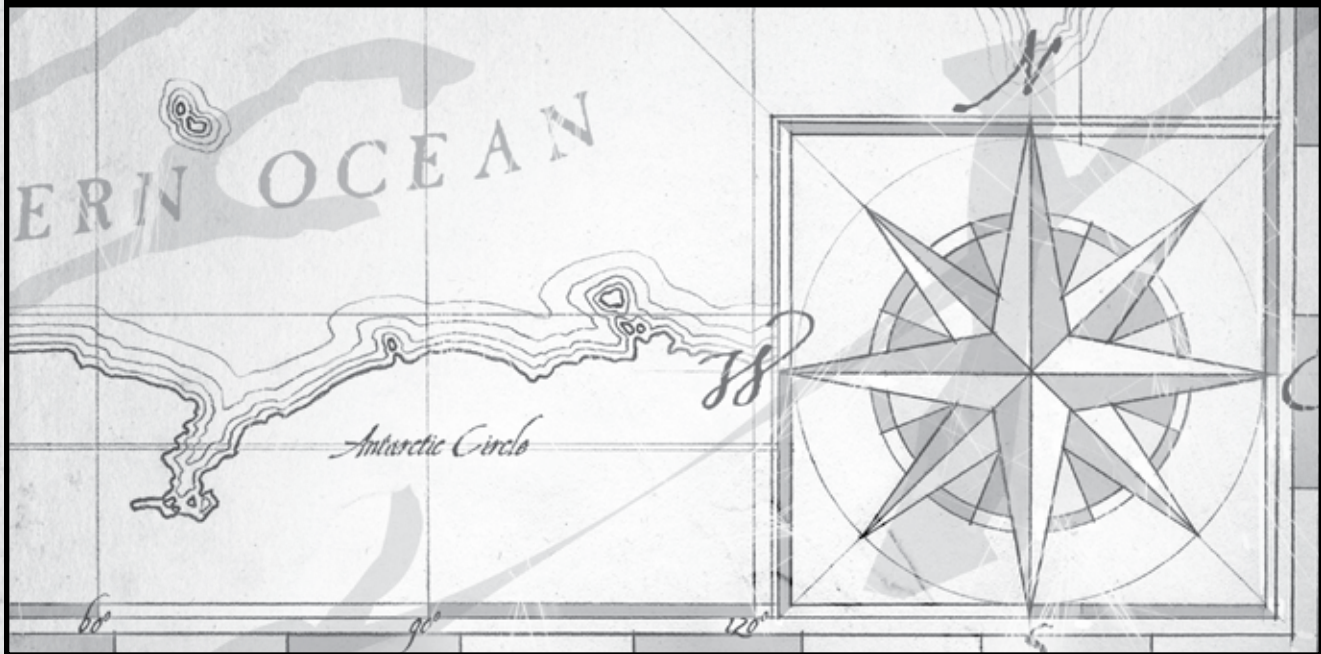
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HOLLOW EARTH EXPEDITION SECRETS OF THE SURFACE WORLD

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⊕ INTRODUCTION



What is *Secrets of the Surface World*?

Step back in time and immerse yourself in the mysterious and intrigue-filled world circa 1936. Here you will find evil organizations possessing strange, terrible powers—and thirsting for more. Villains plot to overthrow civilization, while unlikely heroes battle valiantly to stop them from achieving their dastardly goals.

Secrets of the Surface World is a source book for the *Hollow Earth Expedition* roleplaying game. It expands the game world and provides an infinite number of possibilities for new adventures. With *Secrets* in hand, your campaign can remain entirely on the surface world or act as a starting point to lead your players into the Hollow Earth. As a pulp adventure sourcebook, *Secrets* provides more information about the things you've come to expect from *Hollow Earth Expedition*: secret societies, supernatural powers, and weird science!

How to use this Book

Secrets of the Surface World is divided into chapters, each dedicated to a different aspect of the game.

Chapter 1: Characters provides additional material for creating surface world characters.

Sample Characters features eight new surface world characters.

Chapter 2: Supernatural Powers includes rules for supernatural powers, including psychic abilities and sorcery.

Chapter 3: Secret Societies lists organizations that may help or hinder your character.

Chapter 4: The Surface World describes some of the most intriguing surface world locations.

Chapter 5: Equipment Catalog details weapons, vehicles, and gear of the era.

Chapter 6: Weird Science describes how to create powerful gadgets and inventions.

Chapter 7: Vehicle Combat includes rules for attacking vehicles and performing stunts.

Sample Adventure takes the characters on a thrilling surface world adventure.

And now, without further ado, we invite you to discover the *Secrets of the Surface World*...



A WARNING TOO LATE

Al-Konbas Hotel
Cairo, Egypt
April, 1936

Dear Victor,

I am in danger, and desperately need your help. I am hesitant to put this down on paper, lest it fall into the wrong hands, but the potential consequences outweigh my concerns. My message is urgent, so I must take the risk...

My theory was correct. Using my notes, I was able to locate the Temple of Thot. Inside we made a remarkable discovery. Our excavations unearthed an ancient Atlantean portal!

It is unlike anything I have ever seen, and will most certainly astound and delight the entire Order of Prometheus. I have spent several weeks deciphering the glyphs engraved upon the portal, and have learned a great deal. Oh Victor—the device will surely speed humanity toward its destiny! The possibilities for scientific advancement are nearly endless. Members from all three Supreme Colleges will be keenly interested in the impact this amazing device will have upon their research. An entire Symposium could be dedicated to unlocking its secrets!

I regret that my need for haste does not allow me to share more with you. For now, I am afraid you will have to be content with this short description. The Thule Society has learned of my great discovery and will stop at nothing to possess it. I am being followed. I have felt strange, malevolent eyes upon me for the last fortnight, and I'm positive that someone has rifled through my hotel room on more than one occasion. It is fortunate I carry my journal on my person at all times. I shudder to think what would happen if the Thule Society should come into possession of my notes.

It is of vital importance that we retain ownership of the portal. Our enemies would seek to do evil with it, and I cannot allow that to happen. I am making arrangements to move it to a safe location. I have a friend here who is helping me, and he seems most able. I only hope that we can act before it is too late.

The most important thing for you to know is that the portal can only be opened by an Atlantean or one of their pure-blooded

descendants. I believe that this is one way the Atlanteans ensured the security of their incredible technology. My daughter, whom you know, is one of those rare persons who can activate the portal. I have kept her secret these many years in an attempt to give her a normal life. I met her parents when I was seeking Atlantean descendants and I sheltered them for a time. They were happy in my home, but others came looking for them, and they had to flee. They wanted their newborn daughter to have a chance at a normal life, so they left her with me. I can still remember their tear-filled eyes as they turned to walk away. I have neither seen nor heard from them since that night.

In the event that something happens to me, I beg of you to protect my daughter. Hide her, and do not allow her to come looking for me. Under no circumstances should she fall under the control of the Thule Society. I cannot stress enough that the consequences to humanity would be devastating if our enemies get their hands on both the portal and my daughter.

Your friend in science,

Dr. J. M. Rookwood

Fellow of the Supreme College of Physics

Order of Prometheus

*****Official Transmission*****
21:12 4.3.36

Attn: Wolfram von Wartenburg
Wewelsburg Castle

Message:

Professor Rookwood in custody.
Above communication intercepted.
We can use this to our advantage.

Dr. Elmar Wurmhausen

⊕ CHAPTER 1: CHARACTERS



Characters intent on exploring the Hollow Earth are often cut from the same cloth. Details on creating such characters may be found in the *Hollow Earth Expedition* rulebook. Surface world characters live in a more complicated world and have a much wider variety of desires, training, and experience. Below you will find revised and expanded character generation information, including new Archetypes, Motivations, Skills, Talents, and Flaws. Resources have also been revised to reflect the more dynamic and interconnected surface world.

The process for creating a surface world character is the same as creating a Hollow Earth explorer (see “Character Creation Overview” in *Hollow Earth Expedition*, p. 36-38). Simply follow the normal character creation steps using any of the additional material presented here. Where there are conflicts, the information presented below supersedes that in the core rulebook.

While the following information is intended for surface world characters, feel free to take it with you on your next Hollow Earth adventure.

ARCHETYPES

The Archetypes presented in the *Hollow Earth Expedition* rulebook are best suited for a game of adventure and exploration at the Earth’s core. Running a game set on the surface world allows for a wider variety of

character types. Below are some additional Archetypes to choose from. While these character types are more commonly found on the surface, there is no reason not to include them in a daring Hollow Earth campaign.

As always, put your own spin on the Archetype you select. Are you a Hardboiled Detective or a Psychic Investigator? Are you a Government Agent or Corporate Spy? Use this basic description as a guide when creating your character.

Everyman

Everymen are the men and women that make up the general populace. They are regular people with jobs and families, whose biggest concern is making ends meet. They may be general laborers or tradesmen such as bookkeepers, cooks, or mechanics. Their lives may not be exciting, but they keep the wheels of industry turning. Whether sensible and dependable or dreaming of a life of adventure, these working class heroes never actually expect to save the world—and yet they often seem to end up in that position. When the chips are down and the situation looks grim, they are capable of saving the day in the most unlikely and unexpected ways.

Examples: Accountant, Mechanic, Taxi Driver

Lawman

Lawmen are responsible for maintaining law and order, detecting and preventing crimes, and apprehending criminals—using force if necessary. They may be FBI Agents and police officers in the employ of the government, or bounty hunters and detectives in the employ of private citizens. They are engaged to investigate mysteries, find lost people, and recover stolen objects. As a result, they often have friends and acquaintances on both sides of the law. While they usually stay within the bounds of the law to accomplish their job, some lawmen will bend or even break the rules to get what they're after.

Examples: Bounty Hunter, G-Man, Private Detective

Monk

Monks dedicate themselves to perfecting their body, mind, and spirit. They often practice ascetic lifestyles and are associated with a particular religious group. They may be Benedictine Monks, Tibetan Lamas, or Whirling Dervishes. They believe that purifying the body purifies the soul. As a result, many monks practice martial arts, renounce earthly pleasures, or adopt self-imposed constraints as a means to attain inner peace or develop a stronger connection with their faith. Whether they remain cloistered in monasteries illuminating manuscripts, or wander the earth helping people, these spiritual seekers never stop searching for enlightenment.

Examples: Hindu Yogi, Shaolin Monk, Tibetan Lama

Spy

Spies are secret agents charged with discovering (and possibly thwarting) the plans of their enemies. They often work for a specific government agency, but may also engage in corporate espionage or use their skills to protect the interests of a secret society. Some agents may even play one group against another for their own personal gain. Spies are masters of deception and subterfuge, capable of lurking undetected in the shadows, or working in the open using an alias. They have a variety of tools at their disposal including seduction, sabotage, and assassination, and will do whatever it takes to get the job done.

Examples: Double Agent, Femme Fatale, Saboteur

MOTIVATIONS

The Motivations presented in the *Hollow Earth Expedition* rulebook best explain why someone would leave everything behind to go looking for the Hollow Earth. Life on the surface can be quite a bit more complex because surface dwellers have different priorities, and conflicting Motivations are much more common. Below are some additional Motivations to choose from. While these are presented as surface world Motivations, they'll work just as well on a journey into the Hollow Earth. As always, check with your Gamemaster to confirm which are best suited for the game, and work with your fellow players to choose Motivations that work well together.

Themes, Motivations, and Flaws

Themes, Motivations, and Flaws all provide Style points for roleplaying your character appropriately. Because they all have the same benefit, distinguishing between them can be confusing. So what is the difference?

- **Themes (Optional)**—Overarching ideas or issues that crop up repeatedly over the course of a story. The Gamemaster chooses the Themes for his story, and may or may not share them with the players. Roleplaying your character in accordance with a Theme earns you Style points, just like a Motivation does.
- **Motivation**—Your character's driving goal or greatest desire. This often overlaps with or is identical to a Theme. You earn Style points whenever you roleplay your character's Motivation.
- **Flaws**—Your character's physical, mental, or social shortcomings. You earn Style points whenever your character is hurt or hindered by her Flaw. Unlike Themes and Motivations, both the player and Gamemaster may trigger a character's Flaw as appropriate.

Honor

Your character prides himself on his honesty and integrity. He always keeps his word and never lies. He is dignified, noble, and magnanimous. Living virtuously is not enough, however, so he constantly seeks glory and recognition for his deeds. He will not tolerate being slandered or ridiculed and will go to great lengths to safeguard his good name and reputation. Fulfilling his responsibilities and protecting his honor are more important than his life; he would rather die than dishonor himself.

Chapter One

You earn Style points when your character protects his reputation or inspires someone to act honorably.

Possessed by: Doctors, Hunters, Monks

Hope

Your character is eternally optimistic and believes that everything will work out for the best. She is friendly, compassionate, and always tries to see the best in people. She won't give up on something (or someone) while there is even the slightest chance of success, and refuses to let those around her despair. She is not naïve and won't ignore the reality of a situation, she just doesn't see the point in dwelling on unpleasantness.

You earn Style points when your character's optimism is justified or she convinces someone not to give up.

Possessed by: Adventurers, Everyman, Survivors

Justice

Your character has a strong sense of right and wrong and believes in fairness above all things. He will champion the underdog and protect the underprivileged. He will not sit idly by when injustices are committed, and will fight for what's right, whether that means taking legal action, writing a scathing exposé, or covertly taking up arms against an aggressor. He is capable of picking his battles and strives to ensure the punishment always fits the crime.

You earn Style points when your character rights a wrong or convinces someone to do the right thing.

Possessed by: Lawmen, Reporters, Soldiers

Mystery

Your character believes in privacy, security, and the inscrutable nature of the universe. She generally takes things at face value and doesn't like it when others snoop into her business. She doesn't promote ignorance, but she understands that knowledge and power can be dangerous in the wrong hands and therefore should be closely guarded. Some secrets should be kept until the world is ready for them, and no one should delve too deeply into things man was not meant to know....

You earn Style points when your character protects a secret or convinces someone not to go looking for the truth.

Possessed by: Missionaries, Occultists, Spies

Redemption

Your character has committed a terrible crime or made a tragic mistake, and cannot forgive himself. Perhaps he betrayed his family or caused the death of someone close to him. He may or may not actually be responsible, but blames himself anyway. He hasn't given up hope that he can set things right, and will do whatever it takes to make up for his misdeed.

You earn a Style point when your character rights a wrong that he committed or convinces someone to seek forgiveness for what they have done.

Possessed by: Criminals, Missionaries, Soldiers

SKILLS

The Skills presented in the *Hollow Earth Expedition* rulebook cover most of the abilities and knowledge that a character might pick up over the course of his life. Most players will be able to create a character using the original Skill list. Along with some new Archetypes and Motivations, there are also some new Skills. The Focus, Martial Arts, and Warfare Skills are brand-new,

Zero Level Skills

Depending on the time and place where characters grow up, they will be exposed to different Skills as part of their daily life. When certain cultures depend on a Skill for survival, or it is considered commonplace, it doesn't always make sense that a character would have no expertise in that Skill unless they put points into it. As an optional rule, the Gamemaster may provide a list of zero level Skills that everyone from the culture or era has some minimal familiarity with. When using these skills untrained, these characters are able to roll their base Attribute rating without the usual -2 penalty.

In 1936, some common Skills everyone would have some familiarity with:

- Athletics
- Brawl
- Drive
- Empathy
- Stealth

Characters from a rural environment might have Ride or Survival instead of Drive as a Skill. Gamemasters should allow players to swap out Skills based on their specific character background. The asthmatic son of two college professors might replace Athletics with an Academics Skill while a wealthy debutante might replace Brawl with Diplomacy.

Improving a Skill from 0 to 1 at character creation costs a half point. Improving it during play costs 1 Experience point. After the first Skill level is acquired, Experience cost reverts to normal.

while the Brawl Skill has been modified for clarity and compatibility with the Skills and Talents presented later in this book.

All of the Skills listed below are optional. The Gamemaster should feel free to include them or ignore them as appropriate.

Brawl

Base Attribute: Strength

Brawl represents your character's ability to fight with his bare hands. It covers everything from punching and kicking to clawing and biting. This type of fighting is rarely taught. Characters with this Skill may fight instinctively or have learned it the hard way from experience.

Skill Rating	Example
0 - 1	Never been in a fight
2 - 3	Clumsy brawler
4 - 5	Capable fighter
6 - 7	Skilled pugilist
8 - 9	Veteran warrior
10 or higher	Deadly adversary

Your character may specialize in the following attacks:

- *Block:* Ability to avoid or deflect a hand-to-hand attack
- *Disarm:* Ability to take a weapon away from an opponent
- *Grapple:* Ability to grab and hold an opponent
- *Kick:* Ability to use knees and feet to hurt an opponent
- *Punch:* Ability to use hands and elbows to hurt an opponent
- *Throw:* Ability to flip an opponent or knock him to the ground

Note: Animals and Beastmen may specialize in their natural weaponry (e.g., claw, bite, and tail attacks).

Focus

Base Attribute: Willpower

Focus represents the ability to concentrate and ignore distractions. This includes meditation, overcoming fear, and resisting torture and manipulation. Formal instruction in this Skill is rare in Western societies, but it may be learned through experience. Characters with this Skill may substitute their Focus rating for Willpower rolls.

Skill Rating	Example
0 - 1	Unfocused and easily distracted
2 - 3	Meditation student
4 - 5	Buddhist monk
6 - 7	Spiritual guru
8 - 9	Tibetan Lama
10 or higher	Unbreakable concentration

- *Concentration:* Ability to tune out or ignore distractions
- *Courage:* Ability to overcome fear in life-threatening situations
- *Meditation:* Ability to clear the mind and attain inner peace
- *Resistance:* Ability to withstand torture and interrogation
- *Resolve:* Ability to resist manipulation and temptation

Martial Arts

Specialized Skill

Base Attribute: Strength

Martial Arts represents your character's expertise in traditional forms of hand-to-hand combat. It includes both Eastern and Western fighting styles, each with their own strengths and weaknesses. Characters with this Skill have spent time studying a particular style (e.g., boxing, judo, or karate) and can use its various techniques to incapacitate opponents.

Skill Rating	Example
0 - 1	Little or no training
2 - 3	Novice student
4 - 5	Capable fighter
6 - 7	Skilled martial artist
8 - 9	Veteran prizefighter
10 or higher	Martial arts master

Your character must specialize in a specific fighting style:

- *Aikido:* Japanese martial art emphasizing blocks and throws
- *Boxing:* English sport emphasizing blocks and punches
- *Capoeira:* Brazilian martial art emphasizing blocks and kicks
- *Judo:* Japanese martial art emphasizing grapples and throws
- *Kalaripayattu:* Indian martial art emphasizing grapples and punches
- *Karate:* Japanese martial art emphasizing punches and kicks

Style	Block	Grapple	Kick	Punch	Throw
Aikido	+1 bonus		-1 penalty	-1 penalty	+1 bonus
Boxing	+1 bonus	-1 penalty		+1 bonus	-1 penalty
Capoeira	+1 bonus	-1 penalty	+1 bonus	-1 penalty	
Judo		+1 bonus	-1 penalty	-1 penalty	+1 bonus
Kalaripayattu		+1 bonus	-1 penalty	+1 bonus	-1 penalty
Karate		-1 penalty	+1 bonus	+1 bonus	-1 penalty
Kung Fu	Varies (see sidebar)				
Savate	+1 bonus	-1 penalty	+1 bonus		-1 penalty
Tai Chi Chuan	+1 bonus	-1 penalty	+1 bonus	-1 penalty	
Wrestling	+1 bonus	+1 bonus	-1 penalty	-1 penalty	

- *Kung Fu*: Chinese martial art with various animal forms (see sidebar)
- *Savate*: French martial art emphasizing blocks and kicks
- *Tai Chi Chuan*: Chinese martial art emphasizing blocks and punches
- *Wrestling*: Ancient sport emphasizing blocks and grapples

Note: Characters with proficiency in more than one fighting style (including those with the Skill Mastery Talent) may switch fighting styles as a reflexive action on their turn. The character immediately gains the benefits of the new fighting style, but also suffers the associated penalties until their next turn.

Kung Fu Fighting

There are hundreds of different styles of Kung Fu, often modeled after specific animals such as Crane, Dragon, Leopard, Tiger, and Snake. Each style has different strengths and weaknesses, and you should feel free to come up with your own bonuses and penalties for a given style based on the examples listed under the Martial Arts Skill.

Another option, especially if Kung Fu is going to play a big part in your game, is to take a specific style and designate the other styles as superior or inferior. Your character gains a flat +1 Martial Arts bonus when using a superior style against an inferior one.

For example, Tiger overcomes Crane, but is inferior to Dragon; Snake overcomes Dragon, but is inferior to Leopard; Crane overcomes Leopard, but is inferior to Tiger. Your character gains a +1 bonus when using Tiger Kung Fu against a Crane martial artist, but will lose this bonus if your opponent switches to a different style. Additionally, if your opponent knows Dragon Kung Fu, she could turn the tables on you and gain a +1 Martial Arts bonus against your character.

Warfare

Base Attribute: Intelligence

Warfare represents knowledge and skill in the art of war, whether acquired through classroom education or direct combat experience. It covers everything from large scale campaign strategy and logistics to small unit tactics and organization. Characters with this skill are able to outwit, outmaneuver, and outlast their enemies on the battlefield.

Skill Rating	Example
0 – 1	Little or no military experience
2 – 3	Raw recruit
4 – 5	Trained officer
6 – 7	Gifted strategist
8 – 9	Expert tactician
10 or higher	Military genius

Your character may specialize in the following disciplines:

- *Logistics*: Ability to move and maintain a military force
- *Organization*: Knowledge of military organization and chain of command
- *Strategy*: Ability to plan an overall military campaign
- *Tactics*: Ability to employ military units in combat
- *Terrain*: Select Arctic, Desert, Jungle, Naval, or Urban

TALENTS

Talents represent your character's natural aptitudes and special abilities. The Talents presented in the *Hollow Earth Expedition* rulebook cover a wide range of activities, but it is by no means an exhaustive list. Below are some additional Talents that increase your character's abilities or allow him to ignore additional penalties.

There are two types of Talents: standard and unique. Unique Talents can only be taken once, while standard Talents may be taken multiple times. A Talent is available to any character that meets the prerequisites (if any). While most Talents can be purchased at any

time, some are only available during character creation (but may be increased during play with experience points).

Multiple Talent Bonuses

In some cases, different Talents may provide bonuses to the same roll. Whenever two or more Talents provide overlapping bonuses, only the highest bonus applies. Therefore, it is only necessary to boost one Talent to gain the benefit on all related rolls. However, there are subtleties to different Talent bonuses. When in doubt, the Gamemaster has the final say on whether a specific bonus applies to a particular roll.

TALENT DESCRIPTIONS

Atlantean Blood

Only available at character creation (but may be increased later with experience points)

Prerequisites: None

Your character is a direct descendent of the Atlanteans. Because of her heritage, she is blessed with longevity, and exceptional physical and mental abilities.

Benefit: Your character ages significantly slower than normal. Humans with Atlantean heritage age normally until

they reach puberty, then their aging begins to slow slightly. The older they get, the slower they age. Barring illness or violence, humans with Atlantean blood can live for centuries.

Normal: Your character has little or no Atlantean heritage.

Advanced: You may buy this Talent up to three times. Your character gains a universal +1 bonus to all dice rolls at second level and a +2 bonus at third level.

Atlantean Commands

Prerequisites: Atlantean Power Words

Your character has unlocked the true power of the Atlantean language, allowing him to issue complex commands that must be obeyed.

Benefit: Your character can attempt to command a group of opponents. All sentient creatures who hear it will understand the command, but beware: Atlantean is a complex language and correct pronunciation is critical to compel them to obey.

When issuing commands, make a Linguistics roll against all opponents within ten feet of your character. If you roll more successes than an opponent's Willpower rating, she must obey your command until the task is completed or until the end of the scene (whichever comes first). Alternately, you may implant the command deep within her mind to be triggered later.



Talent	Prerequisite	Benefit
Atlantean Blood*	—	Longevity and improved abilities
Atlantean Commands	Atln. Power Words	Can issue complex commands
Atlantean Language	Linguistics 6	Fluent in Atlantean language
Atlantean Power Words	Atln. Language	Can issue one-word commands
Breaking Blow	Brawl/Martial Arts 4	Damage Structure with unarmed attacks
Counterstrike	Brawl/Martial Arts 4	Damage attacker with a successful Block
Damage Control	Craft 4	Reduced penalty for Structure damage
Delayed Blow	Brawl/Martial Arts 4	Can delay damage from unarmed attack
Drive-by Attack	Firearms/Gunnery 4	Reduced penalty for speed
Evasive Action	Drive/Pilot 4	Perform evasive action as reflexive action
Jack of All Trades	Intelligence 3	Improved untrained Skill rolls
Jury-Rig	Craft 4	Can improvise repairs
<i>Magical Aptitude</i>	—	Ability to channel magical energy
Missile Deflection	Brawl/Martial Arts 4	Can block ranged weapons
Moneywise	Intelligence 3	Improved Wealth Resource
<i>Natural Leader</i>	Charisma 3	Recruit temporary allies
Paralyzing Blow	Brawl/Martial Arts 4	Can paralyze target with unarmed attack
Psychic Ability*	—	Ability to use psychic power
Quick Repair	Craft 4	Improved repair ability
Reckless Driver	Drive/Pilot 4	Improved driving and piloting
Ricochet Shot	Firearms 4	Reduced called shot penalty for cover
Riposte	Melee 4	Damage attacker with a successful Parry
Skilled Assistant	—	Improved teamwork bonus
Spark of Life	Weird Science	Can create intelligent artifacts
Subtle Strike	Stealth 4	Can use Stealth for attack roll
Unarmed Parry	Brawl/Martial Arts 4	Can block melee weapons
Tinker	Craft 4	Improved tool bonus
Weird Science	Science 4	Ability to create weird science artifacts
<i>Well-Connected</i>	Charisma 3	Improved Contacts Resource
Wheelman	Drive/Pilot 4	Reduced penalty for adverse conditions

* This Talent is only available during character creation (but may be increased later with experience points)

Unique Talents are listed in italics

A commanded opponent cannot be ordered to harm herself and will defend herself normally, and the control is broken if she is attacked by your character. If you roll more than twice an opponent's Willpower rating, the command cannot be disobeyed even if your character attacks her.

Normal: Your character cannot use the Atlantean language to control others.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Linguistics bonus for each additional level. Advanced knowledge of Atlantean also increases the number of languages in which your character is fluent (see "Linguistics" in *Hollow Earth Expedition*, p. 56).

Atlantean Language

Prerequisites: Linguistics 6

Your character can fluently read, write, and speak the Atlantean language. However, it is a complex language and she has only just begun to realize its true potential.

Benefit: Your character has basic proficiency in Atlantean. Advanced concepts may be lost on her, as there is a difference between understanding the words and unraveling their meaning.

Normal: The Atlantean language is a mystery to

your character. Deciphering or translating basic concepts require a Linguistics roll with a difficulty rating of 4. Obscure or esoteric concepts have a difficulty rating of 5 or greater.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Linguistics bonus for each additional level. Advanced knowledge of Atlantean also increases the number of languages in which your character is fluent (see "Linguistics" in *Hollow Earth Expedition*, p. 56).

Atlantean Power Words

Prerequisites: Atlantean Language

Your character has begun to tap into the true power of the Atlantean language, allowing him to issue one-word commands that must be obeyed.

Benefit: Your character can attempt to issue a one-word command to a group of opponents. All sentient creatures who hear it will understand the command, but beware: Atlantean is a complex language and correct pronunciation is critical to compel them to obey.

When issuing a command, make a Linguistics roll against all opponents within ten feet of your character. If you roll more successes than an opponent's Willpower rating, she must obey the command for a num-

ber of turns equal to the number of extra successes you rolled. A commanded opponent may defend herself normally, and the control is broken if she is attacked. If you roll more than twice an opponent's Willpower rating, she loses her Active Defense and can't disobey the command (even if attacked) for a number of turns equal to the total number of extra successes you rolled.

Normal: Your character cannot use the Atlantean language to command others.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Linguistics bonus for each additional level. Advanced knowledge of Atlantean also increases the number of languages in which your character is fluent (see "Linguistics" in *Hollow Earth Expedition*, p. 56).

Atlantean Language

Atlantean is the language of the Antediluvians. It predates virtually all written records, and the few tablet fragments and inscriptions that still exist are in the hands of the Terra Arcanum. Atlantean is an ancient and complex language that cannot effectively be learned by simply reading it. The Terra Arcanum cobbled together a pidgin version of Atlantean that they use for secret correspondence, but it lacks the power of the language. When spoken properly, all sentient creatures immediately understand the message as though it had been delivered in their native tongue. With proper conjugation and declension, true masters of Atlantean can speak words that will resonate deep within the listener's mind, causing them to unquestioningly obey commands. The Atlantean language is both mysterious and powerful, and there are likely even more tantalizing uses awaiting discovery.

Breaking Blow

Prerequisites: Brawl 4 or Martial Arts 4

Your character can splinter boards and shatter stone with his bare hands. He knows exactly how and where to hit an object to do the most damage, allowing him to remove barriers and destroy his opponent's weapons and equipment.

Benefit: Your character's Brawl attacks do Structure damage to objects. Every two points of nonlethal damage inflicted does one point of Structure damage instead. Additional points do cosmetic damage only.

Normal: Your Brawl attacks do nonlethal damage.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Brawl or Martial Arts bonus when attacking an object at second level, and a +4 bonus at third level.

Counterstrike

Prerequisites: Brawl or Martial Arts 4

Your character may counterattack after blocking a blow, shifting immediately from defense to offense.

Benefit: Your character may reflexively attack as part of the Block maneuver (see "Block" in *Hollow Earth Expedition*, p. 118). Resolve the Block normally, but your character inflicts damage if you roll more successes than the attacker. Any Defense modifiers that apply to the Block maneuver apply to the Counterstrike ability. If your character loses her Active Defense, she loses her Counterstrike ability as well.

Normal: Your character Blocks normally.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Defense bonus when blocking against Brawl and Martial Arts at second level and a +4 bonus at third level.

Damage Control

Prerequisites: Craft (Any) 4

Your character can keep heavily damaged vehicles and machinery operating much longer than normal. He patches holes, rewires components, and puts out fires to keep it from breaking down.

Benefit: As an attack action, your character can perform damage control on a piece of machinery. To gain the benefit from this action, your character must have access to the device or to the damaged compartment of the vehicle he is riding in. Performing damage control allows a piece of machinery to continue operating until it reaches -3 Structure, at which point it breaks down.

If using the optional Performance Degradation rules (see the Performance Degradation sidebar on p. 147), treat the vehicle as if it has two additional points of Structure when performing damage control, allowing your character to keep it operating at peak performance for longer.

Normal: A vehicle or machine breaks down as soon as its Structure drops below 0.

Advanced: You may buy this Talent twice, allowing your character to keep a vehicle or machine operating until it reaches -5 Structure, at which point it is utterly destroyed and impossible to repair.

Delayed Blow

Prerequisites: Brawl or Martial Arts 4

Your character knows how to strike an opponent's vital areas in such a way that appears to do no immediate harm, but in fact upsets his body's internal

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functions, causing pain and trauma at a later time.

Benefit: Your character may make a Brawl or Martial Arts attack, and if successful, she may delay the damage inflicted by up to ten combat turns (one minute). At any time before this duration has expired, your character may undo the damage by reversing her strike. A roll is not normally required to reverse the strike, but if her opponent tries to resist, you must make another Brawl or Martial Arts attack, reducing the amount of delayed damage by the amount of damage that would have been inflicted by the second attack.

Normal: Your character inflicts hand-to-hand damage normally.

Advanced: You may buy this Talent up to three times. Your character may delay damage for one hour at second level and up to one day at third level.

Drive-by Attack

Prerequisites: Firearms or Gunnery 4

Your character is adept at shooting from a moving vehicle and at hitting a moving target. He knows how to lead his opponent, adjust for differences in speed, and connect with each attack.

Benefit: Your character attacks moving targets with a reduced penalty. He may ignore up to a -2 penalty due to relative Speed (see Speed, p. 146).

Normal: Your character suffers a penalty based on relative Speed when attacking a moving target or when attacking while in a moving vehicle.

Advanced: You may buy this Talent up to three times. Your character may ignore up to a -4 penalty at second level and up to a -8 penalty at third level.

Evasive Action

Prerequisites: Pilot (Any) 4

Your character reacts instinctively to avoid attacks when piloting a vehicle. She twists and turns erratically to make herself harder to hit.

Benefit: Your character performs the Evasive Action maneuver as a reflexive action (see Evasive Action, p. 144). Any Defense bonuses provide a bonus to the Evasive Action maneuver as well. If your character loses her Active Defense, she loses her Evasive Action ability as well.

Normal: Your character performs the Evasive Action maneuver as an attack action.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Defense bonus when performing the Evasive Action maneuver.

Jack of All Trades

Prerequisites: Intelligence 3

Your character has broad familiarity with a variety of different tasks. He may be a handyman, drifter, or Renaissance man, but he can perform tasks without any formal training.

Benefit: Your character may ignore the untrained Skill penalty when using any general Skill (see "Untrained Skill Rolls" in *Hollow Earth Expedition*, p. 48). In addition, he may make an untrained Specialized Skill roll at a -2 penalty.

Normal: Your character makes untrained Skill rolls with a -2 penalty and may not make untrained Specialized Skill rolls at all.

Advanced: You may buy this Talent up to three times. Your character gains a +1 Skill bonus to untrained Skill rolls at second level and a +2 bonus at third level.

Jury-Rig

Prerequisites: Craft (Any) 4

Your character can improvise repairs on vehicles and equipment using whatever she has on hand. She can keep almost anything working with just a temporary fix.

Benefit: Your character may perform repairs even if she has no spare parts (see Repair, p. 147). The repairs are temporary; the device will revert to its previous Structure level if it takes damage again, or at the end of the scene.

Normal: Your character must have replacement parts in order to make repairs.

Advanced: You may buy this Talent up to three times. Your character gains a +2 repair bonus at second level and a +4 bonus at third level.

Magical Aptitude

Unique

Prerequisites: None

Your character has the innate ability to channel magical power and use it to cast spells, perform rituals, and construct magical artifacts.

Benefit: Your character may perform rituals and cast spells (see Sorcery, p. 48).

Normal: Your character has no magical ability.

Missile Deflection

Prerequisites: Brawl or Martial Arts 4

Your character is able to block ranged attacks with his bare hands, deflecting arrows and thrown weapons without suffering injury.

Benefit: Your character may block Archery and Athletics attacks with his bare hands as if they were Brawl attacks (see “Block” in *Hollow Earth Expedition*, p. 118). If you roll more than double the number of successes as your attacker, your character can snatch the missile out of the air (and may throw it back on his next action). If your character loses his Active Defense, he loses his Missile Deflection ability as well.

Normal: Your character cannot block ranged weapon attacks.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Defense bonus against ranged weapon attacks at second level and a +4 bonus at third level.

Moneywise

Unique

Prerequisites: Intelligence 3

Your character is financially savvy and knows how to turn a quick buck. He has no trouble getting a loan

or making extra money on short-term investments.

Benefit: You may boost your character’s Wealth Resource as if it were a Talent, but he does not need to have this Resource to boost it (see “Boosting Talents” in *Hollow Earth Expedition*, p. 113). Your character benefits from his increased cash flow for the remainder of the scene, at which point his Wealth Resource reverts back to its normal level and any bonus investments must be withdrawn (see Wealth, p. 23).

Normal: Your character is unable to boost his income.

Natural Leader

Unique

Prerequisites: Charisma 3

Your character makes friends easily and inspires people to help her achieve her goals. When necessary, she can call up old friends or recruit new people to join her cause.

Benefit: Your character may recruit a temporary Ally. The cost of the new Resource is equivalent to boosting a Talent (see “Boosting Talents” in *Hollow Earth Expedition*, p. 113). Your character gains a new Ally equal to the number of boosted levels (see Ally, p. 19). The boosted Resource lasts for the remainder of



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the scene, at which point the new companion departs.

Normal: Your character is unable to recruit temporary allies.

Paralyzing Blow

Prerequisites: Brawl or Martial Arts 4

Your character knows how to strike an opponent's pressure points in such a way that does no harm, but causes her muscles to seize, temporarily paralyzing her.

Benefit: Your character may make a Brawl or Martial Arts attack to attempt to immobilize his opponent. Make a grapple attack as normal (see "Grapple" in *Hollow Earth Expedition*, p. 120), but if the damage your character would have done exceeds his opponent's Strength rating, she is paralyzed for one turn per additional success. If you roll more damage than twice your opponent's Strength rating, she is paralyzed for the remainder of the combat (or one scene). At any time before this duration has expired, your character may free his opponent by reversing his strike. No roll is required to undo the paralysis.

Normal: Your character must grapple an opponent to immobilize her.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Brawl or Martial Arts bonus at second level and a +4 bonus at third level.

Psychic Ability

Only available at character creation (but may be increased later with experience points).

Prerequisites: None

Your character has a psychic ability, such as telepathy, extrasensory perception, or telekinesis, allowing her to perform amazing feats with the power of her mind.

Benefit: Your character manifests a specific psychic power (selected when you take this Talent; See *Psychic Abilities*, p. 44).

Normal: Your character has no psychic abilities.

Advanced: You may buy this Talent up to three times. Your character gains a +2 bonus when using her psychic power at second level and a +4 bonus at third level. Alternatively, this Talent may be purchased more than once to gain an additional psychic power.

Note: *This Talent replaces "Psychic Sensitivity" as listed in Hollow Earth Expedition rulebook.*

Quick Repair

Prerequisites: Craft (Any) 4

Your character is a gifted repairman. He has a knack for fixing things and can salvage damaged components, allowing him to repair items much faster and cheaper than normal.

Benefit: Your character restores two points of Structure per success rolled on your Craft roll (See *Repair*, p. 147).

Normal: Your character restores one point of Structure per success rolled on your Craft roll.

Reckless Driver

Prerequisites: Drive or Pilot (Any) 4

Your character is wild and reckless behind the wheel, pushing the envelope to get the most out of her vehicle's performance.

Benefit: Your character may recklessly perform a vehicle combat maneuver in order to gain a +2 bonus to her Drive or Pilot roll (see *Vehicle Combat Maneuvers*, p. 142). However, the vehicle suffers one point of Structure damage due to the stress.

Normal: Your character's Drive and Pilot rolls are unmodified.

Advanced: You may buy this Talent up to three times. Your character gains a +4 Skill bonus at second level and a +8 bonus at third level.

Ricochet Shot

Prerequisites: Firearms 4

Your character is skilled at hitting targets with indirect shots—ricocheting bullets, arrows, or throwing stars off nearby objects to hit opponents hiding behind cover or standing around corners.

Benefit: Your character may make a called shot to hit a target hiding behind cover with a reduced penalty. He may ignore up to a -2 penalty due to cover (see "Cover" in *Hollow Earth Expedition*, p. 125). To benefit from this ability, there must be an appropriate object to ricochet off, such as a rock or metal plate.

Normal: When making a called shot to hit an opponent hiding behind cover, your character suffers a penalty equal to the amount of cover his target has.

Advanced: You may buy this Talent up to three times. Your character may ignore up to a -4 penalty at second level and up to a -8 penalty at third level.

Riposte

Prerequisites: Melee 4

Your character may immediately attack after parrying with a melee weapon, turning her opponent's attack to her advantage.

Benefit: Your character may reflexively attack as part of the Parry maneuver (see "Parry" in *Hollow Earth Expedition*, p.121). Resolve the Parry normally, but your character inflicts damage if you roll more successes than her attacker. Any Defense modifiers that apply to the Parry maneuver apply to the Riposte ability. If your character loses her Active Defense, she loses her Riposte ability as well.

Normal: Your character Parries normally.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Defense bonus against Melee attacks for each additional level.

Skilled Assistant

Prerequisites: None

Your character has a knack for helping people, even if he knows nothing about the task they are performing. He expertly gathers materials, organizes tools, and performs other minor duties in order to maximize efficiency.

Benefit: When assisting another character, your character provides a +2 teamwork bonus even if he does not have the applicable Skill with a rating of 4 or higher (see "Teamwork" in *Hollow Earth Expedition*, p. 50).

Normal: Your character only provides a teamwork bonus if he has an applicable Skill rating of 4 or higher.

Advanced: You may buy this Talent up to three times. Your character grants a +4 teamwork bonus at second level and a +8 bonus at third level.

Spark of Life

Unique

Prerequisites: Weird Science

Your character has unlocked the secret of life and can create sentient beings, such as androids or reanimated corpses, with thoughts and feelings of their own.

Benefit: Your character can create intelligent artifacts (see Living Creations, p. 139).

Normal: Your character cannot create intelligent artifacts.

Subtle Strike

Prerequisites: Stealth 4

Your character is a master assassin, capable of disguising herself or sneaking up on prey and striking with lethal accuracy.

Benefit: Your character may use her Stealth rating when making an unarmed or melee attack against an opponent who is unaware of her presence. Make a Stealth roll (including weapon modifiers) against your opponent's Passive Defense (plus armor modifiers). If you roll more successes than your opponent, you inflict one point of damage per extra success. If you roll fewer successes than your opponent, your attack has failed.

Once your character attacks his target, he automatically loses the element of surprise and cannot use this Talent again on the same opponent (unless he gets away and finds a way to surprise him again).

Normal: Your character may not use his stealth offensively.

Advanced: You may buy this Talent up to three times. Your character gains a +2 attack bonus at second level and a +4 bonus at third level.

Tinker

Prerequisites: Craft (Any) 4

Your character is never without the right tools. He can improvise almost any tool he needs using everyday items around him.

Benefit: Your character may ignore the penalty for using improvised tools.

Normal: Your character suffers a -2 penalty for using improvised tools.

Advanced: You may buy this Talent up to three times. Your character gains a +2 tool bonus at second level and a +4 bonus at third level.

Unarmed Parry

Prerequisites: Brawl or Martial Arts 4

Your character is capable of using his bare hands defending himself against weapons, catching blades and deflecting strikes without injuring himself.

Benefit: Your character can block Melee attacks with his bare hands at no penalty (see "Block" in *Hollow Earth Expedition*, p. 118). If your character loses his Active Defense, he loses his Unarmed Parry ability as well.

Normal: Your character suffers a -2 penalty when attempting to block a Melee attack with his bare hands.

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Advanced: You may buy this Talent up to three times. Your character gains a +2 Defense bonus against Melee attacks at second level and a +4 bonus at third level.

Weird Science

Prerequisites: Science (Any) 4

Your character is a visionary scientist, capable of creating strange and unusual devices such as jet packs, mind control rays, and armored drilling machines.

Benefit: Your character can create weird science artifacts (see *Weird Science*, p. 132). Select a particular scientific discipline for your character to specialize in when taking this Talent.

Normal: Your character cannot create weird science artifacts.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Skill bonus at second level and a +4 bonus at third level. Alternatively, this Talent may be purchased more than once to apply the benefit to a different Skill.

Well-Connected

Unique

Prerequisites: Charisma 3

Your character has good rapport with people, and a large network of friends and acquaintances. When she needs something, she either knows someone who will help her or is able to find someone who can.

Benefit: You may boost your character's Contacts Resource as if it were a Talent, but she does not need to have this Resource in order to boost it (see "Boosting Talents" in *Hollow Earth Expedition*, p. 113). Your character benefits from her increased sphere of influence for the remainder of the scene, after which her Contacts reverts back to its normal level and any bonus Resources must be returned (see *Contacts*, p. 20).

Normal: Your character is unable to boost her contact network.

Wheelman

Prerequisites: Drive or Pilot (Any) 4

Your character is experienced behind the wheel of a vehicle and capable of seeing it safely through a variety of conditions.

Benefit: Your character may drive or pilot a vehicle under adverse conditions with a reduced penalty, allowing you to ignore up to a -2 environmental penalty (see *Environment Modifiers*, p. 142).

Normal: When driving or piloting a vehicle under adverse conditions, your character suffers a penalty equal to the severity of the conditions.

Advanced: You may buy this Talent up to three times. Your character may ignore up to a -4 environment penalty at second level and up to a -8 penalty at third level.

RESOURCES

Resources are much more common on the surface world than inside the Hollow Earth. Almost everyone has some sort of Resource to call upon, from networks of friends and acquaintances to influential organizations and personal fortunes. To reflect this, Resources have been revamped to make them more flexible and useful. Resources now have 0 levels, which represent a lesser benefit for a lower cost, allowing for creation of characters with lesser influence in a variety of different areas. In addition, Resources are now interconnected, with many of them providing bonus Resources that represent the character's broadening influence, and allow for customization.

Note: *The new versions of the Resources presented here replace those in the Hollow Earth Expedition rulebook.*

Zero Level Resources

In real life, friendships, influence, and wealth grow and develop over time. They are rarely all-or-nothing propositions. To reflect this, each Resource now has a 0 level that represents fledgling Resources providing a lesser benefit for a lesser cost.

Players may choose two Resources during character creation at level 0 instead of one Resource at level 1. Buying a new Resource at level 0 during play costs 7 experience points; upgrading it later to level 1 costs 8 experience points.

To reflect the greater abundance of Resources on the surface world, the Gamemaster may allow starting characters to begin with one free Resource at level 0 as an optional rule.

Gaining and Losing Resources

Resources are not permanent abilities, so they can be easily gained or lost during play. Your character should not abuse her Resources or use them carelessly,

Resource	Description
Ally	Close friend or relative who can be counted on for help
Artifact	Unique and powerful item in your character's possession
Contacts	Network of associates who may be called on for items and/or information
Fame	Reputation, notoriety, and influence due to your character's popularity
Followers	Faithful friends and retainers who accompany your character
Mentor	A powerful patron, teacher, or protector who looks out for your character
Rank	Rank and membership in a secret or exclusive organization
Refuge	A safe and comfortable home, private retreat, or secret laboratory
Status	Social status and income due to your character's profession or birthright
Wealth	Income and assets, plus amount of money available to invest

or she might lose them. On the other hand, your character should not be too conservative with her Resources. Calling upon the right one at the right time could literally save the day.

Resources are interconnected, and characters with friends and influence always seem to land on their feet. If your character loses a Resource during play through no fault of her own, the Gamemaster may allow you to replace the lost Resource or swap it out with one of an equivalent level. For example, if the Thule Society murders your character's beloved uncle (Mentor 2) because he was attempting to foil their schemes, the Gamemaster might allow your character to inherit his stately mansion (Refuge 2).

Bonus Resources

Many of the Resources listed below grant bonus Resources at certain levels. This represents how fluid and interconnected Resources can be. A character with a lot of Contacts may be able to call upon them to borrow an important Artifact, recruit a temporary Ally, or find a safe house to hole up in for a while.

A character may use a bonus Resource to buy a temporary level in any other Resource (or two Resources at level 0). It may even be used to improve the Resource that provided the bonus, granting an increased benefit. The temporary Resource remains until it is lost during play or is used to purchase another Resource.

RESOURCE DESCRIPTIONS

Ally

Ally represents a close friend or family member that your character can count on in times of trouble. He has Skills, Talents, and Resources of his own, and will go out of his way to help your character, even if it puts him in danger. However, he will not throw his life away, so his assistance only goes so far.

An Ally starts out loyal to your character, making him easier for her to charm and harder for her enemies to sway (see "Influence" in the *Hollow Earth Expedition*, p. 45). While you get to define the nature of your character's relationship with her Ally, the Gamemaster ultimately controls this character, and determines what he will or will not do. Abusing or taking advantage of an Ally will negatively affect his attitude toward your character, possibly causing him to abandon her when she needs him most.

Purchasing additional levels of this Resource grants your character a new Ally, or improves an existing one.

Ally	Example	Attributes	Skills	Talents / Resources
0	Weak	9 pts.	5 pts.	0
1	Average	12 pts.	10 pts.	1
2	Talented	15 pts.	15 pts.	2
3	Influential	18 pts.	20 pts.	3
4	Powerful	21 pts.	25 pts.	4
5	Very Powerful	24 pts.	30 pts.	5

Example: Donna's character has Ally 1, representing James, a childhood friend and police officer who helps her out from time to time. Donna likes having friends around to bail her character out of trouble and decides to buy another level of Ally. She could improve James, making him Ally 2 and increasing his skills and abilities, but instead decides to purchase a new Ally 1, Jenna, a skilled auto mechanic who can modify her character's car and beat the dings out of it after she wrecks it.

Artifact

Artifact represents a rare and powerful item in your character's possession. He may have invented, inherited, or had it entrusted to him for safekeeping. He might have found it or even stolen it from someone. Your character might not even be aware of the Artifact's full potential.

Artifacts come in a variety of shapes, sizes, and uses.



A simple Artifact might be nutrient pills that replace eating a normal meal, or a universal tool. A more advanced Artifact might be an amnesia ray that erases a target's short-term memory, or a jet pack. Airships and drilling machines represent some of the largest and most powerful Artifacts of all.

Purchasing additional levels of this Resource grants your character a new Artifact or improves an existing one. The Artifact level determines the maximum number of Enhancements that an Artifact may have without having to take any Limitations. See p. 132 for more on modifying and weapons and equipment.

Artifact	Example	Enhancements
0	Nutrient Pills	1
1	Jet Pack	2
2	Sturgeon Minisub	4
3	Mechanized Armor	6
4	ZMC-3 Aurora	8
5	Drilling Machine	10

Example: Alex's character has Artifact 1, representing a specially modified Winchester rifle. He chambered the rifle for .405-caliber ammunition and enhanced the accuracy of the weapon, which counts as two Enhancements. He does not have to take any Limitations to get his benefit. Later he decides to improve his Winchester further and buys another level of Artifact. This allows him to make two additional Enhancements to the rifle. He decides to improve the rifle with the Long Shot Talent, doubling its range and allowing him to hit distant targets with a reduced penalty.

Contacts

Contacts represent your character's network of friends and associates. They are not particularly loyal and will only help if it is worth their while or in their own best interest. Nonetheless, having a network of contacts enables your character to track down useful items and information whenever she needs it.

Taking this Resource gives your character contacts in a particular area such as academia, the criminal underworld, or the police. Any time your character seeks equipment or information from someone within her sphere of influence, you gain a bonus to the appropriate Skill roll. Additionally, for each two levels of Contacts your character has, she may call upon her network of contacts and temporarily acquire a bonus Resource.

Purchasing additional levels of this Resource gives your character a new set of Contacts or increases her influence with existing ones.

Contacts	Example	Benefit
0	Smalltime Crook	+1 bonus
1	Gangster	+2 bonus
2	Con Man	Bonus Resource
3	Major Criminal	+4 bonus
4	Racketeer	Bonus Resource
5	Kingpin	+8 bonus

Example: Alyce's character is investigating the theft of an important museum artifact. She has Contacts 2, representing her influence in the criminal underworld. She gains a +2 bonus when dealing with criminals, and she may use her network of contacts to acquire a temporary Resource. She talks it over with the Gamemaster and decides to gain Ally 1. Her character calls in a favor and convinces a small-time crook named Vinnie to help track down the missing artifact.

Fame

Fame is a measure of your character's popularity and notoriety. It also represents how well known her name and face is. Being recognized as a celebrity has its benefits: people will often do special favors for your character just because she's famous. On the other hand, being famous can have its downside—it's hard to keep a low profile when your profile is easily recognizable.

Your character may be an actress, daredevil, or criminal. When someone recognizes your character, you gain a bonus to all social rolls related to that person. Additionally, for each two levels of Fame your character has, she may use her popularity to gain a temporary Resource from her adoring fans.

Purchasing additional levels of this Resource increases your character's popularity and reputation.

Fame	Example	Benefit
0	Local Celebrity	+1 bonus
1	City Councilmember	+2 bonus
2	Wanted Criminal	Bonus Resource
3	National Hero	+4 bonus
4	Glamorous Movie Star	Bonus Resource
5	International Luminary	+8 bonus

Example: Cathy's character is an up and coming actress, performing in plays all over town. She wants to increase her character's renown, so she purchases Fame 2. Her reputation increases and now people are coming from all over to see her perform. When recognized, she gains a +2 bonus in dealings with that person and can use her Fame to gain a temporary Resource. Cathy immediately decides to gain Wealth 1—after years of starving for her art, the money is finally starting to roll in!

Followers

Followers represent your character's faithful friends, retainers, and animal companions. Followers are not always very skilled or influential, but they are fiercely loyal and will accompany your character wherever he goes. Followers are tremendously helpful and will take care of everyday tasks, but your character is responsible for paying their expenses while they are working for him.

Followers start out loyal to your character, making them easier for him to charm and harder for his enemies to sway (see "Influence" in *Hollow Earth Expedition*, p. 45).

While you get to define the nature of your character's relationship with his Followers, the Gamemaster ultimately controls these characters, and determines what they will or will not do. Abusing or taking advantage of Followers will negatively affect their attitude toward your character, possibly causing them to abandon him when he needs them most.

Purchasing additional levels of this Resource either increases the number of Followers your character has, or improves his existing ones.

Followers	Number*	Attributes	Skills	Talents/Resources
0	1	9 pts.	5 pts.	0
1	2	9 pts.	5 pts.	0
2	4	9 pts.	5 pts.	0
3	6	9 pts.	5 pts.	0
4	8	9 pts.	5 pts.	0
5	10	9 pts.	5 pts.	0

*Instead of increasing the number of Followers, you may improve them by +3 Attribute points, +5 Skill points, and +1 Talent or Resource for each additional level.

Example: Mike's character has Followers 1, representing two dogs that he takes with him everywhere. They've helped him out more than once, but they're not very strong and he's afraid something will happen to them. Therefore, he decides to purchase an additional level of Followers to increase the size of his pack or improve the two dogs he already has. He opts to improve his Followers, giving each one a total of 12 Attribute points, 10 Skill points, and 1 Talent or Resource. Mike still doesn't want his dogs to get hurt, so he talks it over with the Gamemaster and decides that his character has hired two bodyguards and will be leaving the animals at home from now on.

Mentor

Mentor represents your character's patron, teacher, or protector. She is often a powerful and influential person connected to your character in some impor-

tant way. She may be a distant blood relative, a senior member in your character's organization, or a mysterious stranger who shows up to provide much-needed information. Although there is a lot a Mentor can do for your character, loyalty is not a given; your character will occasionally have to complete tasks to stay in her good graces.

Mentors generally stay at home and expect your character to take all the risks. Still, they can be extremely helpful—providing advice, training, and Resources. Mentors don't even have to be present to help; they can dispense wisdom through letters, phone calls, riddles, or even dreams and flashbacks. Mentors may provide a bonus to a particular Skill (as long as the Mentor has the applicable Skill rating at 4 or higher, see "Teamwork" in the *Hollow Earth Expedition*, p. 50). In addition, for each two levels of Mentor your character has, he may temporarily borrow one of his Mentor's Talents or Resources. Unlike other Resources, which allow your character to gain temporary Resources of their choice, you are limited to the Talents and Resources your Mentor possesses.

A Mentor's reasons for helping your character may be a complete mystery. While you get to define the nature of your character's relationship with his Mentor, the Gamemaster ultimately controls this NPC and decides exactly what she wants and what she is willing to do for your character. Harassing your Mentor or taking her for granted will negatively affect her attitude toward your character, possibly causing her to abandon him when he needs her most.

Purchasing additional levels of this Resource grants your character a new Mentor, or improves an existing one.

Mentor	Attributes	Skills	Talents / Resources	Benefit
0	12 pts.	10 pts.	1	+1 bonus
1	15 pts.	15 pts.	2	+2 bonus
2	18 pts.	20 pts.	3	Bonus Resource
3	21 pts.	25 pts.	4	+4 bonus
4	24 pts.	30 pts.	5	Bonus Resource
5	27 pts.	35 pts.	6	+8 bonus

Example: Marshall's character is surrounded by three thugs seemingly intent on pummeling him. His character has Mentor 2, representing his venerable martial arts teacher. Remembering his sensei's training, Marshall's character gains a +2 Martial Arts bonus. He also recalls his teacher demonstrating how to instinctively deflect blows, and gains his Mentor's Block Talent for the duration of this combat.

Rank

Rank represents your character's military rank or membership in an exclusive (or secret) society (e.g., the U.S. Army, National Geographic Society, or Catholic Church). As a result, your character has more authority when dealing with other members of his organization, and may request aid or requisition resources from the group. Depending on the specific organization, he may even be able to give orders to junior members, just as he has to obey the orders of those above him.

Holding a position of authority grants your character respect from other members of his organization. You receive a social bonus anytime your character wields his authority or acts in the name of his organization. Additionally, for each two levels of Rank your character has, he can use his authority to acquire a temporary Resource from his organization. This benefit lasts until the requisitioned Resource is returned, at which point a new Resource may be requisitioned. While Rank has its privileges, abusing authority, squandering resources, or breaking rules could result in your character being demoted or discharged from his organization.

Purchasing additional levels of this Resource grants your character membership in another organization, or a higher rank in his existing one.

Rank	Example	Benefit
0	Private	+1 bonus
1	Sergeant	+2 bonus
2	Lieutenant	Bonus Resource
3	Major	+4 bonus
4	Colonel	Bonus Resource
5	General	+8 bonus

Example: Mark's character has Rank 1, representing his position as a Deacon in the Catholic Church. After a few adventures, he decides his character is ready to say his vows and become a Priest. Mark purchases Rank 2, representing his new position within the Church. His character receives a +2 social bonus when on official Church business, and he can requisition Resources as well. Since he will be spending a lot of time interacting with laypersons, Mark decides to gain Status 1. His character's position as a Catholic Priest now provides him with a +2 social bonus even when not acting in an official capacity.

Refuge

Refuge represents your character's home, private retreat, or secret laboratory. She either owns it free and clear or shares it with other members of her organization. Whatever the case, this is a place where she feels

safe and productive.

A Refuge may provide one of three benefits: Equipment, Security, and Size. Select a primary benefit when buying this Resource.

Equipment: this benefit provides a bonus to all rolls related to a particular Skill (selected when you purchase this Resource) for anyone inside your character's retreat.

Security: this benefit inflicts a penalty to all Skill rolls related to investigating or infiltrating your character's secret lair.

Size: this benefit increases the amount of space encompassed by your character's retreat, either referring to the size of the building itself or the land it occupies. A Refuge without any Size benefit is the size of a small apartment or large workshop.

Additionally, for each two levels of Refuge your character has, she may borrow a temporary Resource from her home, such as having her butler accompany her on an adventure or taking an Artifact out of her workshop. This benefit lasts until the borrowed Resource is returned, at which point a new Resource may be borrowed.

Purchasing additional levels of this Resource grants your character a new Refuge, or improves an existing one. With the Gamemaster's approval, characters can pool their Resources together into a larger and more impressive Refuge. In this case, each character has limited ownership and access to the location.

Refuge	Equipment	Security	Size
0	+1 bonus	-1 penalty	House
1	+2 bonus	-2 penalty	Mansion
2	Bonus Resource	Bonus Resource	Bonus Resource
3	+4 bonus	-4 penalty	Small Estate
4	Bonus Resource	Bonus Resource	Bonus Resource
5	+8 bonus	-8 penalty	Large Estate

Example: Tamara's character has Refuge 1 (Size), representing her large mansion. She owns it outright and does not need to worry about mortgage payments. After some dangerous adventures, she's worried that some of the people she's crossed will come looking for revenge, so she decides to purchase another level of Refuge. She now has Refuge 2 (Size), which grants her a bonus Resource. She considers getting guard dogs or a personal bodyguard, but decides she doesn't want to worry about tracking other characters. So she decides to take Refuge 1 (Security) to represent installing a security system, improving locks, and altering public records on her home.

Status

Status represents your character's class and social status. This may result from success within a respected profession (e.g., doctors, lawyers, and professors), being a member of a wealthy aristocratic family, or working for infamous organizations like the Mafia or underworld. In any case, your character's position grants him respect that can be used to impress people and get them to do favors for your character.

Any time your character's social status or position applies to a situation, you receive a bonus to any related social rolls. Additionally, for each two levels of Status your character has, he may use his Status to gain a temporary Resource from his friends and subordinates.

Purchasing additional levels of this Resource increases your character's position and social standing.

Status	Example	Benefit
0	Knight	+1 bonus
1	Baron	+2 bonus
2	Viscount	Bonus Resource
3	Earl	+4 bonus
4	Marquis	Bonus Resource
5	Duke	+8 bonus

Example: Sean's character is a made man in the Mafia. He has Status 1, representing his standing as a soldier in the family and granting him a +2 social bonus when using his position to get people to do what he wants. After some successful legitimate business opportunities, he decides to purchase another level of Status, representing his promotion to Capo. Because he has Status 2, he also gains a bonus Resource. Sean's character likes throwing his weight around as a Mafiosi, so he decides to take another level of Status, granting him a +4 social bonus when dealing with others.

Wealth

Wealth represents your character's lifestyle, income, and assets. It covers the amount of cash she has on hand and money she has to invest. Having money does not automatically accord a character respect or authority, but a rich character can buy almost anything she wants. Characters without Wealth are not poor; they simply have to work for a living.

Your character starts play with her monthly income in cash.

Wealthy characters can invest their money in other Resources. For each two levels of Wealth your character has, she can sacrifice a level in order to buy a temporary Resource or grant one to another character (subject to Gamemaster approval). The extra money makes the character more influential or able to build a bigger and

better Artifact. The temporary Resource lasts until the money is withdrawn or invested in another area.

Purchasing additional levels of this Resource increases the amount of money your character has at her disposal.

Wealth	Example	Monthly Income
0	Lower Class	\$100
1	Middle Class	\$250
2	Wealthy	\$500
3	High Class	\$1000
4	Luxury	\$10,000
5	Filthy Rich	\$100,000

Example: Amy's character is preparing for an expedition. She has Wealth 2, representing her personal fortune, giving her \$500 in cash for purchasing starting equipment. Because she has two levels of Wealth, she may also sacrifice one level in order to buy a temporary Resource or to boost another character's Resource. She briefly considers buying an Ally to represent her personal valet, but decides to invest her Wealth in another character's Artifact, giving her a stake in any future profits from its use.

Pocket Money

Instead of tracking each and every penny, you can assume that your character can easily afford anything that costs one-tenth of her monthly income or less. Additionally, by expending a level of Wealth, your character can spend up to her total income for the month. This effectively reduces her Wealth Resource until the beginning of the next month or the next adventure (whichever comes first), when it refreshes to its previous level.

Wealth	Pocket Money
Poor	\$1
No Wealth	\$5
0	\$10
1	\$25
2	\$50
3	\$100
4	\$1000
5	\$10,000

FLAWS

Flaws represent your character's physical, mental, or social shortcomings. Whenever your character is hurt or penalized by his Flaw during play, you earn Style points that may be spent for bonus dice when you need them (see "Flaws" in *Hollow Earth Expedition*, p. 76). The list of Flaws in the core rulebook is not exhaustive, however. A variety of new Flaws are detailed below.

Severe Flaws

Not all Flaws are created equally. Some may come up more often than others during play, or be more limiting for different character concepts. For the most part, though, Flaws are self-balancing. Characters that are hurt more often by their Flaw get rewarded more often than those whose Flaws come up less often in play.

For the most part, adjusting a Flaw's reward is not necessary, unless it is severely limiting and comes up rarely during play. For example, a crippled character will not earn many Style points as long as he is in his wheelchair. He cannot walk at all if he is thrown out of it, so his Flaw deserves a higher reward. He earns two Style points when his Severe Flaw comes up during play. Some examples of Severe Flaws are detailed below; feel free to come up with your own, but be sure to get your Gamemaster's approval first.

Multiple Flaws

You get one Style point if you take a Flaw during character creation. Characters normally start play with only one Flaw, but with the Gamemaster's permission, you may select multiple Flaws at character creation—granting additional starting Style points. Anytime you roleplay one of your character's Flaws during play, you earn a Style point as normal. The Gamemaster should take care to prevent characters from becoming bundles of neuroses, and stop rewarding players who overplay their character's Flaws.

Physical Flaws

Clumsy: Your character is awkward and uncoordinated. She frequently drops things, bumps into walls and tables, and knocks things over. Your character suffers a -2 penalty to any roll where grace and coordination are a factor. You earn a Style point whenever your character suffers harm or causes damage due to her bungling.

Crippled (Severe): Your character cannot walk. He may have suffered an accident or illness. However, your character can still get around normally with a wheelchair. If knocked from his seat, he can crawl but suffers a -4 penalty to his Move rating (minimum rating of 0). You earn two Style points whenever your character is limited by his immobility.

Elderly: Your character is very advanced in years and not as vigorous as he used to be. He suffers a -2

penalty to any roll where strength, speed, or endurance is a factor. You earn a Style point whenever your character's age slows him down, or he is taken advantage of because of it.

Glass Jaw: Your character has a weak constitution and is vulnerable to shocks and blows. As a result, she suffers a -1 penalty to her Stun rating (characters with a Stun rating of 0 are stunned if they take one point of damage, and knocked out if they take two points of

damage). You earn a Style point whenever your character's weakness is exploited.

Illness (Severe): Your character has a severe illness that is not life threatening, but may incapacitate her from time to time. She may have epilepsy or suffer from recurring bouts of malaria. Your character suffers a -4 penalty to all rolls when feeling sick. You earn two Style points whenever your character is incapacitated by her illness.

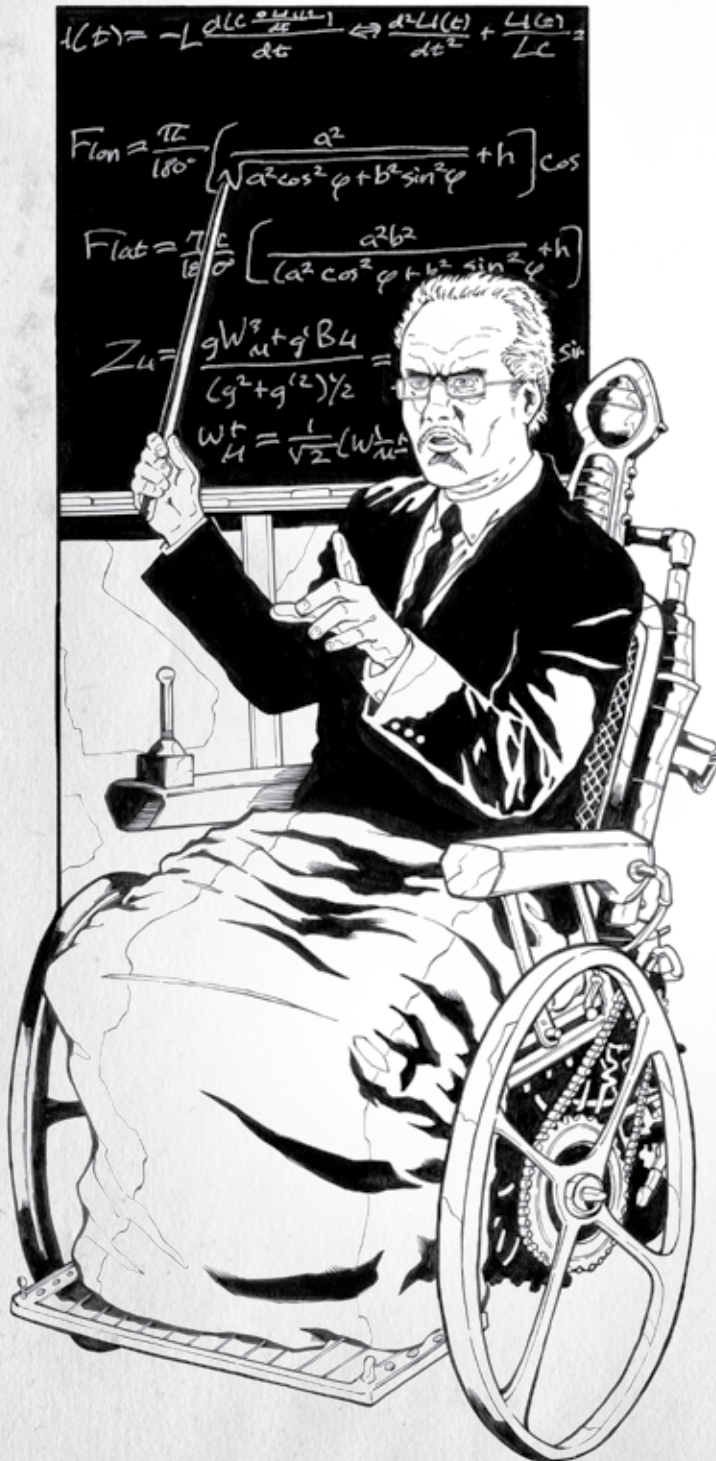
Low Pain Tolerance: Your character is extremely sensitive to pain. Bumps and bruises that others shrug off are debilitating to him. Your character suffers a -2 penalty to all rolls when in pain, such as when damaged or attempting to resist torture. You earn a Style point whenever your character suffers because of his sensitivity to pain.

Obese: Your character is grossly overweight. She may have an eating disorder or medical condition, but she weighs far more than an average person her age. Your character suffers a -2 penalty to her Move rating, unless she exerts herself (see "Encumbrance" in *Hollow Earth Expedition*, p. 128). You earn a Style point whenever your character's weight slows her down or causes her difficulty.

Sickly: Your character has a minor illness causing him discomfort from time to time, such as migraine headaches, chronic arthritis, or hepatitis. When feeling sick, your character suffers a -2 penalty on all rolls. You earn a Style point whenever your character suffers from his illness.

Skinny: Your character is scrawny and underdeveloped. She may have an eating disorder or a medical condition, but she weighs far less than an average person her age. Your character suffers a -2 penalty to any roll where strength or toughness is a factor. You earn a Style point whenever your character's weak physique causes difficulty.

Young: Your character is a child. He is Size -1, causing him both physical and social problems. He is often prohibited from participating in adult activities, and looked down upon for being young. You earn a Style point when your character's size causes him difficulty or he is patronized because of his age.



Flaws	Description
Physical Flaws	
Clumsy	Has poor coordination
<i>Crippled</i>	Cannot walk
Elderly	Advanced in age
Glass Jaw	Easily stunned and knocked out
<i>Illness</i>	May be incapacitated by illness
Low Pain Tolerance	Has extreme sensitivity to pain
Obese	Larger and slower than normal
Sickly	Illness causes major discomfort
Skinny	Has a weak physique
Young	Child or youth
Mental Flaws	
Blasé	Easily jaded and bored
Curious	Fascinated by the unknown
Delusion	Suffers from hallucinations
Depressed	Sad and pessimistic
<i>Megalomania</i>	Delusions of grandeur
Short Temper	Has trouble controlling anger
Skeptic	Never takes anything at face value
Thrill-Seeker	Addicted to danger
Timid	Nervous and anxious
<i>Vow</i>	Sworn to an action or organization
Social Flaws	
Aloof	Distant and remote
Fanatical	Zealous and dedicated
Gullible	Believes almost anything
Honest	Never lies
Inscrutable	Mysterious and hard to read
Liar	Constantly embellishes the truth
Lovelorn	Lovesick and forlorn
Merciful	Compassionate and forgiving
Stubborn	Obstinate and hard-headed
Vain	Egotistical and narcissistic
Misc. Flaws	
Hunted	Pursued by an individual or organization
Poor	Destitute and bad with money
Weirdness Magnet	Attracts supernatural occurrences

Severe Flaws are listed in italics

Mental Flaws

Blasé: Your character is easily bored, rapidly loses interest in anything that she has seen or done before, and is always on the lookout for new and interesting experiences. Your character suffers a -2 penalty on any repetitive task. You earn a Style point whenever your character's indifference causes harm.

Curious: Your character is insatiably curious. The unknown fascinates him and he will leave no stone unturned in his search for answers. He cannot leave well enough alone and often ends up in trouble. You earn a Style point whenever your character's curiosity gets him or his companions into trouble.

Delusion: Your character has a deeply held belief that is completely false. She may see or hear things that aren't there, or believe that she is at the heart of a vast conspiracy. No amount of hard evidence will convince her otherwise. You earn a Style point whenever your character's delusion causes trouble.

Depressed: Your character is perpetually sad and gloomy. He is pessimistic and believes the worst of himself. No matter what happens, he always expects circumstances to conspire against him. You earn a Style point whenever your character's dire predictions come true or something happens to crush his spirits.

Megalomania (Severe): Your character fantasizes about having extravagant wealth and power, or performing great deeds. Often this involves taking over the world or unlocking the secrets of the universe. You earn two Style points whenever your character takes a major step toward realizing her destiny or has her plans foiled because she was gloating over her victims.

Short Temper: Your character has a bad temper and is unable to control his anger when frustrated or provoked. When enraged he may hurt himself, his friends, or valuable equipment. Your character suffers a -2 penalty to Willpower rolls to keep his cool. You earn a Style point whenever your character's short temper causes trouble.

Skeptic: Your character never takes anything at face value. She questions everything and demands to see incontrovertible proof before she will acknowledge the validity of a claim. You earn a Style point whenever your character proves an assertion wrong or convinces someone else to question her beliefs.

Thrill-Seeker: Your character is an adrenaline junkie. He laughs in the face of danger and revels in putting himself in extreme situations. As a result, he is much more likely to get hurt or killed. You earn a Style point when your character puts himself or his companions in danger just for the fun of it.

Timid: Your character is nervous and hesitant. She doesn't like trying new things and hates being put into unfamiliar situations. Your character suffers a -2 penalty on any task that she hasn't had adequate time to prepare for. You earn a Style point whenever your character's anxiety causes her to miss an opportunity.

Vow (Severe): Your character has made a solemn promise or taken a sacred vow to perform a specific deed, remain loyal to a one person or organization, or to maintain a condition such as poverty or chastity. Your character earns two Style points whenever he has to make a major sacrifice in order to keep his vow.

Social Flaws

Aloof: Your character is distant and standoffish, often more focused on the task at hand than on the feelings of those around her. Your character suffers a -2 penalty on social rolls when trying to establish a rapport with other people. You earn a Style point whenever your character's business-like attitude causes her trouble.

Fanatical: Your character is passionately devoted to a particular cause, ideal, or organization. He will act in accordance with his beliefs even if it costs him his life. You earn a Style point whenever your character's devotion causes harm or he converts someone else to his way of thinking.

Gullible: Your character is naïve and easily cheated. She takes people at their word, even if they have lied to her in the past. Your character suffers a -2 penalty on rolls to resist deception. You earn a Style point whenever your character is taken advantage of because of her trusting nature.

Honest: Your character is sincere and straightforward. He always tells the truth and plays by the rules, even if his opponents act dishonestly. Your character suffers a -2 penalty on social rolls whenever he tries to lie or cheat. You earn a Style point whenever your character's honesty causes trouble.

Inscrutable: Your character is mysterious, hard to read, and rarely shares her thoughts. As a result, she is difficult to relate to and often misunderstood. Your character suffers a -2 penalty on social rolls when trying to connect with other people. You earn a Style point whenever your character is misunderstood or her mysterious motives cause trouble.

Liar: Your character embellishes the truth and makes up stories to impress people. His lies are almost always believable, but when confronted with the truth he will simply make up another lie. You earn a Style point whenever your character's dishonesty causes trouble or his lies catch up with him.

Lovelorn: Your character is unlucky in love. He may have lost his sweetheart or be suffering from unrequited love, but he will go to great lengths to gain attention from object of his affection. You earn a Style point whenever your character's affections are rejected or he suffers hardship in the name of love.

Merciful: Your character is kind-hearted and sympathetic. She believes that violence is wrong and prefers to live and let live. She will do everything she can to ease the suffering of others. You earn a Style point whenever your character shows compassion to an enemy or refuses to retaliate when wronged.

Stubborn: Your character is obstinate and hard-headed. She becomes unreasonably unmoving once her mind is made up. You earn a Style point when your character's inflexibility causes her trouble or she forces others to go along with her idea.

Vain: Your character is arrogant and egocentric. He loves to talk about himself and takes excessive pride in his appearance, talents, and accomplishments. Anyone who doesn't recognize his greatness is simply jealous. You earn a Style point whenever your character steals the spotlight or is forced to confront his shortcomings.

Miscellaneous Flaws

Hunted: A highly motivated individual or organization is pursuing your character. She may have vital information, a rare artifact, or an unusual ability that they are desperate to acquire. You earn a Style point whenever your character is in danger of being caught.

Poor: Your character is perpetually broke and not very good with money. He may be rash and impulsive, or just not care about worldly goods. You earn a Style point whenever your character spends his money unwisely or is unable to buy a basic resource.

Weirdness Magnet: Your character often gets mixed up in strange and unusual occurrences. The stars align, ghostly apparitions appear, and cursed people come looking for help when she is around. You earn a Style point whenever your character ends up involved in supernatural events through no fault of her own.

Chapter One

DAREDEVIL PILOT

Archetype: *Adventurer*

Motivation: *Fame*

Style: 3

Health: 5

Primary Attributes

Body: 2	Charisma: 2
Dexterity: 4	Intelligence: 2
Strength: 2	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 6
Move: 6	Defense: 6
Perception: 5	Stun: 2

Skills	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Firearms	4	2	6	(3)
Gunnery	2	3	5	(2+)
<i>Machineguns</i>			6	(3)
Pilot: Aircraft	4	5	9	(4+)
<i>Jet pack</i>			10	(5)

Talents

Evasive Action (Perform Evasive Action maneuver as a reflex action)

Resources

Artifact 1: Jet pack

Flaw

One Eye (+1 Style point whenever your character's poor depth perception causes her difficulty)

Weapons	Rating	Modifier	Attack	Average
Thompson SMG	3 L	-2	7 L	(3+) L
Punch	0 N	0	4 N	(2) N



"It doesn't take two eyes to fly circles around you."

Character Background

I entered the world on the same day that Cal Rodgers successfully completed the first transcontinental flight. To hear my family tell it, destiny intertwined these two historic events, resulting in my passion for flying. I don't hold with their superstitions, but it's a fact that all I've ever wanted is to be the best pilot in the world...and for everyone to know it.

I grew up in horse country and had to be content with flying on my darling Vin Fiz, who was a fine horse but a poor substitute for an airplane. Still, a girl has to start somewhere, so I moved on to a truck when I hit my teens, and finally the Harley-Davidson motorcycle that I sweet-talked my dad into buying me at 16. Mom nearly killed him, but he never denied me anything. As the youngest of six kids and the only girl, I had all the men in the family wrapped around my little finger.

I was 19 when I piloted my first flight. It was everything I dreamed it would be! I caught the country's attention immediately with my natural talent, and made headlines with my daring air show antics. Kids wanted to fly with me, men wanted to marry me, and women wanted to be me!

Then I had the accident. It wasn't exactly a glamorous way to lose an eye, so I just make up a different story every time I'm asked about it. Last week I said that it happened when I crash-landed in a hayloft. The week before that, I told them it was a mid-air collision following a dual barrel roll. My tall tales keep people asking just to see what I'll come up with next.

Once the attention over my tragic loss died down, I discovered that nobody wanted me to fly their planes. I couldn't even get a job with the third-rate air shows. I'm nothing if not persistent, so I kept at them every day. It's a good thing I did or I might not have been around when that crazy old inventor showed up with his jet pack. He was looking for a test pilot, but the big boys wouldn't touch it. I didn't have anything to lose, so I took him up on his offer.

The jet pack worked spectacularly and I've been flying circles around the other pilots since I strapped it on. I was at the top of my game again; the people and press couldn't get enough of me! I was on my way to making history!

Just when I thought it was nothing but smooth sailing ahead, the old guy and all his research disappeared. It was obviously foul play because there's no way he was going anywhere after the success of our flights. It's enough to make a gal worry, seeing as how I'm in possession of the only jet pack in the world.

If those goons think I'll be an easy target because I'm female, they're sorely mistaken; I'm not sitting idly around waiting to be nabbed. Looks like it's time to put together a rescue mission and get the old guy back so we can continue impressing the world.

Roleplaying

You were the center of attention in your family and you drank it up. That wasn't enough for you, though—you want the attention of millions! Nothing can stop you from finding a way to be America's darling, not even the loss of your eye. You're still as good as the other pilots...hell, you're better!

You've always had a penchant for being showy, but that quality has increased a hundredfold since your accident. You don't just do things; you do things with style. You refuse to admit, even to yourself, that the loss of your eye has affected your abilities. You know that people doubt your piloting skills, but you will go over the top to convince them you're better than ever.

Chapter One

HERMETIC MAGICIAN

Archetype: Occultist

Motivation: Power

Style: 3

Health: 5

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 3

Intelligence: 3

Strength: 1

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 5

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	Average
Academics: Occult	3	3	6	(3)
Investigation	3	2	5	(2+)
<i>Enigmas</i>			6	(3)
Linguistics	3	3	6	(3)
Melee	1	1	2	(1)
<i>Knives</i>			3	(1+)
Sorcery: Theurgy	3	5	8	(4)

Talents

Magical Aptitude

Resources

Rank 1 (Hermetic Order of the Rose Cross: +2 social bonus)

Flaw

Curious (+1 Style point whenever your character's curiosity causes trouble)

Weapons	Rating	Modifier	Attack	Average
Ritual Dagger	1 L	0	4 L	(2) L
Punch	0 N	0	0 N	(0) N



“Vox ex astrum—power from the stars.”

Character Background

The desert holds many secrets. I am Egyptian, so I know. We were building pyramids and exploring the mysteries of the universe when the rest of the world was still living in huts. We shared the world with the Atlanteans, and knew many of their secrets. It was from us that Plato first heard of Atlantis, inspiring him to write his dialogues. We prospered for over thirty centuries until the other nations became jealous of our wealth and power. Wave after wave of invaders eventually wore us down, and our great civilization crumbled. The Library of Alexandria was sacked and many ancient artifacts and rituals were lost. There is more knowledge buried in the desert than in all of our modern universities combined. Today's science and technology would be but playthings to the ancients Egyptians.

Over the past decade, an increasing number of foreigners have come to Egypt searching for treasures. I have always been interested in antiquities, so I became a translator for these expeditions and learned much from them. Eventually I moved to England, where I studied Moral Sciences at Cambridge University.

While at school, I met people who shared a deep interest in understanding the true nature of the universe. They promised to show me the true path to enlightenment and power. I was enthralled. I studied with former members of the Golden Dawn and discovered a new way of looking at the world. Through these early teachers I met members of other occult organizations, eventually joining the Argenteum Astrum, where my magical instruction began.

I have always been a good student, attentive and hungry for new information. It was not long before I learned to channel real magical energy. This newfound ability soon led to an introduction into the greatest secret society of them all. Behind the Argenteum Astrum, the Golden Dawn, the Freemasons, and the Rosicrucians is the Hermetic Order of the Rose Cross. Its members wield true power. They are the real magicians. They offered me membership and I accepted immediately.

One does not rise quickly in the Rose Cross. Knowledge and power are hard-won commodities. Many of our rituals are based on ancient Egyptian writings (such as those found in the Corpus Hermeticum) that were lost with the Library of Alexandria. Some fragments are kept in the British Museum, having been brought back by archeological expeditions, but all of our attempts to study these tablets were foiled. We finally decided it would be simpler to send our own Egyptian expedition to recover lost texts and powerful artifacts.

I was a natural choice for this assignment. I have returned home as a true magician, prepared to sift through the sands of ages to locate the ancient artifacts that we seek. I could spend many lifetimes here, studying the wisdom of my ancestors. You would think I would be happy, but there are others lurking about, trying to find objects of power before we do. There are agents of a dark cabal roaming the desert, eagerly taking whatever they can get their hands on. I cannot allow them to succeed in their nefarious schemes. With the help of some unlikely allies, I'm working on a ritual that will put a stop to them once and for all.

Roleplaying

Mystical power and ancient lore combine to work like an addictive drug for you. From early in your life, you associated knowledge with power. Have one and you can get the other. Now you plan to use your powers to track down and acquire greater powers. It won't be easy, but it will be worth it. Someday, perhaps, you can rise to the highest pinnacle of the Hermetic Order of the Rose Cross, which will be easy after you prove your worth in the field.

Curiosity is both your greatest strength and your largest weakness. You are an insatiable reader, you can't resist a riddle, you can't keep from peering into dark corners, and you can't sleep while there is a mystery to be solved. You are often warned not to meddle in other people's affairs, reminded of the old adage that curiosity killed the cat. But felines are revered in Egypt, and death is not as permanent as they think.

Chapter One

MOTION PICTURE DIRECTOR

Archetype: *Celebrity*

Motivation: *Greed*

Style: 3

Health: 5

Primary Attributes

Body: 3

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 5

Perception: 5

Stun: 3

Skills	Base	Levels	Rating	Average
Art: Movies	3	3	6	(3)
Con	3	5	8	(4)
Diplomacy	3	3	6	(3)
Firearms	2	2	4	(2)
Streetwise	3	1	4	(2)
Survival	3	1	4	(2)

Talents

Inspire (Grant +2 Skill bonus to allies)

Resources

Contacts 1 (Entertainment: +2 social bonus)

Flaw

Stubborn (+1 Style point whenever your character's inflexibility causes trouble)

Weapons	Rating	Modifier	Attack	Average
Colt Pocket Model	2 L	0	6 L	(3) L
Punch	0 L	0	0 N	(0) N



"We're going to be millionaires!"

Character Background

You want to know the secret to success in the movie business? Listen, kid, I'll tell you the secret. Just bring me lunch first.

Okay, here's the secret: Spectacle. All those egghead critics say things like "plot" and "character development" and all that fancy-sounding kind of stuff are what we need. But that's not what really sells tickets. You've got to give them something they've never seen before—maybe never even imagined. That and maybe a knockout dame. But spectacle is more important because you can always add the dame later.

The thing is, to give people a new spectacle, you've gotta go find it. Audiences these days, they've seen it all. You mark my words: special effects and camera tricks won't work; people will see right through that. You can never make a studio set look as authentic as the real thing—it's just not possible. You have to—here, light my cigar, would you?—you have to film the real deal or it won't fly. You have to know what you're talking about. Listen, did Charlie Chaplin know about pratfalls? Absolutely. Did Hemingway know about shooting guns and chasing broads and all that stuff he wrote about? You bet. And did Shakespeare know about...whatever it was that Shakespeare wrote about? Well, yeah, I'm pretty sure he did, because otherwise he wouldn't have written it, would he?

And that's the thing about the movie business these days. Those other directors, they don't see how it's changing. Think about it! First, we got "talkies." And now it's color. But what's even more important is what you don't see in the theater: we've got motion picture cameras that a single person can carry, which means you can pack them all over the world...as long as you have a few assistants to lug the film canisters. Which reminds me—I need you to label all the reels before tomorrow's shoot.

Anyway, where was I? Oh, yeah—my path to success. I knew I wanted to be part of the business when I saw my first picture back when I was living in Queens. My dad ran a grocer's business that he wanted me to take over. But I had dreams—big dreams—and he finally saw things my way. It was getting the big producers at the studios to see things my way that was the problem. Boy, will they be sorry when I own the biggest house in Hollywood! Anyway, I managed to finagle my way onto a set and convince Old Man Goldstone—you know Goldstone, right? The original movie mogul?—anyway, when the Old Man saw some of my footage, he said he'd give me a budget and a camera and see what else I could bring him.

So here I am, about to make the film that will revolutionize the industry, the new spectacle that will capture the imagination of the world. And that's why we're on this steamer—we have to go to the spectacle, 'cause it sure ain't coming to us. Now, you've got work to do, so scram. And bring me back a cup of coffee while you're at it.

Roleplaying

You are a visionary, a genius, and a natural leader, and you will use your talents to make movies, because nothing pays better. Anyone who doesn't see things your way is simply wrong. It is up to you to bring them around, which usually isn't difficult, since you are able to promise them a share (a very small one) of the grand payout. Besides that, you have a special ability to bring out the best in people, no matter what they are doing. Sometimes they resent this, but they need to understand that you know best.

The edge you have over every other director in the world is that you can handle yourself out there on location, whether that location is in the heart of an unfriendly city, in the middle of a remote jungle, or up the side of a barren mountain. You are rugged, and your belief in the size of your profit margin will pull you through any difficulty.

Chapter One

PARANORMAL INVESTIGATOR

Archetype: *Spy*

Motivation: *Mystery*

Style: 3

Health: 5

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 3

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 5

Defense: 5

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	Average
Academics: Occult	3	1	4	(2)
Brawl	2	2	4	(2)
Bureaucracy	3	1	4	(2)
Con	2	3	5	(2+)
<i>Lying</i>			6	(3)
Drive	3	1	4	(2)
Firearms	3	2	5	(2+)
<i>Pistols</i>			6	(3)
Investigation	3	3	6	(3)
Stealth	3	1	4	(2)

Talents

None

Resources

Artifact 1 (Amnesia Ray)

Rank 1 (FBI: +2 social bonus)

Flaw

Inscrutable (+1 Style point whenever your character's motives are misunderstood)

Weapons	Rating	Modifier	Attack	Average
Amnesia Ray	2*	0	8*	(4)*
Punch	0 N	0	4 N	(2) N

* See Amnesia Ray, p. 140



"This is no longer under your jurisdiction. I will take over from here."

Character Background

More questions? You have entirely too many questions. There will never be enough answers, and asking too many questions will only get you into trouble. But that's all right—in a moment you won't remember anything.

The first thing you need to understand is the chain of command. In brief, the chain goes like this: God, our constitutionally appointed leaders, and then the people. Each link in the chain, by necessity, needs to know more than the link below it or the whole thing will fall apart. God, I'm told, already knows everything, and there are certainly things He knows that my immediate superiors do not. That is as it should be, just as the men for whom I work should know things that the common people do not.

Are you confused? Dubious? You must abandon your misguided impulse to continue this line of query. Most civilians have their hands full with their lives, their families, and, most importantly—with maintaining their contributions to our economy. Questioning is unnecessary. Too much knowledge leads to anxiety about things over which they can never have control. Yes, they must know about immediate threats, such as a murderer in the neighborhood. They must also know that their government has the situation in hand, and the murderer will soon be captured and imprisoned. But what of a threat the government cannot control, and perhaps does not even fully understand? I could tell you stories of monsters and ancient artifacts and all manner of seemingly irrational things, and perhaps you might even believe some of it. But if it were generally known, it could cause panic, disruption, and bank-runs, and the nation cannot afford such things at this time.

What makes me so special that I'm allowed to know more than you do? Well, I was doing my job as an FBI Special Agent in the New Orleans field office, and I thought my life was laid out before me. Then that call came about the strange rituals in the swamp, with the human sacrifices—and the things to which they were sacrificed. The local police were horrified and didn't want anything to do with the case. But I didn't question. I simply did my job.

A month later, I was transferred to the Special Investigations Unit in Virginia. My superiors wanted me there to help monitor "foreign threats." It was a chance to serve my country and I agreed immediately. I did what I was told and never asked questions. Now, here I am, preparing to cart away more information that no one will ever be able to prove existed.

I have said as much as I will say. Do you now see how it won't do you any good? In a moment, you won't even remember that you asked. Please turn your head—this won't hurt a bit.

Roleplaying

Your job is to protect the public from that which they will not understand. Ignorance is bliss, after all. You are to retrieve evidence your superiors need to make decisions, and to prevent that evidence from becoming common knowledge. Simple.

This is not to say that you can't make allies along the way. If a handful of fellows discover what you require to be hidden, then it is a perfectly acceptable cost to keep the information out of the hand of the general public—and especially out of the hands of those who would use it to cause civil unrest.

You might be attached to a group of explorers—or have infiltrated them under false pretenses—in order to serve as "damage control." This means keeping a low profile, cleaning up messes, and erasing tracks. They may be grateful for this service. Other times, you may have to convince or coerce them to see things your way. After all, you have the greater good to consider.

Chapter One

PROMETHEAN SCIENTIST

Archetype: *Scientist*

Motivation: *Hope*

Style: 3

Health: 4

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	Average
Craft: Medicines	4	2	6	(3)
Diplomacy	3	3	6	(3)
Empathy	4	2	6	(3)
Medicine	4	4	8	(4)
Science: Biology	4	4	8	(4)

Talents

Weird Science: Biology (May create Artifacts)

Resources

Rank 1 (Order of Prometheus: +2 social bonus)

Flaw

Merciful (+1 Style point whenever your character shows compassion to an enemy)

Weapons	Rating	Modifier	Attack	Average
Injector	2*	0	2*	(1)*
Punch	0 N	0	0 N	(0) N

* Weapon injects a drug or poison with a successful attack (see "Poisons and Drugs" in *Hollow Earth Expedition*, p. 136)



POZAS'07

“Excelsior!”

Character Background

I'm a man of medicine rather than a mathematician, but I recently calculated the total quantity of all human knowledge in the world (measured as a function of the sum of all books and machinery, along with an assortment of other technological indicators). I discovered that the total sphere of human knowledge barely doubled during the millennia following the fall of the Roman Empire. Since the Renaissance, it has doubled once per century, and following the Industrial Revolution it has doubled again nearly every decade. With this acceleration, it may double each and every year by the end of our glorious century.

My mind reels with delight when I consider the scientific achievements that are just around the corner. Imagine surgeons reattaching a severed limb or replacing a human heart with a more reliable mechanical pump. Diseases that have plagued mankind for millennia will be cured. Aging will be slowed or even stopped completely! And that is but a taste of the wondrous age that is soon to come.

According to my calculations, the rate of scientific advancement will continue to outdistance humanity's moral development. As a race, we are still primitive and warlike. I've seen it so many times. Hurt people will often sink into despair or swear revenge against the person who harmed them. It is frightening how quickly men, even good men, can turn to barbarity. Therefore, we must encourage mankind's moral development and be selective about which scientific advancements we share with the world.

By finding new and radical ways to heal wounds, I hope to be able to mend spirits as well as bodies. After all, how important is vengeance if injuries heal instantly or a loved one can easily be brought back to life? By the same token, if violence can no longer resolve a dispute, enemies will be forced to find new ways to resolve their differences. Diplomacy and compromise will become the order of the day. Imagine a world without war!

When I first joined the Order of Prometheus, and realized the depth and breadth of their scientific understanding, I was paralyzed with amazement. Since then, I have come to realize that it is an incredible opportunity, but also a tremendous responsibility, to bring knowledge unto the world. It can be extremely dangerous if done carelessly. Just as the gods punished our namesake Prometheus, so too we risk retribution from those who fear progress. They can only delay the inevitable, however. It is mankind's destiny to realize its full potential and we will be there to guide humanity into a new Golden Era!

Roleplaying

You are man of great vision with the skills and knowledge to turn your dreams into reality. Whereas most people are forced to rely upon conventional tools and muscle power, you have something much more versatile: a keen intellect. While they might grind away at a problem, you can think your way around it.

You will eagerly sign on to any project that benefits humanity, but you will never usher in the future while the human race behaves like savages. Therefore, you must set the example by transcending the need for revenge or excessive punishment against a defeated foe. It simply isn't logical. Besides that, wisdom and experience can often change the way people see the world, which means that there is hope for even the most vicious enemy to see the light.

Chapter One

PSYCHIC DETECTIVE

Archetype: *Lawman*

Motivation: *Duty*

Style: 3

Health: 6

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 5

Perception: 6

Stun: 3

Skills	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Investigation	3	3	6	(3)
Firearms	2	2	4	(2)
Stealth	2	2	4	(2)
Streetwise	2	4	6	(3)

Talents

Psychic Ability (Telepathy: Will x 2)

Resources

Contacts 1 (Police: +2 social bonus)

Flaw

Addiction: Alcohol (+1 Style point whenever your character's drinking causes trouble)

Weapons	Rating	Modifier	Attack	Average
Colt Detective Special	2 L	0	6 L	(3) L
Punch	0 N	0	4 N	(2) N



"I knew you were trouble the moment you walked through the door."

Character Background

The sound of the rain ticks out a ragged rhythm on my window like a broken metronome. Sometimes I think that if it only rained long enough it would wash away the filth in this city. But I know that will never happen. The real filth isn't on the streets—it's inside the hearts of the people who walk those streets. Believe me, I know. And since the storm can't wash it all away, I find solace in a different kind of water—the kind that's eighty proof.

It's another sordid case. Blackmail this time. At least it's a break from the usual dirty divorce jobs. It wasn't always this way for me. I was an idealist once, back when I was a rookie cop. I thought I could make a difference in this world. I thought I could change the city and make the streets safe for all the honest citizens. But the human garbage that floated in and out of the precinct house on a daily basis smothered the optimist in me.

Then the big day came. Me and my partner were interrogating a kidnapper—some of the worst scum you can imagine. We needed him to tell us where his buddies were hiding the child they had nabbed, but he wouldn't crack. I wanted to get in his head. I wanted it so bad I could almost taste it. Then wham—it happened: suddenly I could feel his sick mind all around me. Sure, I knew what he was thinking, but it made me ill, physically ill. Even after we drove away, I could still feel his thoughts clinging to me, and my hand shook so badly that I could barely hold my piece during the raid.

If it had only stopped there, I would have been happy. But I started hearing other people's thoughts. I guess you could say I read their minds, although it's a lot less like reading a book and a lot more like sticking my hands into a sewer to grope for a key. Then I started seeing all the dirty dealings in my fellow officers' heads. At first I tried to use what I heard to do some good, but that had repercussions. Then I tried switching it off, but it was like trying to turn back the tide. Booze was the only thing that helped silence the voices in my head, so I climbed into the bottle and haven't come up for air since.

I quit the force—or I was thrown out, depending on who you talk to. Now I got a dame in here who wants me to find out which laundry boy is threatening to air her dirty laundry. The problem isn't that I don't know how to solve the case. The problem is that I know exactly what I need to do, and it won't be pleasant. I still take the job seriously, though, and when I take money from a client, I hold up my end. The bottom line is that I get results, and you can't argue with that.

Roleplaying

When it comes down to it, you get the job done no matter what. You don't like doing the dirty work, but it's the only work you're fit for—and you're very good at it. God knows why you have this ability to read minds, but you're going to use it. It may not even be the most distasteful thing you do. There's no sense griping about it—it's just what you do.

You have problems, but who doesn't? If you need to carry a flask to keep the edge off, then so be it. It's not like anyone else can do what you do, whether they're stone cold sober or stinking drunk. Besides, it helps steady your nerves. Really, it does.

Chapter One

SCION OF ATLANTIS

Archetype: : *Everyman*

Motivation: *Love*

Style: 3

Health: 5

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 3

Intelligence: 2

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 5

Defense: 5

Perception: 5

Stun: 2

Skills	Base	Levels	Rating	Average
Academics: History	2	2	4	(2)
Acrobatics	3	3	6	(3)
Brawl	2	2	4	(2)
Diplomacy	3	3	6	(3)
Linguistics	2	2	4	(2)
Melee	2	3	5	(2+)

Talents

Atlantean Blood (Longevity)

Resources

Wealth 1 (\$250/month)

Flaw

Hunted (+1 Style point whenever your character is in danger of being caught by her pursuers)

Weapons	Rating	Modifier	Attack	Average
Arming sword	3 L	0	8 L	(4) L
Punch	0 N	0	4 N	(2) N



"I can't go out with you tonight. I'm...busy."

Character Background

My parents disappeared before I was old enough to walk. The professor took me in and raised me. He and my parents were close, and I can tell he misses them. He's always telling me I'm special, just like them.

The professor knows all kinds of things and he's always watching over me. He warned me that bad men might come looking for me someday because of my family, because of who I am. He's overprotective, and I'm sure he was exaggerating. Besides, I can take care of myself.

I've always known that I'm different. When I was little, I thought the other children weren't really trying or that they were playing some kind of game. Eventually I decided to play along, and I've been faking it and trying to act normal ever since.

But I'm not like everyone else. One time I dreamed that I was a great warrior who lived in a golden city. But then I left the city—or maybe it left me—and I was very sad. I was still sad when I woke up, and I couldn't forget my dream. But the strange part was that I knew how to fight when I woke up. I can even use a sword.

I'm good at lots of things, but the professor always tells me to be careful not to make anyone aware of it. I joined the debate team and gymnastics squad, but never really allowed myself to excel. I even joined the fencing club. That caused a bit of a stir—as a rule, proper young ladies at my school do not fence—but I found that I could keep the scandal a trivial one as long as I allowed the boys on the team to beat me occasionally.

I had a normal life for a while, but it's all over now. The professor is missing, just like my parents. I know he didn't abandon me. He just wouldn't do that. I think something bad happened to him. Maybe the bad men got him. I don't know for sure, but I'm going to find out. The professor is the only family I have, and I'm going to get him back, no matter what. If the bad men did take him away, they're going to see exactly what I can do. I'm not holding back anymore.

Roleplaying

You may have been born special, but you don't have to like it. You never asked to be different. All you ever wanted was to be like everybody else. But you just aren't normal, and there is no denying it. Other people don't have the strong suspicion that they're the reincarnation of a warrior. Other people don't have to try so hard to be ordinary.

While other characters must find ways to be involved in the action, you are likely to find that the action revolves around you. Because of your special heritage, people will seek you out. Secret societies may try to manipulate and deceive you. Sinister men may attempt to unlock the secrets of your lineage through hypnosis or dissection. Your mere presence draws danger to yourself and those around you. You can run, but you will never be able to hide for long. When you do find people you can trust, you treasure them, for they are a rare gift in a life that promises nothing but peril and uncertainty. For this reason, you will do everything in your power to rescue a loved one if he is in danger, and there is very little that can stop you once your mind is made up.

Chapter One

THE WANDERING HERO

Archetype: *Monk*

Motivation: *Justice*

Style: 3

Health: 5

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 3

Intelligence: 2

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 6

Defense: 6

Perception: 4

Stun: 3

Skills	Base	Levels	Rating	Average
Acrobatics	3	3	6	(3)
Focus	2	2	4	(2)
Martial Arts	3	4	7	(3+)
<i>All Styles</i>			8	(4)
Melee	3	3	6	(3)
Stealth	3	1	4	(2)
Survival	2	2	4	(2)

Talents

Skill Mastery (Martial Arts)

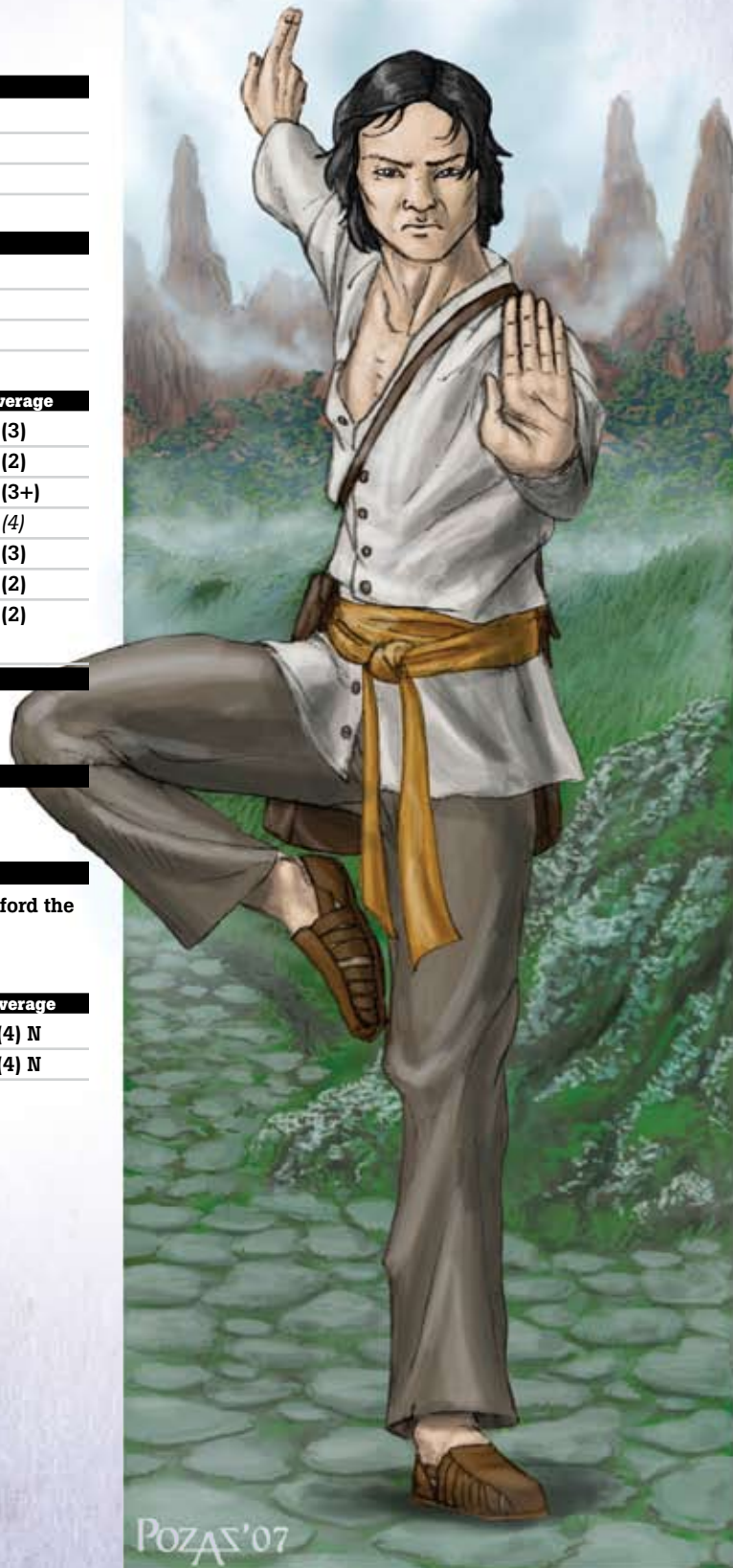
Resources

Mentor 1 (Lao Tsen: +2 Skill bonus)

Flaw

Poor (+1 Style point whenever your character cannot afford the basic necessities)

Weapons	Rating	Modifier	Attack	Average
Punch	0 N	0	8 N	(4) N
Kick	0 N	0	8 N	(4) N



“Our souls are intertwined. If you endanger one, you endanger all, and then the soul must become a warrior.”

Character Background

Compassion. Equilibrium. Non-attachment. It is easy to cultivate these qualities within the order and isolation of the monastery. Yet if these virtues cannot survive in the outside world, they are worth little. It is my fate to take what I have learned into the wide world where I might be tested, and hopefully spread my master's teachings to others.

I left to test my virtues, it is true; but it is also true that my mind is as divided as my heritage. I am only half Chinese. My father was a British soldier who came to fight in the Boxer Rebellion. Although I should release my desire for answers—for all desires are obstacles on the road to enlightenment—I have found the question of identity lurking within me, pulling at me while I am in my deepest meditations. My master, Lao Tsen, perceived my restlessness and understood that the cure could only be found outside the monastic walls.

After leaving the monastery, I quickly discovered how desire poisons the lives of people. Most men are not hateful unless they are first hated or hurt. Unfortunately, the innocent are often preyed upon by those who are controlled by their desires. They are victimized by petty thugs and disorganized hoodlums who do not see that they themselves are tools of powerful men who get what they want by denying others what they need. This creates a cycle of demons: first, the demon lord inflicts injury and depravation upon the people, and then the people transform themselves into demons as they seek to inflict similar injury upon others. They do not see how this shortens their lives and guides them toward unfavorable reincarnations.

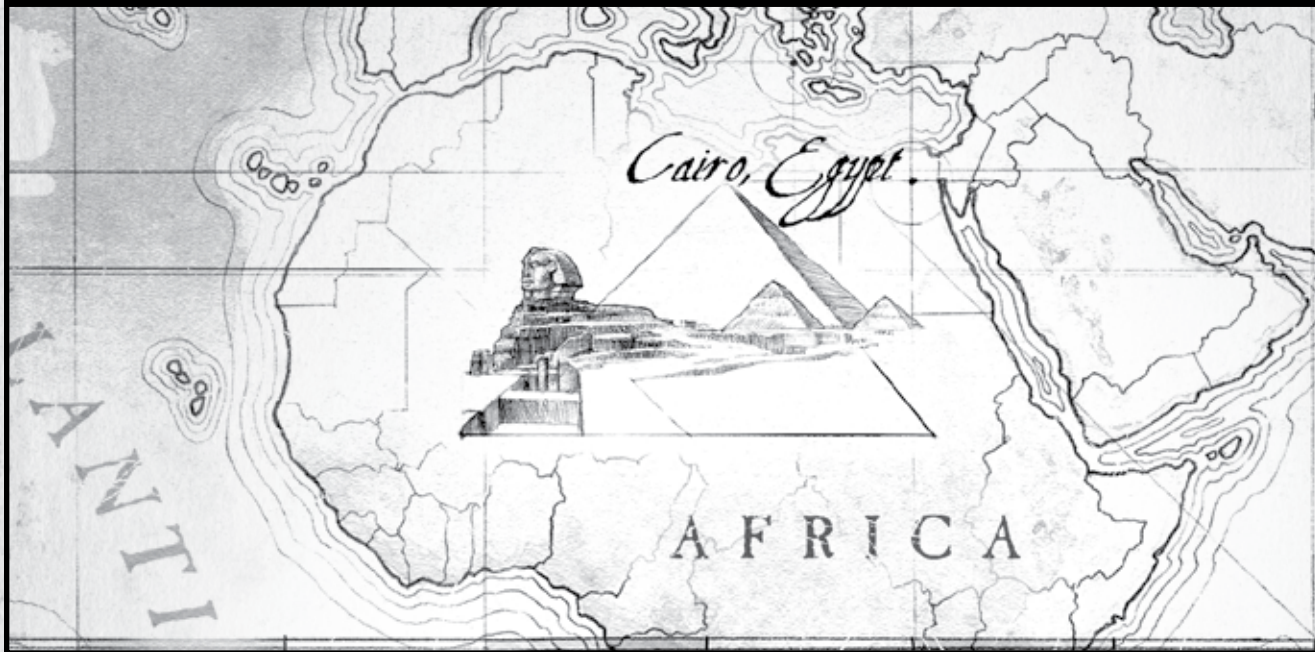
Though I began in China, I have traveled through many lands and found the soil in all nations capable of bearing the fruits of virtue. But the lands are wild and untamed, and the weeds of corruption will not readily relinquish their hold upon the earth. It is my humble destiny to go forth and clear the way so others might have a chance to cultivate their own lives. Whether they do so is up to them; I can only use my wisdom and strength to defeat injustice and give them the opportunity to choose their own path.

Roleplaying

You are surrounded by chaos and disorder, yet you are determined never to lose your feeling of inner peace. Being half-English and half-Chinese often keeps you from fitting in anywhere, so you must be content to be alone even in a crowd. As a result, you are a person of very few words, and those words you do speak are often dismissed by others as gibberish or fortune-cookie wisdom. But you are not seeking to convert anyone to your religion or your culture; you simply seek to give them a chance to discover their own enlightenment in the absence of the fear and disruption caused by injustice.

You are content to have no permanent home and no regular source of income, but you do not lack advantages. Your training in the monastery was rigorous and thorough, and, by comparison, many of the hardships of the road seem insignificant. What is more, the wisdom planted in your mind by your master Lao Tsen has an uncanny knack of lying dormant for long periods, only to bloom into the fullness of realization just when you are encountering some new trial.

SUPERNATURAL POWERS



Although rare, supernatural powers do exist in the world of *Hollow Earth Expedition*. Psychic characters can read minds, predict the future, or cloud perceptions. Magicians can protect their allies, heal the sick, or summon otherworldly beings to do their bidding.

The most common supernatural powers are described below, but others do exist. Feel free to use this information as a guideline to create your own psychic abilities and magical rituals. As always, the Gamemaster is the final authority on which supernatural powers (if any) are appropriate to the game.

PSYCHIC ABILITIES

Human beings use only a small percentage of their brains, and the untapped portions are capable of astounding feats. No one knows why certain individuals develop psychic abilities, and few have been able to study the phenomenon.

When a character takes the Psychic Ability Talent, he must choose one psychic power: Telepathy, Telekinesis, Extrasensory Perception (ESP), or Cloaking. There are reports of psychic abilities manifesting in other ways, but individuals with these powers are so unusual that little is known about them.

Telepathy

Using telepathy, a character can read another person's mind or project thoughts into her head. When projecting thoughts, the target knows someone else is speaking, and may recognize the telepath's "voice" if he has previously identified himself or if she knows him well. Reading someone's mind is unobtrusive, and the target is unaware of the telepath unless he announces himself.

When using Telepathy, roll a number of dice equal to your character's Willpower rating x 2. If you roll more successes than your subject's Willpower rating, your character can read the subject's surface thoughts. These thoughts may appear in a jumble of words, images, or emotions, but the telepath will have a good understanding of what they mean. If you roll more than twice an opponent's Willpower, your character may probe deeply into his target's mind to read memories and deep feelings. In this case, the telepath has free access to anything the subject knows, but may only dig up one piece of information per extra success on the Telepathy roll.

Telepathy Modifiers

Telepathy	Modifier
Range	
Character touches subject	+2
Subject is within 10 feet*	+0
Subject is within 100 feet	-2
Subject is within 1 mile	-4
Subject is within 10 miles	-6

Subject is within 100 miles	-8
Subject is within 1,000 miles	-10
Miscellaneous	
Character exerts himself**	+2
Each additional subject	-2
Taking another action while using Telepathy	-4

* Your character suffers a -2 penalty if he does not have direct line of sight.

** Each time your character exerts, he takes one nonlethal wound and gains a +2 bonus. Your character may exert multiple times to gain additional bonus dice.

Example: Sam's character needs information from a pawn store clerk, but the clerk won't take bribes or respond to threats. He poses his question once again, and reaches out with his mind. Sam's Telepathy roll is 6 (his Willpower rating x 2). The clerk is within ten feet and clearly visible, so there is no penalty. If he could touch him, he'd gain a +2 bonus, but he doesn't want to arouse suspicion (it requires sustained contact; a brush of fingers won't do it). Because the clerk is strong willed, Sam's character chooses to exert, voluntarily taking a nonlethal wound to get bonus dice, making his total Telepathy roll 8. He rolls four successes, exceeding the clerk's Willpower rating of 3—enough for Sam's character to read that the artifact he's looking for was sold a week ago to a man with a scar across his face. That's all the clerk knows, so Sam's character leaves to follow this new lead.

Mind Control

Unique

Prerequisites: Telepathy

Your character can read and influence the thoughts of a subject, allowing him to control another person.

Benefit: To control an opponent's mind, make a Telepathy roll including any appropriate modifiers. If you roll more successes than your opponent's Willpower rating, she must obey your character's silent commands for as long as he is successful in maintaining control. She can make an opposed Willpower roll every turn in an attempt to regain control. If you roll double your opponent's Willpower rating, she is your character's to control until he chooses to stop. A controlled opponent will defend herself normally and cannot be ordered to harm herself.

Normal: Your character cannot control minds.

Telekinesis

Telekinesis is the ability to move objects through pure thought. This ability can be used to strike an

opponent or to manipulate an object.

If used to strike, the psychic character channels raw telekinetic power into a focused blast. To make a Telekinetic attack, roll a number of dice equal to your character's Willpower rating x 2 versus your opponent's Passive Defense rating. Because the attack is invisible, the target cannot use his Active Defense against this attack. If successful, your character inflicts an amount of nonlethal damage equal to the number of extra successes on your roll.

If used to manipulate an item, make a Telekinesis roll modified by the object's weight (see below). The object can also be used, such as using a pen to write or a hatpin to pick a lock, but your character's dice pool is limited to her modified Telekinesis or her appropriate Skill roll, whichever is lowest.

If the psychic tries to manipulate multiple items simultaneously, she suffers a -4 penalty for each additional action. For example, turning a steering wheel and working the pedals results in a -4 penalty to drive a car.

Example: Mariko's character is handcuffed to her seat and the pilot is slumped at the controls—if someone doesn't pull the plane out of its dive, everyone aboard will die. She reaches out with her mind to seize the stick. She can make a modified Telekinesis roll, which is 4 dice (double her Willpower rating plus a -4 penalty, because the Gamemaster rules that the stick requires Str 2). She could exert herself to gain bonus dice, but she has more than enough telekinetic strength already. She has no experience flying an airplane, so once she pulls the stick back, she won't know what to do. She hopes the pilot wakes up soon!

A character can also use telekinesis to wield weapons. As with manipulating an object, the roll is the weapon damage plus the modified Telekinesis roll or the appropriate combat Skill roll, whichever is lowest. The user must take penalties to her Telekinesis roll to raise her Telekinetic strength to the minimum weapon strength. Also, Telekinesis effectively operates like a single hand, so the strength required for a two-handed weapon increases by one.

Example: Mariko's character uses her Telekinetic Ability to wield an axe against the cultist chasing her. She is a highly trained fencer with a Melee rating of 8, but her attack roll is limited by her Telekinesis roll. Her base Telekinesis roll is 8, but the weapon requires Str 2, so she must take a -4 penalty to boost her Telekinetic Strength, and she suffers an additional -2 penalty because it is a two-handed weapon. She decides to exert this round for some extra dice to strike telekinetically, and then next round she will levitate the axe into her hand so the fun can really begin.

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Telekinesis Modifiers

Telekinesis	Modifier
Range*	
Object is up to 10 feet away	0
Object is up to 25 feet away	-2
Object is up to 50 feet away	-4
Object is up to 100 feet away	-8
Weight	
Str 0: Object weighs 1 lb. or less	+0
Str 1: Object weighs 1–10 lb.	-2
Str 2: Object weighs 10–25 lb.	-4
Str 3: Object weighs 25–50 lb.	-6
Str 4: Object weighs 50–100 lb.	-8
Str 5: Object weighs 100–250 lb.	-10
Miscellaneous	
Character exerts himself**	+2
Taking another action while using Telekinesis	-4

* Your character must have direct line of sight to use Telekinesis.

** Each time your character exerts, he takes one non-lethal wound and gains a +2 bonus. You character may exert multiple times to gain additional bonus dice.

Telekinetic Shield

Unique

Prerequisites: Telekinesis

Your character is able to use her Telekinetic ability to block attacks.

Benefit: Make a reflexive Telekinesis roll when attacked. Any normal Defense bonuses provide a bonus to your Telekinesis roll as well. If you roll more successes than your opponent's attack, it is deflected and does no damage. If your opponent rolls more successes, your character takes damage equal to the number of extra successes. If your character loses her Active Defense, she loses her Telekinetic Shield as well.

In addition, your character may attempt to shield other characters as well, suffering a -2 penalty per five foot area of effect.

Normal: Your character cannot block attacks with telekinesis.

Extrasensory Perception

Extrasensory Perception (ESP) is the ability to see, hear, and otherwise notice things that cannot ordinarily be detected.

The psychic may project his senses to another location and make Perception rolls as if he were there. Senses projected in this fashion are temporarily shut off at the psychic's actual physical location, while he sees, hears, touches,

tastes, and smells as if standing at the new location. Thus, the psychic might be able to peer over an opponent's shoulder at a hand of cards even while seated across the poker table, or eavesdrop on a conversation that takes place three blocks away. This power does not cancel penalties due to poor visibility or a target's concealment, however.

ESP Modifiers

ESP	Modifier
Range	
Location is within 10 feet*	+0
Location is within 100 feet	-2
Location is within 1 mile	-4
Location is within 10 miles	-6
Location is within 100 miles	-8
Location is within 1,000 miles	-10
Miscellaneous	
Character exerts himself**	+2
Character knows the location well	+2
Taking another action while using ESP	-4

* Your character suffers a -2 penalty if he does not have direct line of sight.

** Each time your character exerts, he takes one non-lethal wound and gains a +2 bonus. You character may exert multiple times to gain additional bonus dice.

Example: Charles's character wants to know if someone is waiting for him down the alley, but he doesn't want to be seen. He takes a moment to project his senses around the corner. If he were standing there, he would be able to see the entire alley clearly, so he rolls his Perception rating of 6 with a -2 penalty for not being able to see his projected location, and scores 2 successes. It is enough; he sees Tony and Rocco waiting in the alley, Tommy guns at the ready. Charles turns and heads back the way he came.

Preognition

Unique

Prerequisites: ESP

Your character gains a limited ability to discern the future.

Benefit: By making an ESP roll, your character may seek prophetic insight into his situation. The more successes you roll, the more specific the information she gets. This information is always at the Gamemaster's discretion, and usually comes in the form of a series of cryptic, dreamlike images. Your character might get the feeling she should stay home on a certain day in March, she might see an image of a strange statue and then find it for sale a week later, or she might have a vision of a river of blood flowing from one of two doors.

Normal: Your character cannot perceive the future.

Cloaking

Cloaking is the ability to cloud men's minds. The individual will show up on film, but by the time the film is processed, she is probably long gone.

When cloaking, the psychic chooses the level of concealment, such as making herself blurry (-2 penalty), shadowy (-4 penalty) or virtually invisible (-8 penalty). These penalties stack with other visibility modifiers, to a maximum of -8. To hide oneself, make a Willpower roll, modified by the degree of concealment desired (see below). Compare the number of successes rolled to any opponent's Willpower rating within range. If you roll more successes than your opponent's Willpower rating, he suffers the visibility penalty as long as he remains in the cloaking area of effect. If you roll more successes than double his Willpower rating, your character may speak to or even attack her opponent without dropping the cloak.

This power lasts one scene, but it is automatically cancelled if the psychic interacts with an observer in some way (such as speaking or attacking), or is successfully spotted. To spot the psychic, an onlooker must beat her in a contested roll of Perception (including penalties) versus the psychic's Stealth roll. Once the cloak is cancelled, it can be re-activated by making another Cloaking roll, including any applicable modifiers.

It is easier for the psychic to maintain superior cloaking when it is already difficult to see. If the psychic initiates the cloak in a concealed area (such as in the shadows), she only suffers a penalty for the difference between the pre-existing concealment and the desired level of cloaking for free. Thus, a character beginning in light fog (-2 penalty) that wants to make herself shadowy (-4 penalty) could do so by making a cloaking roll without a penalty; essentially, the fog gave her the first level of cloaking. If she exits the fog, she must roll again to maintain her shadowy appearance (with a -2 penalty) or become merely blurry. Re-entering the area of poor visibility automatically upgrades the level of concealment.

Example: It is nighttime and very dark, so Stacey's character already appears shadowy. She has been easily sneaking past Nazi guards because the -4 penalty leaves them with a Perception roll of zero. However, she is now entering their well-lit compound. She knows there are guards on the walls, so she extends the area of effect to 25 feet (-2 penalty). In addition, she wants to remain shadowy (-4 penalty) once she enters the moderately lit courtyard. Her base Cloaking rating is 6, leaving her with a modified dice pool of 2. She can exert herself for bonus dice and remain shadowy even in the light, or she can try to find a route to the entrance and avoid the lights altogether.

Cloaking Modifiers

Cloaking	Modifier
Visibility	
Become blurry (-2 visibility penalty)	0
Become shadowy (-4 visibility penalty)	-2
Become invisible (-8 visibility penalty)	-4
Area Effect	
10 foot radius	0
25 foot radius	-2
50 foot radius	-4
100 foot radius	-8
Miscellaneous	
Character exerts himself*	+2
Each additional subject cloaked	-2
Taking another action while maintaining cloak	-4

* Each time your character exerts, she takes one nonlethal wound and gains a +2 bonus. Your character may exert multiple times to gain additional bonus dice.

Enshroud

Prerequisites: Cloaking

Your character is able to extend the cloak to one or more people near him.

Benefit: Your character may extend his cloak to other people, or use it to cloak an object or creature. He suffers a -2 penalty for each additional person cloaked in the area of effect plus an additional -2 penalty for each Size level above zero. If the people move outside your character's area of effect, he must increase the range of the cloak to cover them, or they will become uncloaked.

Normal: Your character cannot cloak other people or large objects.

Advanced: You may purchase this Talent up to three times. Your character may ignore up to a -4 penalty at second level and up to a -8 penalty at third level.

MAGIC

Most people don't believe in magic. And why should they? Those who claim to perform magic are often tricksters, charlatans, or con artists...unless they have the gift.

Magic not only works, it works wonders—but only for those able to channel the mystical energy from the world around them. Magicians have long speculated about why some are born with the talent, while others have to develop it through relentless training. Most of the population is unable to perform rituals regardless of what preparations they undertake. One cannot study Sorcery

without the aptitude—it would be like trying to learn to swim without being able to get into the water.

Sorcery

Specialized Skill

Prerequisite: Magical Aptitude Talent

Base Attribute: Charisma

The magical traditions represent carefully guarded secrets passed down through centuries. Although they are all fueled by the same mystical source, each tradition focuses on certain spells and rituals. For each level of Sorcery, the magician learns one ritual for free, and may learn others by taking them as skill Specializations. A practitioner can cast a ritual from another tradition, but suffers a -2 penalty.

Skill Rating	Description
0 - 1	Ignorant of magic
2 - 3	Inexperienced magician
4 - 5	Skilled practitioner
6 - 7	Respected mystic
8 - 9	Powerful sorcerer
10 - 11	Archmage

Your character must focus on a specific tradition:

- **Necromancy:** Knowledge of dark magic and the ability to blur the line between life and death
- **Theurgy:** Knowledge of bright magic and the ability to alter the world for the better

Magical Energy

Magic is limitless. Even a powerful ritual cast by a cabal of sorcerers drains magical energy no faster than a person with a teacup could drain the sea. When performing a ritual, the magician channels energy through her body, investing it with the force of her intent. A magician can allow limitless power to pass through her, but it's like putting an electrical surge through a sensitive instrument, causing serious damage. Certain locations and artifacts can help channel magical energy, but they are rare, and most sorcerers must go without. When a practitioner needs extra power, she must either channel extra magic through herself or perform a sacrifice.

When channeling extra magic, the magician suffers a nonlethal wound for each +2 Sorcery bonus. For the purposes of calculating stun and knock out, treat magic damage as a single blow delivered immediately after making the Sorcery roll (see "Effects of Damage" in *Hollow Earth Expedition*, p. 128). Sorcerers casting a ritual together may share this cost, spreading the damage out amongst themselves.

When making a sacrifice, the magician gains a boost in magical energy without taking damage. Unfortunately,



sacrifices are less efficient than channeling energy directly through the magician. For each lethal wound inflicted on a human sacrifice, the magician gains a +2 Sorcery bonus. Animals supply only one bonus die per point of lethal damage inflicted. Special knives are often used, and the sacrificial creature is typically immobilized while his blood is collected in a bowl or cauldron. The blood is consumed by the ritual, leaving only a burnt, black residue behind.

Example: *Lucy's and Sam's characters are locked in a cage. Unless they escape, they will be used as spare parts for the mad scientist's latest creation. Fortunately, Lucy's character knows a ritual to levitate the key from its hook. Casting the ritual is an extended action and she needs five successes. She could channel extra magic and take two nonlethal wounds to gain a +4 Sorcery bonus, but she is already roughed up from being captured. Sam's character insists that she use his blood as a sacrifice. Cutting his arm with her fingernail, she collects two lethal wounds worth of his blood in a cup. Using his blood to cast the ritual, she gains a +4 bonus on her Sorcery roll. The sacrifice hurts Sam's character, but they both know what will happen if they don't escape soon.*

Rituals

It takes time to work magic, and even a small interruption can cause a ritual to fail. Unless defined otherwise under the specific ritual description, magical rituals are extended actions that require five successes to complete. Each roll represents six seconds (1 combat turn).

Rituals can be performed from memory or from a text. To cast from memory, the sorcerer must learn the ritual by heart. Missing even the smallest nuance will render the entire procedure inoperable. Characters gain one memorized ritual for each Sorcery Skill level. The ritual must be of the character's chosen magical tradition and of a rank equal to or less than his Sorcery Skill level. Additional rituals may be purchased as Skill Specializations. Rituals may also be purchased as Advanced Skill Specializations, granting a +1 bonus to the specific ritual for each additional level of Specialization (see "Advanced Skill Specializations" in *Hollow Earth Expedition*, p. 45).

Alternatively, the magician may rely on a text to perform a ritual. Magical texts could be anything onto which words can be inscribed—scrolls, murals, pyramid walls, and even living skin. They can be in any language, and are often passed down in ancient tongues, or encoded in obscure languages. Texts detail how to perform a ritual, and any sorcerer may attempt to cast it from the text, but will suffer a -2 penalty if the ritual does not belong to his tradition. When casting from a text, the sorcerer may cast a higher level ritual than can be memorized, but suffers a -2 penalty per Skill level below the ritual. On the other hand, if a sorcerer has access to a text while casting from memory, he gains a +2 bonus.

Sorcery Modifiers

Unless noted in the ritual description, use the following chart to determine Sorcery modifiers.

Sorcery	Modifier
Area of Effect	
None	+0
5 foot radius	-2
10 foot radius	-4
25 foot radius	-6
50 foot radius	-8
100 foot radius	-10
Range	
Touching the subject	+2
Subject is up to 10 feet away*	+0
Subject is up to 100 feet away	-2
Subject is up to 1 mile away	-4
Subject is up to 10 miles away	-6
Subject is up to 100 miles away	-8
Subject is up to 1,000 miles away	-10
Miscellaneous	
Caster channels extra magical energy**	+2
Caster is unable to gesture	-4
Caster is unable to speak	-4
Each additional subject	-2
Taking another action while performing ritual	-4

* Your character suffers a -2 penalty if she does not have direct line of sight to her target.

** Your character suffers a nonlethal wound and gains a +2 bonus. You character may channel additional magical energy to gain additional bonus dice.

Necromancy Rituals

Channel Dead

Rank 1

This ritual summons a deceased person's spirit in order to gain insight or information. The dead person does not know anything more than they did in life, though. An item connected to the person when they were alive, such as an article of clothing, a portrait, or a lock of hair is required. Your character suffers a penalty depending on the length of time the person has been dead, and you must roll more successes than the target's Willpower rating. If successful, the spirit is compelled to remain for the duration of the scene. If you roll more successes than twice the spirit's Willpower, it must remain until your character voluntarily releases it or until sunrise, whichever comes first. Once the spirit has been channeled, it need not obey commands, nor answer any questions. Often, your character must make bargains or sacrifices to induce the spirit to speak.

Channel Dead	Modifier
Subject died one day ago	+0
Subject died one month ago	-2
Subject died one year ago	-4
Subject died 10 years ago	-6

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Subject died 100 years ago	-8
Subject died 1000 years ago	-10

Curse

Rank 2

This ritual bestows a curse on the caster's enemies. The sorcerer channels negative energy into her target and those around him, penalizing their skills and abilities. Upon completion of the ritual, all enemies within the area of effect suffer a -2 penalty to all Skill rolls, including attack rolls, for the duration of combat or until the end of the scene.

Curse	Modifier
Minor curse (-2 Skill penalty)	+0
Major curse (-4 Skill penalty)	-2
Infernal curse (-8 Skill penalty)	-4

Drain Life

Rank 3

This ritual drains the life out of an enemy and heals the caster's wounds. Make a Sorcery roll modified for range and area of effect versus an opponent's Body rating. Because the Attack is invisible, the opponent does not get to use her Active Defense. Each success inflicts one point of lethal damage on the target and heals one nonlethal (or downgrades one lethal wound to nonlethal) on the caster.

Raise Dead

Rank 4

This ritual reanimates a corpse and turns it into a mindless servant for a short period of time. Make a Sorcery roll, modified by the amount of decay, to reanimate a corpse. Although increasingly difficult to animate, larger creatures are both bigger and stronger. Zombies remain under control of their creator until the following day. After that, the ritual must be recast or the corpse will become quiescent once more.

Raise Dead	Modifier
Decay	
Corpse is intact or well preserved	+0
Corpse is decayed or damaged	-2
Corpse is severely decayed or damaged	-4
Skeletal remains	-8
Size	
Corpse is Size 0 (No modifier)	0
Corpse is Size 1 (+1 Body and Strength bonus)*	-2
Corpse is Size 2 (+2 Body and Strength bonus)*	-4
Corpse is Size 4 (+4 Body and Strength bonus)*	-8
Corpse is Size -1 (-1 Body and Strength penalty)*	+2
Corpse is Size -2 (-2 Body and Strength penalty)*	+4

* Attribute bonuses and penalties factor into Secondary Attributes ratings, Attribute rolls, and Skill ratings

Zombie

Archetype: *Everyman*

Motivation: *Duty*

Style: 0

Health: 0*

Primary Attributes

Body: 2	Charisma: 0
Dexterity: 0	Intelligence: 0
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 0
Move: 2	Defense: 2
Perception: 2	Stun: N/A

Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Melee	2	2	4	(2)
Stealth	0	2	2	(1)
Survival	0	2	2	(1)

Talents

High Pain Tolerance 2 (Ignore wound penalties)

Resources

None

Flaw

Bestial (Cannot talk or use tools)

Weapons	Rating	Size	Attack	(Average)
Bite	0 L	0	4 L	(2) L
Punch	0 N	0	4 N	(2) N

* Zombies are immune to nonlethal damage and cannot be stunned. In addition, they must consume one point of living flesh per day or suffer a point of lethal damage due to rot.

Summon Horror

Rank 5

This ritual summons a creature from another world, tearing a hole in the fabric of reality and creating a portal into another dimension. The Gamemaster determines the nature of this entity, but such entities are often malevolent and seek to consume life and inflict suffering. The sorcerer must know the true name of an entity to summon it. Make a Sorcery roll, modified by the power level of the entity, to open a portal and summon the creature. You must roll more successes than the creature's Willpower rating to summon it. If successful, the entity is compelled to remain for the duration of the scene. If you roll more successes than twice the creature's Willpower, it will remain until released by the caster or until another magician performs this ritual to banish it. The entity is under no obligation to obey commands or answer questions, but the sorcerer may be able to bargain by offering additional sacrifices.

Summon	Modifier
Creating portal to another dimension	-10
Each Ally, Follower, or Mentor level for the creature	-2
Retrying a failed summon attempt	-2

Theurgy Rituals

Bless

Rank 1

This ritual bestows a blessing on friends and allies, boosting their skills and abilities. Upon completion of the ritual, all allies within the area of effect gain a +2 bonus to all Skill rolls, including attack rolls, for the duration of combat or until the end of the scene.

Bless	Modifier
Minor blessing (+2 Skill bonus)	+0
Major blessing (+4 Skill bonus)	-2
Divine blessing (+8 Skill bonus)	-4

Healing Hands

Rank 2

This ritual heals injuries, instantly knitting wounds and erasing trauma. The caster must lay hands on the wounded person to heal her. Make a Sorcery roll; each success heals one lethal or two nonlethal wounds.

Healing	Modifier
Each additional healing attempt	-2
Injury more than one hour old	-2
Medicine roll has already been made	-2

Mystic Shield

Rank 3

This ritual creates a protective circle or shield, deflecting attacks away from the caster and her allies within the area of effect. Upon completion of the ritual, they gain a +2 Defense bonus against all attacks, including ranged and area of effect attacks, for the duration of combat or until the end of the scene.

Mystic Shield	Modifier
Minor shield (+2 Defense bonus)	+0
Major shield (+4 Defense bonus)	-2
Divine shield (+8 Defense bonus)	-4

Levitate

Rank 4

This ritual allows the caster to manipulate items from a distance, moving them around or smiting them with magical force. Upon completion of this ritual, your character may use this power for the duration of combat or until the end of the scene.

If used to attack, make a Sorcery roll versus the opponent's Passive Defense rating. Because the attack is invisible, the target cannot use her Active Defense against this attack. If successful, you inflict an amount of nonlethal damage equal to the number of extra successes on your roll.

If used to manipulate an item, make a Sorcery roll modified by the object's distance and weight. A magician may choose to use the item, causing a spoon to stir or a sword to attack, but his dice pool is limited to his modified Sorcery roll or his appropriate Skill roll, whichever is lower.

Also, if the magician tries to manipulate multiple items simultaneously, he suffers a -4 penalty for each additional action, so levitating a candle while searching a room results in a -4 penalty to the Investigation roll.

Levitate	Modifier
Object weighs 1 lb. or less	+0
Object weighs 1-10 lb.	-2
Object weighs 10-25 lb.	-4
Object weighs 25-50 lb.	-6
Object weighs 50-100 lb.	-8
Object weighs 100-250 lb.	-10

Foretell

Rank 5

This ritual provides insight into the future, conjuring a mental image of what is to come. Visions are often cryptic, but can be invaluable if one can decipher its symbolism. The future being foretold is only one possible outcome. It is entirely possible that the magician can alter the events seen in the vision.

By making a Sorcery roll, your character may gain prophetic insight into her current situation. In general, the more successes you roll, the more specific the information your character gets. This information is at the discretion of the Gamemaster, and usually comes in the form of a series of dreamlike images. Your character might get a feeling that she should avoid a certain location, or she might see the image of a stranger she bumps into a week later, or she might have a vision of a loved one dying unexpectedly.

⊕ CHAPTER 3: **SECRET SOCIETIES**



The surface world is a mysterious and dangerous place. There are many more secret societies than were detailed in the *Hollow Earth Expedition* rulebook. Below you will find details on new secret societies, public organizations with hidden agendas, and additional information on some familiar groups.

The individuals described here may be imported directly into your game or taken as inspiration for your own characters. Alternatively, feel free to create your own versions of these characters. Where appropriate, the Resource level of the character is listed in case a player character (or party) wishes to connect themselves to one of these NPCs.

TERRA ARCANUM

No responsible adult would allow a loaded revolver to fall into the hands of a toddler, and the members of the Terra Arcanum believe that they have a similar responsibility (albeit on a global scale) to keep the Hollow Earth a secret from the immature and self-destructive human race. One need look no farther than Nazi Germany to see how a warmongering government would eagerly turn Atlantean technologies into instruments of unimaginable evil.

Most of the Terra Arcanum's actions are carried out by dupes and agents who have little to no idea of

the truth, but a few rare individuals graduate from the third tier to the second by unraveling the mystery for themselves. Piercing this veil of secrecy requires great ambition—ambition which is then amplified a hundredfold through membership in the second tier. These members, known within the organization as Overseers, often abuse their positions to seize even greater power. Some Overseers have even waged wars against one another, seeking to detract from the power base of their competitors while adding to their own. These wars can be violent, with armies formed to clash on false pretexts, but more often they are economic or political—involving rigged elections, leveraged buyouts, and unexpected bank runs. Yet an Overseer's highest goal is not to destroy the others, but to obtain a position as one of the Secret Masters of the Inner Circle—of which there are only seven.

The Secret Masters

The Secret Masters seem able to build or topple governments at their whim, and they are believed to possess incredible technologies, including the ability to achieve great longevity. Unfortunately for the ambitious Overseers, the selection process to join the Inner Circle is known only to the Masters and is rarely needed. In truth, these seats open even less often than the members of the second tier believe, for the Masters are actu-

ally the most pure-blooded Atlantean descendants that the organization can discover. As such, they need no technology to extend their lives; it is their heritage that delays the ravages of age. When a new Master ascends, it is often the same person who has simply traded in his old life for a new identity. But the Secret Masters do not disabuse their underlings of the idea that a council seat may be attained through service, as this enhances their control over the second tier.

Although the descendants of Atlantis enjoy long lives, they can still die by violence, accident, or disease. In their zeal to enjoy the potential centuries before them, the Masters tend to become paranoid and shelter themselves within labyrinths of misdirection and isolation. Despite all their precautions, some Masters have been killed by either mischance or intentional murder, leaving a vacant seat. When this happens, the remaining members convene to locate the most pure-blooded candidate available. This is no simple task, as the signs of Atlantean heritage often remain dormant, unknown and undetected. Often, the remaining Secret Masters must initiate someone from outside the organization, and they are not always pleased with the results.

The Terra Arcanum, among other aspiring societies, has attempted to create a breeding program to produce their own purebloods, but none to date has succeeded in marshaling enough of a breeding pool to justify the experiment. Frighteningly, the Thule Society's efforts, under the guise of Nazi Eugenic programs, seem to be coming closest. Should the Inner Circle lose a member in the near future, the organization would face bitter days if the only replacement could be found among their arch rivals.

The Chapter Houses

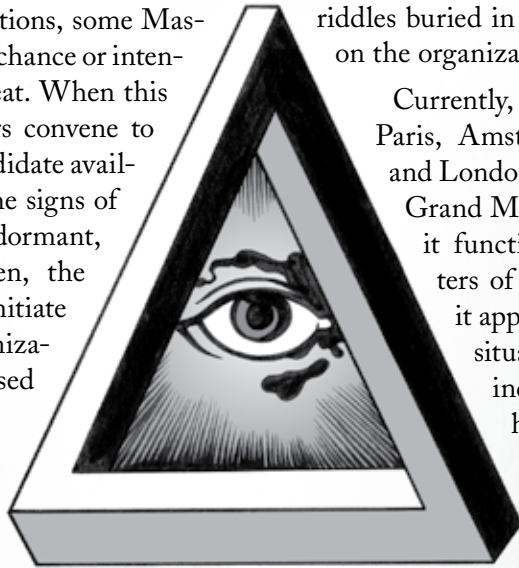
Each of the seven Secret Masters operates a chapter house in one of the great cities of the world. While members of the second tier may know the location of their nearest chapter house, few outside of the Secret Masters know of more than one. Furthermore, these houses change location from time to time. These moves clearly follow the flow of wealth and power in the world, but the exact reason for any given move is never disclosed. Chapter Houses have been located in Alexandria, Car-

thage, Constantinople, and Venice, and are believed to have existed in Athens, Knossos, Thebes, Babylon, and Ur—always at the peak of each city's prominence. As new houses open, it is not unusual for prior houses to be razed due to their city being sacked or burned by invasion or disaster. There are many theories to explain this pattern, with the leading being that the Terra Arcanum orchestrates the destruction to wipe away all evidence of their existence. Alternate theories suggest that the members of the targeted chapter house had violated some covenant of the Terra Arcanum and were destroyed by decree of the Secret Masters. Whatever the case and however thorough the destruction, the former chapter houses may still contain mysteries or riddles buried in the remains that could shed light on the organization or its secrets.

Currently, chapter houses exist in New York, Paris, Amsterdam, Geneva, Vienna, Rome, and London. The latter is the residence of the Grand Master of the Inner Circle, and thus it functions as the worldwide headquarters of the organization. On the outside it appears to be a Victorian-era mansion situated on grounds large enough to include its own airstrip and private hangar. Security personnel patrol the grounds, standing day and night at the gates and the doors. Locals assume it is an exclusive country club for wealthy, international clientele, yet there is absolutely no record of the property on file in any branch of the bureaucracy of England. The paneled rooms, wide staircases, and deep basement complex are undoubtedly riddled with secret doors, hidden passages, and spy holes. Few outsiders can even guess at the secrets whispered within.

The Brotherhood of Men

Despite what the cynics might believe, the Terra Arcanum does contain members of the second tier who place the altruistic mission of the society above their own interests. Several of these Overseers have banded together to form a sort of secret society within the secret society. Calling themselves the Brotherhood of Men, this group adheres to the original purpose of the organization: to keep the secret *until humanity is ready for it*. Some of them believe that humanity is ready now, and others believe that humanity can be made ready through careful preparation. The Brother-



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hood has been known to leak select Atlantean technologies to those they think will use it to enlighten the human race. Certain members of the Order of Prometheus claim to have received such support from the Brotherhood, leading some members to theorize that the Order of Prometheus was created by the Brotherhood itself. Any explorer seeking the Hollow Earth would find a member of the Brotherhood to be an invaluable ally.

Maggie Whitechapel

As the only daughter of a university dean, Maggie Whitechapel was raised for a life in the Ivory Tower. She developed an insatiable curiosity about ancient civilizations during her primary school years. Her historical investigations eventually carried her through an advanced degree and into a position as the curator of the Egyptian collection at the British Museum. But when her father died under mysterious circumstances, she turned her inquiries in a quite different direction. Her father, she learned, had been an Overseer within the Terra Arcanum, and her own discovery of this fact soon earned her a membership in the organization.

Maggie never wholly approved of the power-mongering of her fellow members of the second tier, and she has become disillusioned by the Terra Arcanum's loss of vision. Furthermore, she currently believes that someone within the organization is responsible for her father's death, although she has yet to uncover conclusive evidence. She joined the Brotherhood of Men as a means to set things right by parceling out secrets in small doses to those whom she—and the Brotherhood—deem worthy. She also hopes that her new allies might assist her in finding her father's killer, although she is growing increasingly fearful that whoever silenced her father might do the same to her.

Maggie Whitechapel

Ally 2

Archetype: *Academic*

Motivation: *Justice*

Style: 1

Health: 5

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 4

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	(Average)
Academics: History	3	3	6	(3)
Diplomacy	3	3	6	(3)
Firearms	2	1	3	(1+)
Investigation	3	3	6	(3)
Linguistics	3	3	6	(3)
Stealth	2	2	4	(2)
Talents				
None				
Resources				
Rank 2 (Terra Arcanum: +2 social bonus plus a bonus Resource)				
Flaws				
Paranoia (+1 Style point whenever she isolates herself or catches someone working against her)				
Weapons	Rating	Attack	Average	Notes
W&S Pocket	.25	1 L	4 L	(2) L

THULE SOCIETY

To an outsider, the Thule Society may appear to be a fanatical cult of true believers, but this image couldn't be further from the truth. Though its leaders try to project a united front, ideological differences have existed within the Society from its very beginning. And while each member may pay lip service to the nefarious goals of the Thule Society, not all of them agree with it—and some may even attempt to subvert it from within.

Secret Origins

The end of the Great War threw Germany into chaos, as its defeated military straggled home, and its government struggled to reform and maintain itself. The country was nearly bankrupt, its patriots forced to accept utter defeat. It was in this atmosphere that Rudolf von Sebottendorff founded the Thule Society.

To von Sebottendorff's dismay, the Society's first members were far more interested in political matters than the occult. Drawn from the halls of political, academic, and economic power, the influence of these zealous patriots threatened to turn the Society away from its intended purpose. When he was approached by dedicated occultist Dr. Wolfram von Wartenburg, von Sebottendorff was initially grateful for his support, but his hope soon turned to bitterness.

Once admitted to the Society, von Wartenburg quickly consolidated power by filling key positions with his hand-picked followers. While he fulfilled his

promise to turn the Society back toward its occult endeavors, he also created a shell around the group's activities. The inner cabal delved deeply into the occult, finding new paths to dark power, but von Sebottendorff found himself increasingly marginalized and excluded. Eventually he was forced out of the Society completely.

The nationalists were not purged from the Thule Society, though, because their activities provided a convenient cover. These members, draped in the trappings of a secret society, believe they are real Thule cultists, while the inner cabal carries on the true mission of the Society. To all but the most dedicated investigator, the Thule Society appears to be just one of many "secret societies" pandering to wealthy patrons and their fascination with the occult.

Rise to Power

While the Thule Society had great wealth in its ranks, and influence over industry and academia, the group lacked inroads to the common people of Germany. The cabal realized that they would need greater influence to achieve their goals. To this end, the Society covertly supported the formation of the National Socialist German Workers (Nazi) Party. By 1923 its membership had expanded to include thousands of members, among them a war veteran named Adolf Hitler.

Hitler quickly rose to a position of great power, gaining the Chancellorship, and in 1934 the Presidency of Germany—all with the assistance of the Thule Society. Even today his senior staff includes Thule cultists, not the least of which is Heinrich Himmler, a dedicated occultist with tremendous interest in promoting the Thule agenda.

The Society's agents have worked tirelessly to promote the theory that Atlanteans are real, and that their formidable technology and mystic knowledge may be recovered and used by Nazi Germany. It's a story Hitler is eager to believe, and one the Thule Society is eager to prove.

Of course the Society has no intention of sharing power with Hitler, but the cult's purposes are well served

by letting the Führer shoulder the burden and expense of launching expeditions to far-off lands. Once they have what they need, they will have no further use for him.

Ahnenerbe

Struck by visions of ancient relics containing phenomenal power, Hitler encouraged his staff to pursue more knowledge about Atlantis. His firm belief in the existence of a lost race possessing secret powers led him to authorize Himmler to form a new agency, the Forschungs und Lehrgemeinschaft Das Ahnenerbe, in 1935.

Among Himmler's first recruits were Dr. Wolfram von Wartenburg and Dr. Herman Wirth. Von Wartenburg was a senior member of the Thule Society with an in-depth knowledge of the occult. Wirth was a renowned academic with a keen interest in the lost city of Atlantis, but he was not a member of the Thule Society. Together, the two men formed departments dedicated to archaeology, anthropology, linguistics, genetics, botany, and a host of other disciplines.

Von Wartenburg was instrumental in organizing and staffing the new agency, but Wirth was responsible for some of the most important programs carried out by the Ahnenerbe. Although their theories overlap, they have wildly differing agendas: von Wartenburg serves the interests of the Thule Society and Wirth is dedicated to discovering and exposing much of the knowledge that the Thules have vowed to keep for themselves.

As an institution with the full backing of Nazi Germany, the Ahnenerbe has nearly unlimited access to resources, personnel, and information, and could do much to further the Thule Society's agenda. Unfortunately, von Wartenburg's dream to make the agency an extension of the Society has not been realized. The rank and file of the Ahnenerbe are German nationalists whose greatest desire is to make Germany the supreme power in the world, and prove that its citizens are descendants of an ancient race. It is these men who make up the base of Herman Wirth's support. Von Wartenburg, on the other hand, draws



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his power from the smaller, yet more influential, ranks of the Thule cultists in the agency. While the inner cabal of the Thule Society is comprised of dark sorcerers, most members of the Society are simply unscrupulous academics with sympathy toward the group's goals. As a result, Von Wartenburg's influence over the Ahnenerbe is limited.

In spite of the divisions in its ranks, the Ahnenerbe wields great power. The organization controls almost all of Germany's academic and scientific institutions. Discoveries relating to the occult, or to ancient history that might shed light on the secrets of Atlantis, are quickly confiscated by the Ahnenerbe "for security reasons."

Fifth Column

Within the Thule Society, many resent how the organization's focus on German nationalism and Aryan research has been subverted by a cabal of sorcerers bent on self-enrichment and personal power. While most members do not understand what the inner cabal is up to, more than a few can see that they are less interested in elevating Germany than in themselves and the secret masters they serve.

As a secret society within a secret society, the Fifth Column is a desperately paranoid and highly organized entity. Its members have evolved elaborate methods of clandestine communication involving signs, codes, and ancient languages. Herman Wirth has unknowingly brought many Fifth Columnists into the Ahnenerbe, and while he shares some of their goals, he is not yet a member of the movement.

The inner cabal of the Society has no tolerance for those who oppose it, and at least two Fifth Columnists have been captured and executed this year alone. The Thule leaders know there are more, but there is little they can do. The Fifth Column is extremely skilled at concealing itself. Each member knows only a few others, and none seem to know who the ultimate leader of the movement is. Perhaps they don't have one. The Fifth Column is, in some ways, more a philosophy than an organization.

Erich Reinhardt

A specialist in prehistory and ancient languages, Erich has been a member of the Thule Society for three years, having been recruited by one of his professors while doing graduate work at Frederick William

University. Erich was thrilled to be part of the secret society, and was proud to be doing his part for Germany, even if it meant burning books.

That all changed last year on an expedition to Egypt. Erich helped track down the Rod of Anubis, but another expedition already had it in their possession. Wilhelm von Schreck, the Thule expedition leader, attempted to buy the Rod; when that failed, he resorted to threats. When that didn't work, he ordered the other expedition killed.

During the ensuing firefight, Erich ducked behind a large stone and stayed there until the gunshots and screams finally died away. He peeked out and saw von Schreck holding the Rod of Anubis and surrounded by dead members of both expeditions. To Erich's horror, the corpses wore expressions of agony and their skin was shriveled as though the life had been sucked out of them.

In that moment, Erich realized who controlled the Thule Society and what they might do with the artifacts he'd helped them acquire. What had he done? He wanted to restore Germany, not help evil men become more powerful. Since that time, Erich has managed to contact others who feel similarly, and together they are chipping away at the edifice they helped build.

Erich Reinhardt

Ally 2

Archetype: *Academic* **Motivation:** *Redemption*
Style: 1 **Health:** 5

Primary Attributes

Body: 2 **Charisma:** 2
Dexterity: 3 **Intelligence:** 3
Strength: 2 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 6
Move: 5 **Defense:** 5
Perception: 6 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Academics: History	3	3	6	(3)
Con	2	2	4	(2)
Firearms	3	1	4	(2)
Investigation	3	3	6	(3)
Linguistics	3	3	6	(3)
Stealth	3	3	6	(3)

Talents

None

Resources

Rank 2 (Thule Society: +2 social bonus plus a bonus Resource)

Flaws				
Poor Vision (+1 Style point whenever his poor vision causes him trouble)				
Weapons	Rating	Attack	Average	Notes
Luger	3 L	7 L	(3+) L	

ORDER OF PROMETHEUS

Some organizations (like the Terra Arcanum) hoard their knowledge and keep it locked away from mankind, while others (such as the Thule Society) use their knowledge for evil. The Order of Prometheus, on the other hand, seeks only to improve the lot of humanity with science and technology—regardless of whether their aid will be well received or even useful. The Prometheans believe that the world would be a better place if mankind would but take the next, inevitable, evolutionary step, and embrace its destiny.

Keepers of the Flame

Some say that the Order of Prometheus was created the moment man discovered how to make fire. In that instant, science was born. That ancient ancestor made an important discovery about the world and its laws. He possessed knowledge that no other member of his species possessed. He had power. And he used that power to change the course of human evolution.

In reality, the oldest known records of the Order of Prometheus date to ancient Greece, when historians and philosophers such as Heroditus and Plato first started writing down what they knew about their world, and began speculating on its true nature. Although the identities of the real founders of the Order are unknown, both men are considered honorary founders by modern Prometheans.

The sparse remaining records indicate that the original purpose of the Order was to collect and preserve texts, meaning that the first members of the Order were most likely librarians and not philosophers. How-

ever, it is probable that more learned men joined as they came looking for texts in the Order's possession.

Unfortunately, the Prometheans had texts in their collection that some people didn't want kept, and it's believed that the Terra Arcanum tried to squash the Order in its infancy. It is only due to the loose confederation of its early members that the Order survived. Even still, the burning of the Library of Alexandria was viewed as quite a blow.

The destruction of the library made the Prometheans more cautious, and they ceased storing rare artifacts and texts in a single place, preferring to spread them out amongst multiple collections. During the

Dark Ages, the Order safeguarded countless books and scrolls—preserving the knowledge contained therein for the time when mankind was again ready.

It was during this period that the Order of Prometheus became a true secret society, working covertly to hide forbidden texts from the torches of those who wished to burn them.

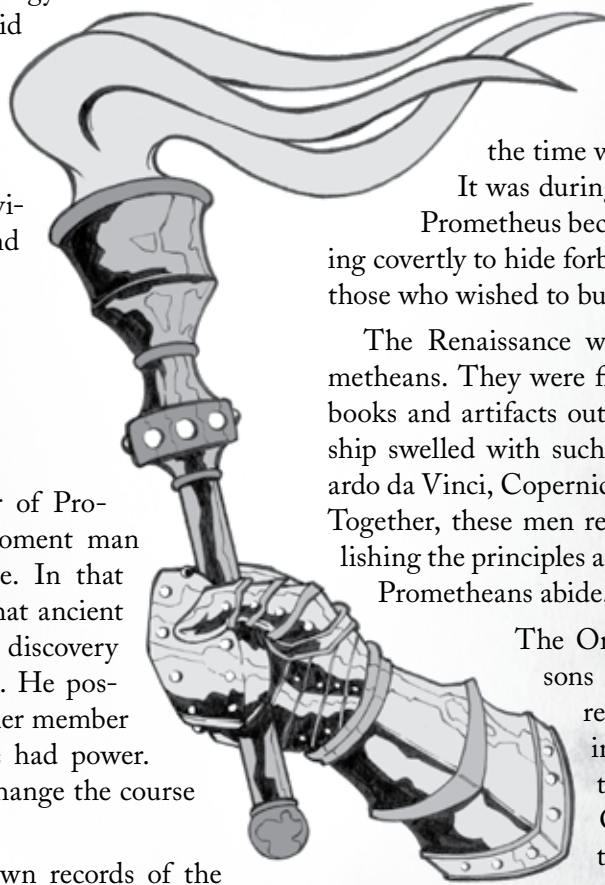
The Renaissance was a golden age for the Prometheans. They were finally able to bring their dusty books and artifacts out of hiding, and their membership swelled with such illustrious members as Leonardo da Vinci, Copernicus, Galileo, and Isaac Newton. Together, these men revolutionized the Order, establishing the principles and beliefs by which the modern Prometheans abide.

The Order has not forgotten the lessons of the past, however, and has remained in the shadows, fearing that it might one day have to hide again. Despite this, the Order of Prometheus has continued to grow and develop. It currently counts Nicola Tesla,

Albert Einstein, and promising physicist, J. Robert Oppenheimer, as its most prestigious members.

Building a Better Tomorrow

Prometheans believe that the only way for humanity to evolve is through science and technology. Only through scientific advancement will mankind attain its destiny and realize its full potential. While members of the Order generally agree with this view-



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point, they do not always see eye to eye on how to achieve it.

Prometheans chiefly agree with the goal of “advancing civilization through science,” yet the means to this end differ greatly. Conflicting opinions on this issue have created a philosophical rift within the Order, dividing members into two factions of belief.

One of these factions, the Architects, feel that if people are slowly introduced to scientific wonders, they will embrace them naturally. The Prometheans’ job, as they see it, is to inspire humanity to build a brighter future themselves. Naturally, the Architects will guide the process every step of the way, ensuring that the world of tomorrow is built according to their design.

Technocrats, on the other hand, believe the average person is incapable of understanding the advanced scientific theories of the Prometheans. If they were, they’d already be members. As such, they are better off being governed by scientific experts with their best interests at heart. And who is more qualified to rule than the Technocrats themselves?

Both groups agree that the only way to unlock mankind’s full potential is to push the limits of science and technology, but the debate exists over how much of the truth people can absorb at one time. Will humanity be better served by a slow grafting of philosophy and science, or by dragging them kicking and screaming into the future?

The Supreme Colleges

The Order of Prometheus has no official leader who sets an agenda for the whole group (although there are those who aspire to such a position). Instead, the Order is separated into three Supreme Colleges dedicated to the advancement of medicine, engineering, and physics.

Members of each Supreme College meet once a year in closed-door meetings called “Symposiums.” The main function of a Symposium is to provide members the opportunity to share research, present findings, and secure funding for continued research. In reality, though, Symposiums are often used to stroke egos, check up on rivals, and debate philosophical issues with other members.

Periodically, each College elects a Dean to represent it. Deans hold their position for no more than 10 years, as the Order believes in bringing in new ideas and fresh perspectives before the current ones get stag-

nant. Every year, out of all the Symposium presenters, the Dean selects four “Fellows” to represent their College at the “Grand Symposium.”

Once a year, the best and brightest of the Prometheans get together at the Grand Symposium to present their findings to each other. The purpose of the Grand Symposium is much the same as a regular Symposium, only on a larger scale. Fellows present their ideas with each other and discuss cross-College applications of theories and inventions. After considerable debate, one Fellow is selected to receive the prestigious Torchlight Award for excellence in scientific advancement.

Pure Genius or Mad Science?

Members of the Order of Prometheus are often thought of as geniuses, mad men, or both. Johann Conrad Dippel, for example, a German alchemist and physician best known for his invention of the dye “Prussian blue” and the medicinal value of Nitroglycerin, was also accused of being a grave robber and an agent of the devil.

Sadly, that which makes Promethean scientists so brilliant is often misunderstood. One member may be persecuted for his benevolent inventions while another is lauded for his weapons of war. In the end, the only thing they have in common is that they both believe they are doing what is best for humanity.

Dr. Hans Woerhide

A member of the Supreme College of Engineering, Dr. Hans Woerhide has been fascinated with machinery all his life. Even as a small child, Hans was taking things apart just to see how they work. Fortunately, he also has a knack for putting machines back together again—often resulting in improved performance.

Woerhide excelled academically, particularly in science and mathematics, but he was occasionally marked down for his unorthodox ideas. Whenever this happened, he attributed it to his professor’s lack of vision rather than an actual problem with his own theory. Making friends was never Woerhide’s strong suit, unless it was possible to make one out of gears and springs...

His scholastic achievements and doctoral thesis on the potential of thinking machines caught the attention of the Order of Prometheus, and Woerhide was soon offered membership. In the Order, he met other scientists who recognized their rightful place at the

apex of society. Technocrats, they called themselves. They all claimed to be brilliant, though none of them had succeeded in changing the world.

Then again, none of them had invented a trinary difference engine, or knew that it was the key to making friends—an army of mechanical friends.

Dr. Hans Woerhide

Mentor 2

Archetype: *Scientist*

Motivation: *Power*

Style: 2

Health: 6

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 3

Intelligence: 5

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 8

Move: 5

Defense: 6

Perception: 8

Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics: Philosophy	5	1	6	(3)
Craft: Mechanics	5	5	10	(5)
Diplomacy	2	4	6	(3)
Firearms	3	3	6	(3)
Investigation	5	1	6	(3)
Linguistics	5	1	6	(3)
Science: Engineering	5	5	10	(5)

Talents

Weird Science: Engineering

Spark of Life: Engineering

Resources

Rank 1 (Order of Prometheus: +2 social bonus)

Flaws

Megalomania (+2 Style points whenever his elaborate schemes are foiled)

Weapons	Rating	Attack	Average	Notes
None				

SUPREME SACRED CONGREGATION OF THE HOLY OFFICE

The Terra Arcanum is not the only one trying to keep dangerous secrets from the rest of humanity. For centuries, the Catholic Church has been shepherding lost souls and preventing immorality from infecting the rest of the flock. This makes the Church a potential ally of the Terra Arcanum against the Thule Society, but it can also be a foil for the likes of the Order of Prometheus and occult groups such as the Hermetic Order of the Rose Cross.

History

In the first millennia of the Catholic Church's existence, it dealt with heresy, and transgressions against God and morality on a case-by-case basis. Bishops and other Church authorities were charged with settling disputes about scripture, clarifying the meaning of Church doctrine, and generally keeping everyone on the same page. If convicted of heresy, one might be excommunicated from the Church, but re-admittance was sometimes possible if the offending statements were recanted.

Beginning around the twelfth century, the Church made progress toward unifying its policies on heresy and creating a more formalized structure for defining and prosecuting offenses. That was the beginning of the Inquisition as it exists today, but the true seed was planted in 1216, when Pope Honorius III charged the newly-formed Dominican Order with leading the Inquisition's investigations.

In the late sixteenth century, Pope Sixtus V brought changes to the Inquisition. A series of tribunals was established by the Holy See to oversee the prosecution of individuals charged with a vast litany of crimes, including witchcraft and blasphemy. Still administered by regional and local Church officials, this system persisted until the eighteen century, serving the Church as both an investigative and enforcement body to suppress its rivals and enemies.



With the world changing more quickly than ever, the Inquisition saw its power waning in the eighteenth century. Local governments began usurping the authority of the Church to prosecute crimes of heresy. Pope Clement XIV saw these changes and understood the drastic impact they would have on the Church's ability to maintain its power. Those who held heretical beliefs would soon feel no inhibition against poisoning the minds of others.

He began a series of initiatives which would be carried on by his successors, leading the Inquisition to the form which persists today: a public administrative face with little real power, concealing a secret organization of individuals beneath, willing to act in whatever capacity is necessary to suppress the enemies of the Church and advance its agendas. The Secret Inquisition was born.

Early in this century, Pope Pius X renamed the organization's public face to "Supreme Sacred Congregation of the Holy Office." All of the group's subsidiary organizations, including the Secret Inquisition, have also taken this title.

Beliefs

The public face of the Inquisition has changed little over the last few hundred years. It consists of a special Congregation of eleven Cardinals with various functionaries. This body was originally responsible for oversight of local inquisitions, but with the gradual diminishing of the Church's overt inquisitions, the Congregation has seemingly become an academic body. The original mandate to defend the integrity of the Church and quell the dissemination of heresy has been largely set aside, so far as the public is concerned. In reality, the Inquisition's methods have simply changed.

The Cardinals of the Congregation are selected for their unswerving devotion to the Church and their ability to see past the nuances of specific actions to the larger goal. Each is responsible for managing various threats to the Church and its agendas. They have wide latitude in their actions and access to significant resources. When the Cardinals call the Inquisition to action, the threat to the Church is understood and there is no room for failure.

Organization

Two orders lay under the purview of the Cardinals: Ordo Spectare (the Watchers) and Ordo Umbra (the Shadows). The members of the two branches are quite different, but one common thread joins them: these individuals are willing to do anything necessary to achieve the goals given them by the Church.

Responsibility for investigating incidents and ferreting out secrets falls to the Ordo Spectare, whose ranks are filled by the order of Jesuits. Long respected for their dedication to learning and solving the mysteries of the world, the Jesuits provide the Inquisition with intellectuals and philosophers whose perceptive natures and keen wits are the equal of any challenge.

Almost tailor-made to combat heresy, the Dominicans (sometimes known as "Blackfriars" after the black cloaks they wear over their habits) fill the ranks of the Ordo Umbra. They have the task of carrying out the "dirty work" of the Inquisition. Deception, treachery, betrayal, violence, and theft are all forgiven when performed in the service of the Church.

Ordo Spectare

Faced with a changing world, the Church realized that it would need skilled investigators and observers to gain the information needed to form coherent strategies. The Order of the Watchers draws their members from the ranks of friars and nuns known to share the Inquisition's extreme views on the Church's position in the world. Watchers are generally the most highly educated, clever and intelligent people the Inquisition can find.

They are sharp-eyed, dedicated to finding out what they want to know and, contrary to the layman's idea of a church official, they can be unscrupulous when pursuing their goals. The Spectare are also often responsible for directing the activities of individual Umbra in the field, as the Spectare are typically more educated and informed.

Members of the Ordo Spectare are often known simply as "Inquisitors." They are properly addressed with the title of "Father" or "Mother" before their first name.

Mother Serena, Inquisitor

Serena was born the eighth child of a poor Italian family in 1879. As she grew into a young woman it became increasingly apparent that she suffered from intolerable stubbornness, aggravated by

a powerful will. Unable to deal with the girl, her father sent her away to a nunnery in the hope that the priests would show her the error of her ways. Just the opposite happened.

Serena learned quickly, taking up reading with astonishing speed. She devoured the convent's library, internalizing the scripture and finding great pleasure in doing as the Church asked. For the first time in her life she felt wanted, and she realized that her willful spirit was not a sin, but a gift she could use to serve the Church. She advanced in age and in responsibility, never content to rest, and always on guard against wickedness and sin.

In 1908, Mother Serena was asked to join the Holy Office. Over the years she has become one of the Church's most accomplished Inquisitors. She is frequently assigned the most difficult tasks, those requiring both tact and finesse. She is tireless, sharp witted, well educated, insightful about people's motivations, and above all—ceaselessly loyal to the Church.

Mother Serena

Ally 3

Archetype: *Spy*

Motivation: *Faith*

Style: 2

Health: 6

Primary Attributes

Body: 1	Charisma: 3
Dexterity: 3	Intelligence: 5
Strength: 1	Willpower: 5

Secondary Attributes

Size: 0	Initiative: 8
Move: 4	Defense: 4
Perception: 10	Stun: 1

Skills	Base	Levels	Rating	(Average)
Academics: Religion	5	3	8	(4)
Bureaucracy	5	1	6	(3)
Diplomacy	3	5	8	(4)
Empathy	5	3	8	(4)
Investigation	5	3	8	(4)
Larceny	3	1	4	(2)
Linguistics	5	1	6	(3)
Stealth	3	3	6	(3)

Talents

None

Resources

Rank 3 (Holy Office: +4 social bonus plus a bonus Resource)

Flaws

Condescending (+1 Style point whenever her intolerance causes trouble)

Weapons	Rating	Attack	Average	Notes
None				

Ordo Umbra

For duties that the Church finds distasteful but necessary, the Ordo Umbra serve well. Drawn from Catholic orphanages at a young age, these children are raised by the Dominicans to be the Church's elite agents, prosecuting those who would otherwise lie beyond the Church's reach. The Umbra are experts in espionage, deceit, and assassination, with consciences completely assuaged by their unswerving belief in the virtue of the Church's cause.

The Dominicans do not sequester their charges; rather they are kept in the hearts of cities throughout their training, giving them a wide base of secular knowledge. They speak easily of things that would cause most clergy to blush, and have no difficulty dealing with the underbelly of society. They take direction from their superiors without question.

While the Spectare are skilled and committed, the most difficult, dangerous, and sinful work is left to the Umbra. Umbra are typically between the ages of 16 and 25, and are technically friars and nuns, though they rarely wear the adornments. They are correctly referred to with the title "Brother" or "Sister" before their first name. Members of the Ordo Umbra are sometimes spoken of in hushed tones as "Witch Hunters."

Brother Gabriel, Witch Hunter

Orphaned at the age of six, Gabriel was sent to live at the Sacred Heart Orphanage. He spent a year there before being singled out for recruitment by the Dominican order. Tough, resourceful, intelligent, and strong-willed, Gabriel was sometimes withdrawn but never downtrodden. He inspired loyalty in the other children, as they respected his strength and how he used it to settle disputes, rather than start them. He did as he was told, but was quick to give orders to those less motivated than himself. He was a born soldier, and surely sent there by God to fulfill his destiny.

One day Gabriel had a visitor at the orphanage—a black-cloaked Dominican nun. Mother Abigail came to offer Gabriel a new life, a purpose he could respect, and a challenge equal to his prodigious abilities. Bored and unfulfilled, he eagerly accepted. For the next eleven years, he studied hard and trained harder. Physical, mental, and spiritual challenges filled the years, hardening his body, sharpening his mind, and preparing his soul for the important work God would soon set before him. He learned to lie easily and strike hard, without guilt. At 18, Gabriel is an instrument of God, directed by His will to oppose and, if necessary, eliminate those who would bring down His good works.

Brother Gabriel

Ally 3

Archetype: *Soldier*

Motivation: *Faith*

Style: 2

Health: 6

Primary Attributes

Body: 3

Charisma: 3

Dexterity: 3

Intelligence: 3

Strength: 3

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 6

Defense: 6

Perception: 6

Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics: Religion	3	3	6	(3)
Athletics	3	3	6	(3)
Brawl	3	3	6	(3)
Firearms	3	3	6	(3)
Intimidation	3	3	6	(3)
Melee	3	2	5	(2+)
Stealth	3	3	6	(3)

Talents

Combat Aptitude

Resources

Rank 2 (Holy Office: +2 social bonus plus a bonus Resource)

Flaws

Intolerant (+1 Style point whenever his intolerance causes trouble)

Weapons	Rating	Attack	Average	Notes
Arming Sword	3 L	8 L	(4) L	
Sawed-off Shotgun	4 L	10 L	(5) L	

CRIMINALS

Mafia

Every culture has its own version of organized crime. China has the Triads, Japan has the Yakuza, and Sicily has arguably the most well known—the Sicilian Mafia, more accurately known as La Cosa Nostra (“This Thing of Ours”). No other criminal organization has so captured our imagination or is as recognizable as the Mafia.



History

After two major revolutions during the mid-1800s, Sicily was in chaos. In all the confusion and insecurity, small bands of outlaws found it easy to rustle cattle, mus-

cle local nobility for protection money, and bribe state officials to look the other way. To prevent bloodshed and improve profits, these gangs eventually banded together, giving them complete dominance over Sicily.

It was a lucrative arrangement until the Prefect of Palermo, Cesare Mori, cracked down on them and forced many of the Mafiosi to flee to the United States. Many of these young toughs ended up in New York City, where they continued to offer protection to Italian and Sicilian shop owners who could not go to the police for help. During the 1920s, Mafia families started to butt heads over control of the speakeasies and alcohol trafficking in the city. These minor conflicts eventually escalated into full-scale warfare that lasted ten years, until Salvatore Marazano called together all the Mafia families for a truce. The Omerta (code of silence) was put into place, and the modern American Mafia was born.

Organization

Currently there are over twenty Mafia families in the United States. Wherever you find major business, you can rest assured the Mafia is getting a piece of the action. In New York, the organized crime on the streets of the Burroughs is controlled by five families: Bonanno, Colombo, Gambino, Genovese, and Lucchese.

Each family has its own hierarchy, and a cut of all the action must continue up the chain until it reaches the Boss. No operation can be taken by any level of the family without someone on the higher tier giving approval, and anyone who breaks this chain of command is asking to be killed.

Most Mafia families are broken down into the following structure:

Boss (Don, Godfather, etc.): The head of the family. Nothing is done without his permission, and he gets a cut of all profits.

Underboss: The second in command, the Underboss is in charge of the Capos and assuring that the Boss gets his share.

Consigliere: The legitimate face of the family, the Consigliere handles disputes between rival families and particular public figures.

Capo: Also referred to as Caporegime, Capos control the family's Soldiers and are held responsible for their actions.

Soldiers: Chosen from those who have proven their worth to the family, the Soldiers' job is to keep the money coming in.

Associates: The bottom tier of the family, Associates assist with family business but have yet to prove their worth.

Members

Despite the stereotype, not every Mafioso wears a fedora and carries a Tommy gun in a violin case. Mafia members come from all walks of life, including the man sitting across from you in the fine restaurant, and the young street tough that followed you there. The Mafia does not come looking for someone unless there is something long-term in it for them. The important thing to remember before doing them any favors or taking on a job is that once you are in, you are in for life.

Mafia Soldier

Sworn to the Omerta, the Mafia Soldier is a loyal and dedicated member of the family, and will defend it with his life. He is constantly looking for money-making schemes, and is always ready to help someone in need as long as the favor is returned with interest. If you cross him or cannot pay your debt, do not count on his friendship. He has people to answer to and he can't afford to let you get away.

Mafia Soldier

Ally 1

Archetype: *Criminal*

Motivation: *Greed*

Style: 0

Health: 4

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 2

Intelligence: 2

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 4

Move: 4

Defense: 4

Perception: 4

Stun: 2

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Firearms	2	2	4	(2)
Intimidation	2	2	4	(2)
Larceny	2	2	4	(2)
Streetwise	2	2	4	(2)

Talents

None

Resources

Rank 1 (Mafia: +2 social bonus)

Flaws

Impulsive (+1 Style point whenever his impatience gets him into trouble)

Weapons	Rating	Attack	Average	Notes
Thompson SMG	3 L	7 L	(3+) L	

Green Gang

If you are traveling to Shanghai, it is best to know who runs the city. The Qing Bang, or Green Gang as they are known in the West, control Shanghai's underworld. These gangsters have an ear to every wall and a hand in every pocket within this ancient city. Anyone visiting or residing in Shanghai for any length of time has done business with the Green Gang, whether they knew it or not.

History

After an attack burned the Sil Lum Temple to the ground in 1644, Feng Teh sought to protect the remaining temples by creating a secret society to settle disputes before they escalated into violence. In the 19th century, when Western cultures started having an impact on China, members of this secret society took to the streets of Shanghai to protect their country's interests, but soon found themselves involved in protection rackets, prostitution, and opium distribution. The Green Gang eventually formed a connection with the Kuomintang (The Chinese Nationalist Party), which was gaining momentum in the political arena. They became a major player in the growth and development of Shanghai, including involvement in the Chinese Civil War and the infamous Shanghai Massacre.

Tu Yuesheng, the Green Gang's leader and a general in the Nationalist army, has led Shanghai and the Green Gang into a golden age of corruption, empowering them to cause mayhem and bloodshed in the name of Mother China. The Green Gang incontestably runs the city of Shanghai, and since foreign rule views their activities as problems of the Chinese government, they remain untouchable.

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Organization

With all the factions fighting over Shanghai, from Chinese Nationalists to Russian Bolsheviks, there is much profit to be had by sitting on the fence and offering services to the highest bidder. For the Green Gang, there is nothing personal about this; it's just business as usual.

The center of the Green Gang operations is the "Great World Entertainment Center," where they run a very profitable casino and brothel catering to the tastes of the Shanghailanders (the European and American elite living in the city) and visiting dignitaries.

Opium distribution continues to be one of their biggest moneymakers, and they have controlled the trade since the early 1900s. Being friendly with the outlying warlords, the Green Gang can buy the raw materials at a low cost and hire peasants to process and package the drug at slave wages. Once they bring the opium into Shanghai, they can turn around and sell it for any price they want.

Members

Members of the Green Gang are not just street thugs or exiled Triad members looking for new alliances. They come from all walks of life, including influential businessmen, shop keepers, and even members of the military. There is even a rumor that Nationalist leader Chiang Kai-Shek is a high ranking Green Gang member. The diverse membership allows the gang to participate in organized crime, international trade, and political affairs without attracting the attention of Chinese authorities or the Shanghailanders.

Green Gang Member

The members of the Green Gang strayed from the path of enlightenment years ago, and they have found that exploiting the weak and innocent brings more pleasure than fighting for ideologies ever did. If the Shanghailanders have needs, the Green Gang fills them. If someone is causing trouble for the Nationalists, he disappears. If a business cannot pay its protection money, the store is burnt to the ground. The Green Gang owns Shanghai, and no one had better get in their way.

Green Gang Member

Ally 1

Archetype: *Criminal*

Motivation: *Greed*

Style: 0

Health: 4

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 2

Intelligence: 2

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 4

Move: 4

Defense: 4

Perception: 4

Stun: 2

Skills	Base	Levels	Rating	(Average)
Acrobatics	2	2	4	(2)
Intimidation	2	2	4	(2)
MA: Kung Fu	2	2	4	(2)
Melee	2	2	4	(2)
Streetwise	2	2	4	(2)

Talents

None

Resources

Rank 1 (Green Gang: +2 social bonus)

Flaws

Inscrutable (+1 Style point whenever his mysterious motives cause trouble)

Weapons	Rating	Attack	Average	Notes
Dao	2 L	6 L	(3) L	

EXPLORERS



Explorers Club

The Explorers Club began in 1904 when a group of fifty explorers met with Henry Collins Walsh to form an organization to unite them in purpose and provide much-needed funds to uncover all the secrets of the world.

The Club President makes the financial and expeditionary decisions, with the help of the Honorary Chair and the Honorary President. The Directors and Officers also give their input, although they tend to be more inclined to work in the field or to help organize expeditions. The others that form the Committee have more specific jobs, such as managing the club's extensive library.

There are two ways to gain membership to the Explorers Club: by invitation and by application. For the former, one must either be an expert in their field or an accomplished enough explorer to justify a position in the club. An invitation, with all the details and effects of membership, is sent out for the recipient to accept or decline as they wish. To apply, one simply writes a letter requesting membership and pays the membership fee. A reply with acceptance or rejection of admittance will be sent expediently.

Countless explorers have made discoveries in the name of the club, each one adding to the impressive list of achievements it possesses. The Explorers Club's first major success was in 1909 when Admiral Robert Peary announced that he had reached the North Pole. Three years later, Roald Amundsen became the first man to reach the South Pole. In 1926, he reached the North Pole aboard the airship Norge, making him the first man to travel to both poles.

Interestingly, neither man mentioned the polar openings in their expedition reports. Were both men lying, or were they simply mistaken about reaching the pole? Peary's claim was publicly questioned, but never fully refuted, before his death in 1920. Amundsen simply disappeared in the Arctic in 1928. Was the Terra Arcanum trying to keep them from revealing the truth, or were both men sworn to keep the Hollow Earth secret? No one knows for sure, but there can be little doubt that the Terra Arcanum has infiltrated the Explorers Club.

The flag of the Explorers Club symbolizes the triumphant history of adventure and bravery of the organization. To carry it on an expedition is considered a prestigious honor. To mount an expedition in the name of the club, an explorer must convince Walter Granger (the current President) that the expedition will further the fields of science and geography for the rest of the world—no easy feat considering there are precious few blank spots left on the map.

Sylvanus Morley

A respected archeologist and expert in Mayan studies, Sylvanus Griswold Morley is one of the most influential scholars in his field. He spends much of his time in the field, studying ancient relics, exploring burial sites, and writing papers on his many findings.

In person, Morley isn't quite what you'd expect from a world-famous adventurer. He's a small man with scruffy brown hair, glasses, and a reserved look about him. He likes to keep to himself when he's not on an

expedition, preferring the solitude of his books to the dinners and "smokers" of the Explorers Club.

Unfortunately, Morley's health has suffered as a result of all the time he's spent in the Central American jungle. He has recurring bouts of malaria, which threaten to incapacitate him and halt his work. Despite this, he has persevered, and made impressive discoveries, including the "Complex of a Thousand Columns," buried deep in the forests near Mexico City. When not exploring new sites, Morley oversees the restoration of Chichen Itza, the largest and most impressive Mayan site to date.

During World War I, Morley used his expeditions as a cover to investigate German activities in Central America for the United States. The war is long over, but his espionage activities have remained secret. With the rise of Nazi Germany, he may once again be called upon to help his country.

Sylvanus Morley

Ally 3

Archetype: *Academic*

Motivation: *Truth*

Style: 2

Health: 6

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 3

Intelligence: 4

Strength: 2

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 7

Move: 5

Defense: 5

Perception: 8

Stun: 2

Skills	Base	Levels	Rating	(Average)
Academics: Archaeology	4	4	8	(4)
Diplomacy	3	1	4	(2)
Firearms	3	1	4	(2)
Investigation	4	3	7	(3+)
<i>Research</i>			8	(4)
Linguistics	4	3	7	(3+)
<i>Deciphering</i>			8	(4)
Science: Engineering	4	2	6	(3)
Stealth	3	3	6	(3)
Survival	4	2	6	(3)

Talents

None

Resources

Contacts 1 (Military: +2 social bonus to appropriate Skill rolls)

Rank 2 (Explorers Club: +2 social bonus plus a bonus Resource)

Flaws

Illness (+2 Style points whenever his illness incapacitates him)

Weapons	Rating	Attack	Average	Notes
S&W M1917	3 L	7 L	(3+) L	

Travellers Club

The Travellers Club, founded in 1819, is one of the most highly regarded members-only societies in the world. Lord Castlereagh created this club to accommodate gentlemen adventurers who wished to rub shoulders with distinguished foreign visitors. Many important and powerful people—ambassadors, diplomats and royalty—are counted among the members. In fact, some of the greatest explorers in history have graced its halls: Fitzroy, Francis Beaufort, Sir William Parry, Sir Roderick Murchison, and Sir Wilfred Thesiger to name a few.

The Travellers Club is located in Pall Mall, London. It has kept its original architecture and decoration over the years; inside, one can find the mahogany furniture, dated photographs and oaken staircases that so typified “distinguished” establishments a century ago. There is a large, dusty library on the top floor that boasts a wide selection of rare books (many of which are original copies written by the members themselves). There is also a fine assortment of wines, brandies and other beverages in the cellar—this alone is enough to attract many explorers.

However, joining the Travellers Club is a complicated process. To become a member, a gentleman must be nominated and seconded by two existing members of the club. He can then be entered into the Candidate’s Book, where his name will remain until he obtains five approving signatures. Once he has enough signatures, the Election Committee can put him forward to attend the next Chairman’s Reception. After he meets the members of the Committee and the other members of the Travellers Club, he’s in. As with most gentlemen’s clubs, women are not allowed to join, but they may accompany an existing member as a guest. There is talk of allowing women to become associate members with the nomination of an existing member, however.

Being a part of the Travellers Club has a number of benefits. The member can take advantage of the luxurious accommodations of the clubhouse. He has standing invitations to all Travellers Club events, and may use it as a venue for parties, business meetings, or private affairs. Perhaps even more importantly, he has the ability to socialize with other members and distinguished guests, some of whom may be persuaded to do favors for him solely because he is a member. The club also has reciprocal agreements with similar clubs throughout the world, providing a travelling member a safe haven and potential friends wherever he goes.

Ahmed Pasha Hassanein

Ahmed Pasha Hassanein is a man of many talents. Writer, diplomat, fencing champion, ladies man, and tutor to the King of Egypt. One would not think he would have time for much else, but he manages, in spite of his busy schedule, to be one of the most daring and famous explorers of our time.

Hassanein is quick-witted, charming, and handsome. He stands out from the other gentlemen with his angular features, olive skin and sharp, intelligent eyes. Oxford-educated and always full of stories, he is an excellent conversationalist and diplomat.

In 1923 he single-handedly crossed the Libyan Desert, taking a wealth of photos, measurements, and recordings along the way. He later developed it into a map, which was highly praised for its accuracy. His greatest achievement was the discovery of the Lost Oases: hidden sources of water at Uweinat and Arkenu, in the southwest sands of Egypt. He was astounded to discover paintings depicting cows, ostriches and gazelles covering the rocks surrounding the oases. He had stumbled upon evidence that humans dwelt there, before it turned into a desolate wasteland.

Hassanein’s exploits have earned him international acclaim, including membership in the prestigious Travellers Club.

Ahmed Pasha Hassanein

Mentor 3

Archetype: *Explorer* Motivation: *Fame*
 Style: 3 Health: 6

Primary Attributes

Body: 3 Charisma: 4
 Dexterity: 4 Intelligence: 4
 Strength: 3 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 8
 Move: 7 Defense: 7
 Perception: 7 Stun: 3

Skills	Base	Levels	Rating	(Average)
Art: Photography	4	2	6	(3)
Brawl	3	1	4	(2)
Bureaucracy	4	2	6	(3)
Diplomacy	5	3	8	(4)
Firearms	4	1	5	(2+)
Investigation	4	2	6	(3)
Linguistics	4	2	6	(3)
Melee	3	5	8	(4)
Performance	5	1	6	(3)
Stealth	4	2	6	(3)
Survival	4	4	8	(4)

Talents				
Attractive 1 (+1 Charisma rating when dealing with people)				
Resources				
Contacts 1 (Political: +2 social bonus to appropriate skill rolls)				
Rank 2 (Travellers Club: +2 social bonus plus a bonus Resource)				
Flaws				
Overconfident (+1 Style point whenever he gets in over his head)				
Weapons	Rating	Attack	Average	Notes
Rapier	2 L	10 L	(5) L	
W&S Mk. VI	3 L	8 L	(4) L	

GOVERNMENT AGENCIES

U.S. Army Intelligence

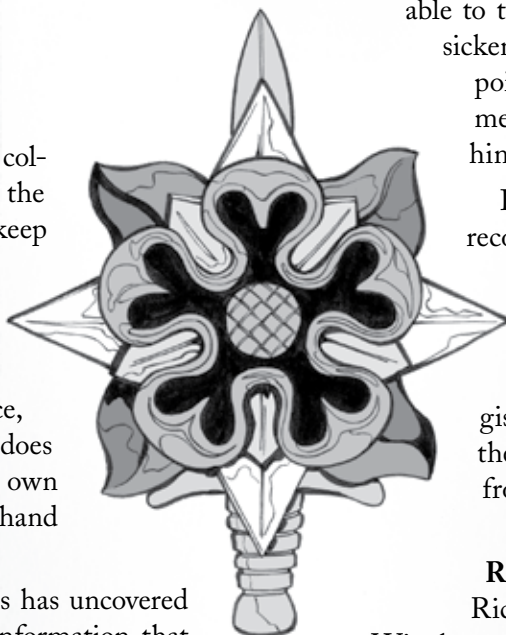
US Army Intelligence collects data from all over the world in its efforts to keep the President and the top brass well informed. Primarily acquiring intelligence through research, reconnaissance, and paid informants, it does occasionally mount its own expeditions to gather first-hand information.

The Intelligence Corps has uncovered many pieces of unusual information that they keep under strictest classification. This operating procedure is purely strategic, as they don't want to tip their hand to their enemies. It is much easier to gain an advantage or deny one to an enemy if your true strength and motivations are unknown.

Polar Intelligence

Although his position is kept a secret, Admiral Richard Byrd is the Chief Field Agent for Polar Intelligence. As such, it is his job to investigate and report any strange activity taking place at the frozen ends of the world. The military pays for his equipment, supplies, and entourage, whilst he retains control of the surveillance and research. He has been doing so for the last eight years, making two expeditions to Antarctica to gather information.

His first expedition in 1928 confirmed the existence of the south polar opening. He encountered the same



weird disturbances there as he did on his 1926 flight to the North Pole: unexplained darkness, haunting mirages, flashing lights, and strange magnetic fields that disrupted compasses and caused the expedition to become lost. Because of this, the south polar opening has never been fully explored. To date, Admiral Byrd does not know for sure what lies beyond, but he has his suspicions.

On his second expedition in 1933, Byrd discovered an ancient city frozen in the ice while mapping the perimeter of the polar opening. This astounding discovery took precedence over everything else. Using tools and heaters brought from Little America, he was able to thaw out a small part of the city before he sickened and nearly died from carbon monoxide poisoning. Fortunately, the other expedition members were able to rescue him and nurse him back to health.

Byrd was able to take a wealth of photos and recordings of all he found, and even managed to take a few artifacts with him on the way out. The purpose and function of these items is unknown, being as unfamiliar and alien as they are. The few archeologists to examine them have speculated that they may be keys to unlock even more secrets frozen deep within the metropolis.

Richard Evelyn Byrd

Richard Evelyn Byrd was born in 1888, in Winchester, Virginia. He studied at the University of Virginia, then the Military Institute, finally moving on to the United States Naval Academy in 1912. When the First World War came, he discovered his passion for flying and for exploration.

In 1926, Byrd claimed to have flown over the North Pole. In reality, he only flew far enough into the polar opening to experience the strange phenomena associated with it before turning back. But Byrd had seen enough to know that the polar opening existed. In 1928, he made his first Antarctic expedition, establishing his research station, "Little America," and confirming the existence of a south polar opening.

Last year, Byrd returned from his second Antarctic expedition with strange artifacts from a frozen city that he discovered on the cusp of the polar opening; the Intelligence Corps wants him to lead another expedition back to investigate it. Byrd is determined to finish the work he started all those years ago, and this time—

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with the official backing of the U.S. Army—nothing is going to stand in his way.

Richard Evelyn Byrd

Mentor 3

Archetype: *Explorer*

Motivation: *Duty*

Style: 3

Health: 7

Primary Attributes

Body: 3

Charisma: 4

Dexterity: 3

Intelligence: 4

Strength: 3

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 7

Move: 6

Defense: 6

Perception: 8

Stun: 3

Skills	Base	Levels	Rating	(Average)
Athletics	3	3	6	(3)
Brawl	3	1	4	(2)
Bureaucracy	4	3	7	(3+)
<i>Military</i>			8	(4)
Diplomacy	4	4	8	(4)
Firearms	3	2	5	(2+)
Investigation	4	2	6	(3)
Medicine	4	1	5	(2+)
<i>First Aid</i>			6	(3)
Pilot: Aircraft	3	3	6	(3)
Stealth	3	1	4	(2)
Survival	4	4	8	(4)

Talents

None

Resources

Fame 2 (+2 social bonus plus a bonus Resource)

Rank 2 (US Army Intelligence: +2 social bonus plus a bonus Resource)

Flaws

Overconfident (+1 Style point whenever he gets in over his head)

Weapons	Rating	Attack	Average	Notes
Colt Government 45	3 L	8 L	(4) L	
Springfield M1903A1	3 L	8 L	(4) L	

Federal Bureau of Investigation

The Federal Bureau of Investigation (FBI) is the preeminent law enforcement agency in the United States. With the ability to pursue fugitives across state lines, FBI Agents, commonly called “G-Men,” are the most feared lawmen in the country. With a motto of “Fidelity, Bravery, Integrity,” the FBI protects the public against corruption, foreign dangers, and the ever-present criminal threat.

In 1908, Attorney General Charles Joseph Bonaparte created a force of Special Agents to investigate federal crimes. They were later reformed into the Bureau of Investigation, and finally into the Federal Bureau of Investigation.

Their first real success came when J. Edgar Hoover and his G-Men were given the task of combating organized crime during Prohibition—criminals making a fortune selling bootleg alcohol weren’t going to give up their empire without a fight. Through sheer grit and perseverance, the FBI prevailed in sending many notorious criminals to jail (even if only for income tax evasion), and were given commendations for their efforts.

Today, the FBI is larger and more influential than ever, but J. Edgar Hoover still personally reviews all case files referred by local police departments, and monitors the field offices throughout the U.S. Although each office operates independently, he makes sure that each is manned by his hand-picked agents.

Special Investigations Unit

For years, J. Edgar Hoover has been keeping files on strange and unexplained phenomena. Along with the formation of the FBI last year, Hoover created a top-secret team called the Special Investigations Unit (SIU) to investigate such cases. These men are dedicated to protecting the public from the supernatural. Strange lights in the sky, crop circles, unexplained encounters; all are dealt with by the SIU.

SIU Agents handle suspected paranormal events with speed and efficiency, cleaning up evidence and confiscating anything left behind. Hardly surprising, as half their job is to make sure that everyone involved understands the truth: Nothing really happened here. Sometimes a simple cover story is not enough, and for these situations an Agent may be issued an “amnesia ray” to wipe a target’s short-term memory. Unfortunately, they are still in the prototype stage, and can be unreliable.

Officially, the FBI denies the existence of anything supernatural, knowing that the public is not ready for the truth. But stories do occasionally get out, and there’s been more than one article published about mysterious “men in black” covering up some strange event. With an increasing number of reports about strange disappearances, psychic powers, and journeys to the center of the earth, it looks like the SIU has its work cut out for it in the coming years.

G-Man

G-Men tend to be polite and matter-of-fact, as a methodical approach is often critical in solving cases. G-men attempt to appear nondescript, but they almost always wear a suit and tie, making them stand out when in the wrong surroundings. They carry their badge and standard-issue handgun with them at all times—but they don't hesitate to use whatever tools are at their disposal in the pursuit of a fugitive.

Agents receive training in everything from crime scene investigation to handling firearms. Some G-men also undergo additional training: learning to fly airplanes, fire heavy weaponry, or perform other specialized tasks as necessary.

The FBI holds jurisdiction in most criminal inquiries; unlike the police, they need no warrant to search a vehicle or establishment. They only need a reason to consider an individual "under suspicion." They can also pursue criminals across state lines, making them the most feared lawmen in the country.

G-Man

Ally 1

Archetype: *Lawman*

Motivation: *Justice*

Style: 0

Health: 4

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 2

Intelligence: 2

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 4

Move: 4

Defense: 4

Perception: 4

Stun: 2

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Bureaucracy	2	2	4	(2)
Firearms	2	2	4	(2)
Investigation	2	2	4	(2)
Stealth	2	2	4	(2)

Talents

None

Resources

Rank 1 (FBI: +2 social bonus)

Flaws

Aloof (+1 Style point whenever being distant causes trouble)

Weapons	Rating	Attack	Average	Notes
Colt Police Positive	2 L	6 L	(3) L	
Thompson SMG	3 L	7 L	(3+) L	

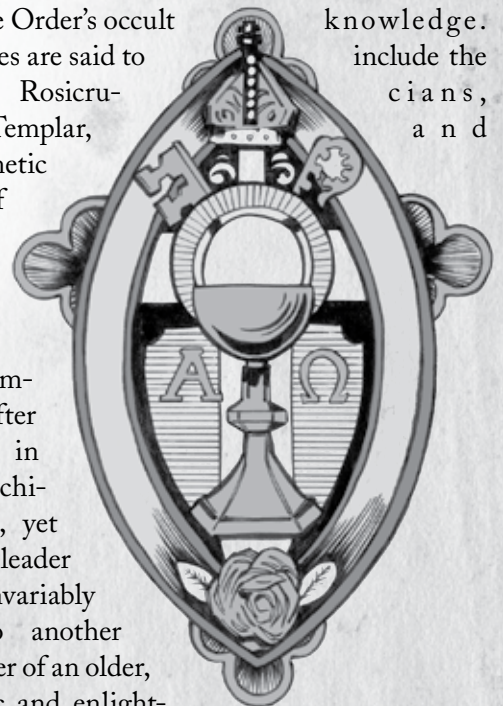
OCCULTISTS

Hermetic Order of the Rose Cross

The Hermetic Order of the Rose Cross is an invisible, hierarchical, world-wide network of occultists actively seeking to preserve and advance their body of magical rituals and writings. This organization is ostensibly underpinned by a moral philosophy and is dedicated to the benefit of all mankind, but it is not unheard of for warlocks to become corrupted by their power or stray too far into the realms of black magic.

The origins of the Rose Cross are believed to go back to 46 AD in Alexandria, when a mystic named Ormus was converted by Jesus' disciple Mark. The exact identity of Ormus is debated within occult circles; some say he was a learned priest, others that he was not literally a man, but rather a metaphor for the ancient mysteries or the embodiment of the god Thoth. Others assert that he was actually Hermes Trismegistus, who gives his name to the Hermetic texts that form the core teachings of the Order. Whatever the true story, the Order was forced underground almost immediately after its inception, where it practiced, worshipped, and researched in secret for nearly two thousand years. To protect itself, the Rose Cross leadership created a series of sub-societies, each endowed with its own separate mission and its own small portion of the Order's occult knowledge.

These societies are said to include the Freemasons, Rosicrucians, Knights Templar, and the Hermetic Order of the Golden Dawn. All of these societies modeled themselves after the original in their hierarchical structure, yet the highest leader in each invariably answered to another spiritual leader of an older, more esoteric and enlight-



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ened group, who answered to yet another group, and so on. A truly gifted individual might rise through the ranks of a succession of societies before finally being indoctrinated into the Hermetic Order of the Rose Cross, where the real power resides.

The basis of Rose Cross magic is that all things resonate harmonically with one another. Mages aware of this interconnectedness can learn to read and manipulate systems of symbols (e.g., Tarot, Kabbalah, or Astrology) to predict or even control the world around them. The teachings also acknowledge the existence of powerful other-worldly beings of angelic and demonic types. The more daring practitioners even attempt to summon and control such entities.

Aleister Crowley

Once dubbed “The Wickedest Man in the World,” Aleister Crowley has gained worldwide notoriety as a hedonist, but also as a widely studied and widely published occultist and magician. In his younger days he traveled through Europe, South America, Asia, Egypt, and even to the peaks of the Karakoram mountain range to study with the foremost masters of magic and unravel ancient riddles.

Crowley is now an old man, struggling with a heroin addiction and recently bankrupted by a lawsuit, but he continues his intermittent relationship with the Hermetic Order of the Rose Cross. He has not always been on such good terms; at one point he even waged magical warfare against them. But that was many years ago, and most members of the order agree that his advanced knowledge is a boon to the order. Additionally, Crowley’s followers are highly useful as feeder societies from which the Rose Cross can recruit intelligent, serious minded students. An occultist taking him as a mentor will gain access to his magical insights as well as his connection to the Rose Cross, but they will be tested repeatedly, sometimes in ways that may seem cruel to outsiders.

Aleister Crowley

Mentor 4

Archetype: *Occultist*

Motivation: *Fame*

Style: 4

Health: 8

Primary Attributes

Body: 3

Charisma: 5

Dexterity: 3

Intelligence: 5

Strength: 3

Willpower: 5

Secondary Attributes

Size: 0 Initiative: 8

Move: 6 Defense: 6

Perception: 10 Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics: Occult	5	3	8	(4)
Art: Writing	5	3	8	(4)
Con	5	3	8	(4)
Diplomacy	5	3	8	(4)
Focus	5	3	8	(4)
Investigation	5	3	8	(4)
Linguistics	5	3	8	(4)
Melee	3	1	4	(2)
Sorcery: Theurgy	5	5	10	(5)
Survival	5	3	8	(4)

Talents

Magical Aptitude

Resources

Fame 2 (+2 social bonus plus a bonus Resource)

Rank 2 (Hermetic Order of the Rose Cross: +2 social bonus plus a bonus Resource)

Flaws

Addiction (+1 Style point whenever his heroin addiction causes him difficulty)

Weapons	Rating	Attack	Average	Notes
Ritual Dagger	1L	5 L	(2+) L	

Foundation for Research and Enlightenment

The Foundation for Research and Enlightenment, now only five years old, is dedicated to exploring and unlocking the power of the human mind. Through hypnosis and other means, the members of this group have had astonishing success at tapping into the collective unconscious of the human race to reveal long-lost truths and to evoke unprecedented psychic ability.

The members of the Foundation are well aware of the existence of clairvoyance, telepathy, and a range of other extraordinary mental faculties. They make it their mission to seek out those with the highest psychic potential and to train them to use these abilities safely and for the benefit of all human kind. They are also dedicated to studying the modern “prophesies” delivered during the hypnotic trances of certain individuals. Most notably, Edgar Cayce—the organization’s founder—has made several statements about Atlantis during his trances, describing elements of the lost civilization’s technology, social structure, political divisions, and its influence on ancient cultures in Egypt and South America. Through such revelations, the Foundation

has also learned that the blood of Atlantis still flows in the veins of living men and women. A few Foundation members have even charted a reasonable correlation between suspected Atlantean heritage and probable psychic ability. It's not a perfect link, but it's enough to lead to some promising theories to help locate living scions of this mysterious race.

Although the Foundation's mission is to benefit humanity, they are often the targets of hostility and skepticism. They are the first to admit that their predictions are not always accurate or, at least, that they are not always interpreted accurately due to confusing and cryptic language and the symbolism. They have agreed to keep a low profile for the time being. They fully realize that powerful and ambitious men would seek to control or destroy the organization if the full extent of their discoveries were more widely known. However, the Foundation does not yet know the true extent of its jeopardy: thus far, the Terra Arcanum remains largely unaware of how close the Foundation has come to the truth about Atlantis, but the outcome would certainly be devastating if it came to their attention.

The Foundation for Research and Enlightenment is centered outside of Virginia Beach in a stately antebellum mansion and has many members throughout North America. Donated by a wealthy benefactor, the mansion and grounds serve as residence, school, hospital, and laboratory for the members of the organization. Although it seems to be defended only by its isolation, the unknown (and often unpredictable) abilities of its residents keep it safer than any intruder would imagine.

Edgar Cayce

Raised in Kentucky farm country, Edgar Cayce never planned to become one of the world's foremost pioneers of the paranormal. In his younger years he was stricken with acute laryngitis, a condition that persisted despite every possible treatment until he underwent hypnotic therapy. While in trance, Cayce seemed to speak as some other entity, describing his own cure and indicating that he might provide cures for others as well. Thereafter, he entered trances at the request of those in need of help, and quickly acquired renown as a healer and a prophet. Although his revelations sometimes clash with his Christian convictions, his statements during these trances suggest momentous insights into the destiny of humanity and the secrets

of the ancient world. He encourages his followers to test for themselves which of his pronouncements lead to improved spiritual and physical well-being, and to discard those that do not. Cayce works tirelessly to help those who most need his abilities, despite the fact that frequent trances take a severe toll on his general health.

Edgar Cayce

Mentor 3

Archetype: *Occultist*

Motivation: *Faith*

Style: 3

Health: 7

Primary Attributes

Body: 2	Charisma: 4
Dexterity: 3	Intelligence: 5
Strength: 2	Willpower: 5

Secondary Attributes

Size: 0	Initiative: 8
Move: 5	Defense: 5
Perception: 10	Stun: 2

Skills	Base	Levels	Rating	(Average)
Academics: Religion	5	3	8	(4)
Bureaucracy: Business	5	1	6	(3)
Diplomacy	4	4	8	(4)
Drive	3	1	4	(2)
Empathy	5	5	10	(5)
Focus	5	5	10	(5)
Investigation	5	3	8	(4)
Medicine	5	3	8	(4)

Talents

Psychic Ability: ESP

Psychic Ability: Precognition

Resources

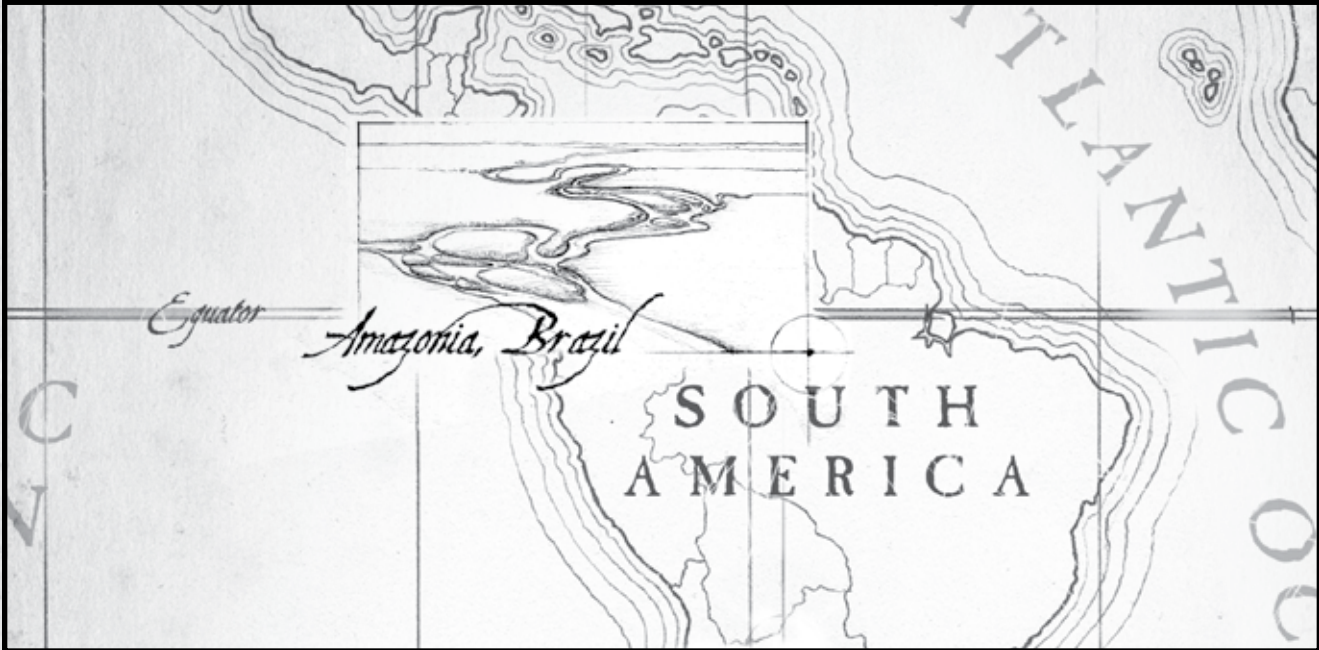
Rank 2 (Foundation for Research and Enlightenment: +2 social bonus plus a bonus Resource)

Flaws

Merciful (+1 Style point whenever helping people causes him harm)

Weapons	Rating	Attack	Average	Notes
None				

⊕ CHAPTER 4: THE SURFACE WORLD



Read further and you will find descriptions of select surface world locations including details on specific places of interest and suggested story seeds. Each one may be used as a potential setting for an adventure or linked together as part of a campaign. As always, feel free to expand upon or alter any of this information as you see fit.

Whereas the Hollow Earth may feel like a blank canvas upon which to create, the surface world might feel like everything is already filled in. This is not the case at all! While there is plenty of historical information available about surface world locations, don't let the facts get in the way of telling a good story. Feel free to invent new people and places to suit your needs. The surface world is as much your playground as the Hollow Earth. Be creative and have fun with it!

THE AMAZON

The first European explorers to venture into the rainforests of the Amazon in the late sixteenth century were faced with an environment unlike anything they had ever seen. Even to this day, cartographers have mapped just a fraction of the 1.4 million square miles of jungle surrounding a river so vast that some consider it an inland sea. More significantly, scientists have discovered only a minuscule fraction of the plants and animals living within, which, by some estimates,

Alternate History

The world of *Hollow Earth Expedition* exists in an alternate history. As a result, real world things exist in the game world, but with a few changes. For example, in this world the Hollow Earth is real and full of powerful Atlantean artifacts and prehistoric creatures. Secret societies wield supernatural powers and powerful weird science technology. As a result, the people and places detailed in this book differ from their real world counterparts.

More importantly, the future of the game world is not set in stone. Nazi Germany was defeated in our real history, but they did not have the benefit of Atlantean technology or dark magic. In *Hollow Earth Expedition*, where these things exist, the armies of darkness are poised to achieve total victory. Make sure your players know it is up to them to prevent this. This is their chance to be heroes and save the world!

may represent as much as ninety percent of the species on the face of the planet.

The Amazon River extends through this territory for over 3,000 miles, flowing from the Andes to the Atlantic. It is the second longest river in the world and by far the largest in volume, with a total flow greater than the next eight largest rivers combined. Sprawling for hundreds of miles around is a lush canopy so thick it keeps wide swaths of the land in permanent darkness. Bright, noisy birds flock above by day, while

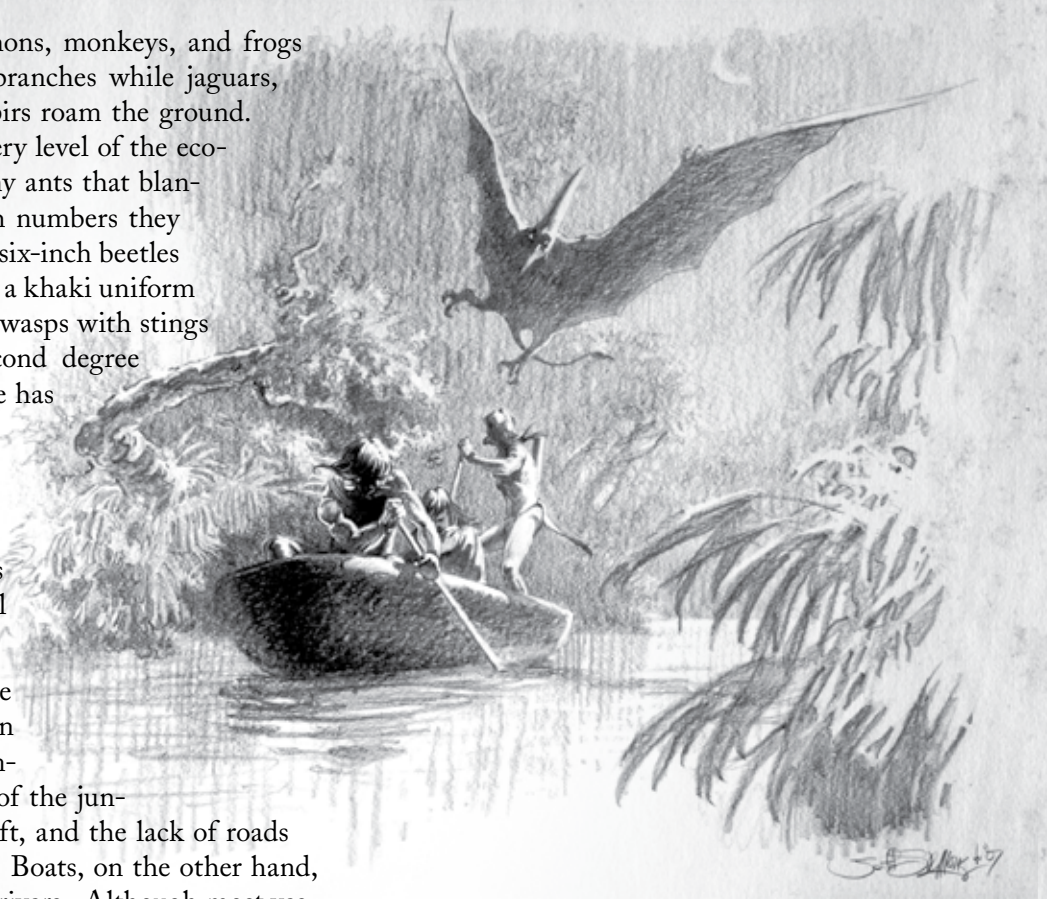
bats swarm at night. Pythons, monkeys, and frogs move through the lower branches while jaguars, gorillas, wild pigs, and tapirs roam the ground. Insects swarm through every level of the ecosystem. These include army ants that blanket the forest floor in such numbers they can kill a full-grown man; six-inch beetles that can bite clean through a khaki uniform and the skin beneath; and wasps with stings so caustic they inflict second degree burns. This diversity of life has also attracted the world's largest population of field biologists, all hoping to make names for themselves by discovering new species of animals or medicinal plants.

Traveling through the Amazon is a challenge in and of itself. Due to the density of trees, the majority of the jungle is inaccessible to aircraft, and the lack of roads prevents automobile travel. Boats, on the other hand, regularly journey the wide rivers. Although most vessels are of primitive design, explorers aboard motorized craft or sailing ships can penetrate thousands of miles into the interior. From there, they might find local guides, trade for pack mules, or even strike out on their own into the trackless jungle.

Travelers in the Amazon must prepare for many dangers. Vaccinations for Yellow Fever, Typhoid, and Malaria are mandatory before so much as setting foot in Brazil, and most physicians also recommend vaccines for Cholera and Tetanus. Food spoils quickly, and blades rust at an alarming rate. The slightest cut can turn septic in just minutes because of the heat and constant humidity seeping through clothing and clinging to skin. Perhaps most importantly, explorers will need a system for purifying water; there are myriad bacteria floating in the murky depths, incapacitating under the best of circumstances and fatal under the worst.

The Lost World

Explorers from Europe and North America might find themselves quite at home in any of the large cities along the coast and in the Andes mountains. Although many of the countries are not widely industrialized, most offer all the modern luxuries. Today—hundreds of years after Columbus made his first voy-



age to the New World—descendants of Europeans and Africans live side by side with natives, and people in many of the cities are of mixed heritage. More and more of the native people are flocking to the cities in pursuit of the new opportunities. Some don't quite make it that far and end up laboring in the agricultural regions, while others take jobs in oil fields or other industries that exploit the abundant natural resources.

Farther into the rainforest, the culture and appearance of the residents change drastically. There are literally hundreds of tribes native to the forest, many of whom have never seen or been seen by an outsider. All are quite well adapted to their environment, and they pass down from generation to generation knowledge of the local animals and medicinal plants that could prove a great boon to western science. Most tribes inhabit areas on or near the riverbanks, but it is a mistake to generalize too broadly about these indigenous people, as they rarely share a language or culture. The Matis, for example, are a hunter clan who pride themselves on being swift and deadly like the jaguar, but are very friendly to outsiders. By contrast, the Yaguas, who live only a few hours upriver, stalk the brush in their grass skirts, mercilessly killing anyone foolish enough to blunder into their territory. Explorers can never be sure what to expect when making first contact with a remote tribe. While most travelers speak of friendly

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natives ready to barter, old scouts will rarely miss an opportunity to recount campfire tales of cannibalistic rituals and bloody sacrifice.

The Lost Plateau

In 1933, a team of biologists traveling deep in uncharted territory sighted a creature with gargantuan leathery wings, a curved beak, and a screech unlike any known birdcall. Their consensus was that it was a Quetzalcoatlus, a dinosaur thought to have been extinct since the Cretaceous period. These claims met with widespread skepticism, but this is not the first such incident in that area.

Other travelers have reported encountering strange creatures or unusual footprints, and the legends of the natives indicate the existence of an impenetrable plateau cut off from its surrounding lands by a freak geological occurrence. More than twenty years ago, a British expedition set out to discover this plateau. Although they returned with no proof and no functional map, the members of that team did bring back a vast fortune in rough diamonds, reason enough for a follow-up venture.

Any biologist would posit that if such an isolated area exists within the rainforest, it could contain any number of species that have been sheltered from the evolutionary forces of the outside world. Others whisper an even more outrageous theory: the creatures are not cut off from the rest of the world, but are connected to another land where evolution followed very different paths.

El Dorado

The myth of the lost city of El Dorado is ancient and widespread. The legends speak of vast temples of shining gold, proud statues studded with emerald gemstones, and the tomb of the High Chief himself—whose remains are rumored to be covered in gold dust and adorned with the finest jewels. Most of these stories are little more than campfire yarns, but that hasn't stopped hundreds of explorers from traveling to the Amazon in search of this city of gold. In the sixteenth century, Spain spent vast sums of money to fund multiple search parties, most of which led to nothing but starvation, disease, and death. Britain and other nations were never far behind the Spanish expeditions, but none found the city.

Recently, stories of underground ruins have spurred another round of speculation about El Dorado. Several explorer groups are now gearing up for a race to locate this wonder, and this time they will have all the latest technology on their side. If there really is a lost city, they're going to find it.

The Q'ero

The Q'ero are the last of the Incas, descended from tribes that fled deep into the Amazon and high into the Andes to escape the conquering Spanish conquistadors. According to their oral history, the Q'ero survived because their ancestors summoned nature spirits to defend and protect them.

The Q'ero also believe a pachacuti, "earth turned upside-down," occurred when the Spanish conquered the Incas. For the past four hundred years, they have preserved a sacred prophecy that another pachacuti will occur, causing great turmoil, but ultimately banishing chaos and restoring order and harmony to the world. After this upheaval, the Q'ero will emerge into a golden age of peace. Judging by the most recent omens, the next pachacuti is coming soon.

Paititi, the legendary lost city of the Q'ero, lies hidden somewhere within the remote rain forests of the Amazon. One report from the early 1600s (recently smuggled out of the Jesuit archives in Rome) describes Paititi as a large city rich in gold, silver and jewels. If authentic, the report proves that the Vatican has been keeping the Q'ero a secret for centuries. Why the Church has been protecting it remains a mystery, but some clues are starting to surface.

In 1931, a group of explorers stumbled upon the Q'ero and discovered that they are extremely long-lived and resistant to illness. Dr. Joseph Coleridge, a noted biologist, traced the source of their longevity to "kawsay saphi," an extremely bitter root used in most of their cooking and, in some cases, eaten raw. When the expedition returned home, Dr. Coleridge elected to stay behind for further study. At first he sent letters full of hope and excitement, citing incredible test results, and requesting more assistance and equipment. Then his letters tapered off. His last message, delivered just over a year ago, was one sentence scrawled in the margin of his last will and testament. It stated simply, "The secret must be kept."

ANTARCTICA

Only a scant number of human beings have ever set foot on Antarctica—the most isolated and inhospitable continent on the planet. There are few aircraft capable of making such a long voyage, and aviators would have to contend with intense cold, freak windstorms, and the difficulties of landing among the jutting peaks and shifting ice. Sailors would enjoy only a slightly less deadly voyage. All seaway approaches are guarded by a maze of small islands and shifting glaciers. Vessels run the risk of becoming surrounded by icebergs and crushed between the frozen cliffs, or of becoming ice-bound and probably broken, leaving the crew to freeze or starve with no hope of returning to warmer waters. Only the most seasoned and experienced captains can negotiate the treacherous Antarctic seas, and they don't come cheap.

Once arriving inland, explorers can expect their trek to take them up the steep incline of frigid ice and compact snow in temperatures that barely reach -20°F during the summer and can drop lower than -100°F in the winter. Optical illusions misguide and delude as the sun bounces erratically off the ice or refracts through the ice crystals in the air. Fissures both wide and deep run across the landscape, sometimes forcing travelers to go miles out of their way. Worse, gaping cracks in the permafrost can open up unexpectedly beneath the feet of explorers, dropping them to injury or death.

If the team can progress past twenty-three thousand feet above sea level, they will find that the frost thins to expose bare rock and frozen dirt. From here they will see what appears to be a frozen mountain range or high glacier in the distance. Now nearly eight hundred miles from the coast, they may notice their compasses, altimeters, radios, and even wrist watches begin to malfunction. If they can scale the steep icy wall, they will see more mountains in the direction of the pole, beyond a mist-laden field. In fact, they now stand at the lip of the broad funnel-shaped opening that leads to the Hollow Earth. If they continue, previously unseen mountains will rise all around them, the air will grow steadily warmer, and their equipment will cease functioning altogether. Eventually, explorers will be surprised to find themselves emerging from the fog into a lush jungle with the hot sun directly overhead. At this point, it will almost certainly be too late to find their way back.



The Frozen Continent

Including human beings, very few animals are capable of surviving on this frozen wasteland. There is virtually no vegetation on the surface, and no land-based vertebrates make their homes on the ice. The largest terrestrial creature is the wingless midge, measuring just a half-inch long. Some animals split their time between the sea and the land. Of these, Emperor Penguins penetrate the farthest inland when they travel by the millions to their annual mating grounds. Although the hostile environment won't support a diverse animal population, the surrounding waters are teeming with life: migratory whales—Humpback, Blue, Sei, and Orca—feast on the annual harvests of krill; Elephant and Leopard seals troll the water for birds, squid, and fish.

Antarctica is the only continent in the world that has never had an indigenous human population. The few settlements belong to sealers and whalers, and are limited to the islands. Usually, these outposts are rudimentary storehouses for animal furs and salted fish, designed to offer little more than a modicum of warmth and shelter for short periods of time. The vast majority of this small population stays only for the summer; most prefer not to brave the winters.

Captain James Cook first circumnavigated the Antarctic Circle in 1773, mapping the way for all future expeditions. Almost fifty years later, Russian naval officer Fabian von Bellingshausen added significantly

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to the survey begun by Cook. Naval officers, whalers, sealers, and independent explorers from many nations followed their lead, although it would be decades before man discovered proof that solid earth existed beneath the ice. In 1911, Roald Amundsen won the race to the South Pole. Five weeks behind Amundsen, British explorer Robert F. Scott also made the pole, but his entire crew died under unexpected—and some say suspicious—circumstances on their return journey. For years, Amundsen remained one of the only men to have travelled so far; consequently, no one could contradict what he claimed to have seen. When Admiral Richard Byrd flew over the area in 1928, he was startled to discover several important factors which Amundsen could not have missed and yet had not described. Despite equipment malfunctions, Byrd was able to observe a steady increase in air temperature around the pole and, despite the mists, confirmed the existence of the south polar opening. He did not venture inside, though. His attention was caught by the strange alien city he found frozen in the ice on the cusp of the south polar opening. He returned in 1933 and spent a great deal of time exploring the frozen city.

Little America

Little America, located far south of the Bay of Whales, is a research station constructed in 1928 to serve as Admiral Richard Byrd's base camp. After his departure, Little America was covered by a deep blanket of snow. Upon the admiral's return in 1933, only the radio towers and stove pipes were visible. With great difficulty, he re-established the outpost as Little America II. Byrd left it in the hands of a small, trusted crew of researchers and cartographers while he relocated to a hut 123 miles farther south to collect meteorological data. He was the first man to winter alone on that frigid continent.

Little America is still manned by a handful of scientists who continue to make important discoveries, although they have no inclination or need to travel closer than a few hundred miles of the pole. They maintain regular radio contact with the outside world and receive seasonal shipments of food and other supplies. Were they to encounter travellers in that area, they would happily share their close quarters in exchange for nothing more than a reprieve from the isolation.

The Frozen City

Located just inside the gentle funnel leading to the Hollow Earth is a massive, frozen city which predates and exceeds any possible human construction. From a distance, its ice coating glints and shimmers in the sun, giving the city the appearance of a range of small, irregular mountains. In fact, it is an intricate system of cyclopean domes, cylinders, cones, pyramids, and honeycombs interconnected by long, dark, tube-like tunnels. Nearly all of these structures are devoid of right angles, and the granite walls are still five to ten feet thick despite the weathering of thousands—if not hundreds of thousands—of years. The magnitude of the edifices is breathtaking, with walls rising at least ten feet high and some arcing more than one hundred and fifty feet toward the sky. These are the intact remains of one of the former dwellings of the Atlantean people, and no one—not even the Terra Arcanum—can guess what treasures and secrets are frozen below.

Visitors to the city can only penetrate the upper areas, but in sections where the ice is clear they can see that most of the city stretches out below them, permanently sealed inside a glacier. Because so much of the city exists beneath the surface, there is no telling how far it stretches in entirety, but some expedition members estimate it rivals New York or London in size. Admiral Byrd, who may have explored more of it than any living person, believes that the frozen city forms a perfect circle, several miles in diameter, and that it is laid out in some special pattern.

Due to the shifting elevations of ice and the temporary accumulations of snow, locating the city is extremely challenging; the spires and pillars visible above the surface one month may be covered up the next. Whatever is sealed below is well preserved, and Admiral Byrd operated on the theory that many of the lower areas would be open if only he could break through the outer ice encasing them. Even after limited exploration he was able to uncover several rooms with bizarre murals and hieroglyphic writings hinting at what—or who—might still remain in the chambers below. However, the Admiral grew ill and had to abandon his search. The common understanding is that he suffered carbon monoxide poisoning from the coal-burning equipment he used to melt the ice, but those who were stationed at Little America during Byrd's second expedition whisper that his sickness came from something inside the city—something that did not want intruders.

CAIRO

While most of the great nations of history rise and fall with the centuries, Egypt has persevered for well over five thousand years, and Cairo has always been its capital. Situated on the apex of the Nile delta, Cairo once served as the seat of the pharaohs who oversaw one of the greatest realms of early human civilization. Today, visitors expecting to find a desiccated remnant of ancient glory will be surprised to see the multitude of colors decorating the sand-colored buildings, smell the gasoline mingling with incense, feel the press of tens of thousands of people on the streets, and hear the calls of merchants selling everything from sweetened dates to imported automobiles.

Egypt under the pharaohs was usually a strong and influential nation, but it also experienced protracted periods of weakness when it fell prey to foreign conquerors. By the time the first Greeks set foot on the Nile delta, the empire was in its twilight years, and its people were already beginning to move away from their ancient beliefs. In 641 AD, Muslim conquerors swept away the last vestiges of the old worship, and now—well over a thousand years later—the nation is still predominantly Islamic. Great Britain took control in 1882 and even though Egypt officially regained its independence in 1922, the English still maintain a military presence and exert considerable political influence.

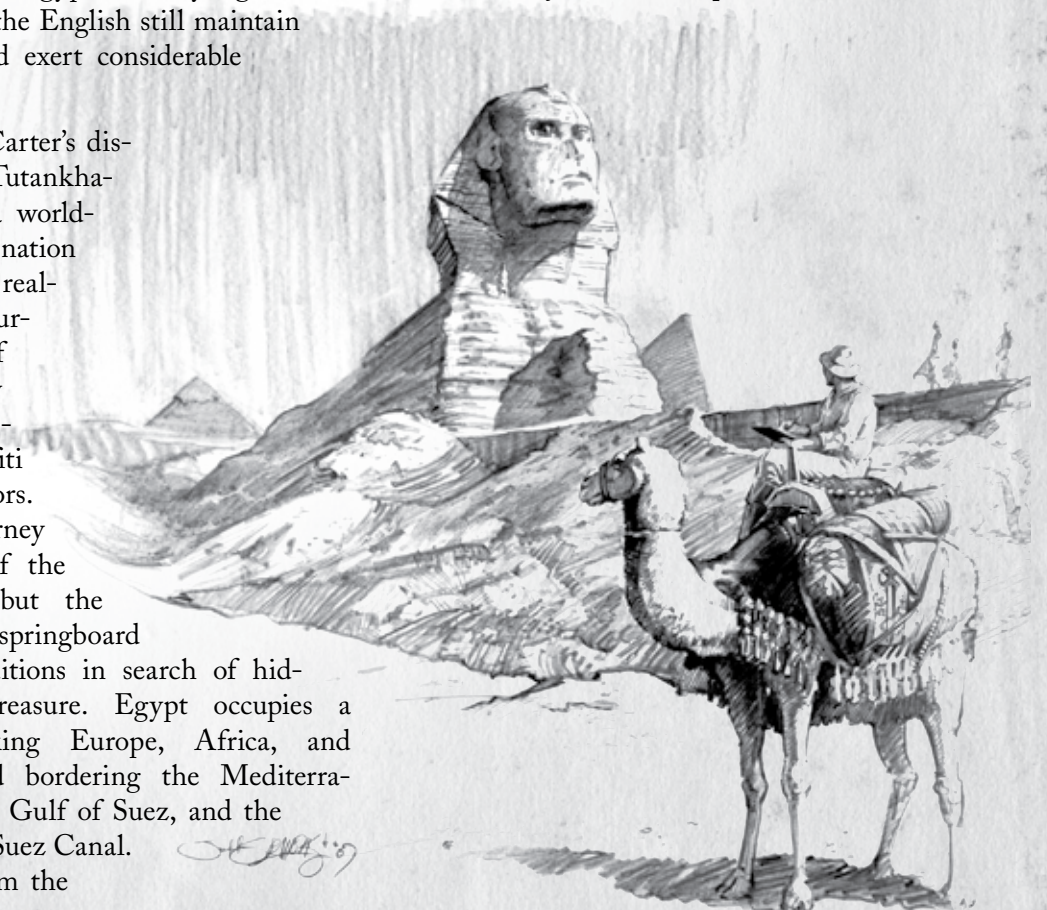
Although Howard Carter's discovery of the tomb of Tutankhamen in 1922 ignited a worldwide firestorm of fascination for Egypt, few people realize just how long tourism has been a part of Cairo. A few nearby monuments bear two-thousand year old graffiti carved by Roman visitors. Most make the journey to see the wonders of the ancient architecture, but the city also serves as a springboard for many desert expeditions in search of hidden mysteries and treasure. Egypt occupies a pivotal location, linking Europe, Africa, and the Arabic world and bordering the Mediterranean, the Red Sea, the Gulf of Suez, and the strategically important Suez Canal. Thus, roads radiate from the

capital in almost every direction—although the streets of the city itself are notoriously congested and the drivers are widely renowned as the worst in the world. Railways play a significant role in Cairo's infrastructure, with the most popular lines running regularly to the port city of Alexandria and to the Suez Canal. Air travel is rare, mostly because desert landings and unpredictable sandstorms can be challenging for pilots, but there are a few private airstrips outside the city. Of course, there are the traditional routes over the sands, most often traveled by Bedouin nomads atop horses or camels. The city is also highly accessible by the Nile waterway, and one can readily rent flat-bottomed boats identical in design to those that traveled the river four thousand years ago.

The city itself is extremely hot and dry. Daytime temperatures regularly exceed 100°F during most months, and the average rainfall is only one inch per year.

The City of the Pharaohs

Cairo houses an abundant variety of urban wildlife. Lizards, dogs, cats, and snakes all prowl the nighttime streets, while jackals or scorpions sometimes wander in



from the desert. In the river, one can occasionally spot a herd of the formidable hippopotami, and a careful observer may even see one of the Nile crocodiles, which can weigh up to a full ton. Birds of every color and description streak overhead. Even with all this variety, the human population seems the most diverse.

The residents of Cairo count among their number citizens of nearly every nation in the world, and the natives are virtually all of mixed heritage, combining Coptic blood with Greek, Italian, Turkish, African, and many others. The main language is Arabic, and most pray to Mecca five times each day. Beyond that, the population breaks down into two very separate strata: the wealthy elite and the labor class.

The disposition of Cairo's wealthy citizens is heavily influenced by their British overseers. They take pride in having attended European universities, wearing English business suits, drinking Italian liquor, driving German automobiles, and dining on French cuisine. Most prefer English or French to the local Arabic, and are quite accustomed to socializing with foreigners.

For the far more abundant lower class, life is very different. Their pace of life is generally slow, pausing for a three to four hour afternoon rest to escape the oppressive heat. Most of the natives of Cairo are illiterate, despite the fact that public education has been free and compulsory since 1923. Still, they have ample options for recreation, and Cairo is rapidly emerging as the movie capital of the Arabic world. One peculiar interest shared by the common people is a love for snakes. Residents will travel into the desert with sticks and baskets to capture serpents, including the deadly asp, the horned viper, and the rare cobra. Nearly every home in Cairo has several caged snakes that are pampered family pets.

Few citizens have much ambition beyond earning each day's wages, but there is a growing sense of Nationalism. This sentiment is galvanized by the continued presence of the British, who are accused of abusing privileges to gain a leg up in the fierce competition with Germany and the United States for archeological rights and other advantages. There are rumors that the British and Egyptian governments may soon sign a treaty limiting their troops to the Suez Canal area. Some Egyptians feel that this is a good compromise, but many others feel that it may be too little, too late.

Pyramids of Giza

A scant ten miles from Cairo, The Great Pyramid (along with other famous pyramids) was constructed to carry its pharaoh into the afterlife, accompanied by mounds of gold, fine artwork, and sacrificial servants and pets. What fascinates scholars most are the hieroglyphs within, known collectively as the Pyramid Texts. Most Egyptologists agree that these texts were meant as a giant instruction manual for the afterlife, but only a small fraction has been translated, and the accuracy of the translations is constantly debated.

There are those who believe that the ascendancy of Egypt and the power of the pharaohs were derived from older, more advanced civilizations. Some ancient texts even indicate that the pyramids were not assembled with vast armies of slaves as is commonly assumed, but were constructed through the use of powerful, otherworldly machinery, which may still remain preserved and hidden somewhere in the area. Other theories hold that sealed chambers still await discovery within or beneath the pyramids. Speculation on the contents varies wildly, ranging from hidden stores of gold and lapis, to mystical artifacts, to further inscriptions that could illuminate the true meaning behind the Pyramid Texts.

Lost Tombs and Ancient Curses

Not every pharaoh relied on grandeur and majesty to keep tomb robbers away, and it is every Egyptologist's and treasure hunter's dream to find a hidden burial chamber. Some of these are out in the endless sands. Others, rumor has it, are tucked away beneath the buildings and streets of modern Cairo. Thule Society members study ancient papyrus writings (kept at the Egyptian Museum of Cairo) in an effort to pinpoint the location of one such tomb, believed to be located somewhere beneath the University of Cairo. Such unspoiled tombs are highly sought, but rarely found. What is more, these crypts are often guarded by ingenious systems of misguidance and traps, including buried chambers, plaster-covered doorways, falling rocks, poisonous powders, pits, and even razor-sharp wires designed to decapitate intruders. The most widely feared defenses are the curses set in place by ancient priests, usually believed to inflict disease, ill fortune, or a premature death. Most of these maledictions are recorded in hieroglyphs just inside the entrances, and the words promise the pharaoh's wrath for all who enter.

Mamluk Palace

Not every location of mystery and intrigue is buried or hidden. The Mamluk Palace, built by the Muslim rulers of the fifteenth and sixteenth centuries, currently serves as the house of government. This is also the front line in the political war between the British (who intend to maintain their influence), the nationalist Wafd party, and others who desire complete Egyptian independence. Sometimes this conflict erupts into overt violence, such as the attempted assassination of British Brigadier General Farnsworth on the capital steps. The would-be killer had seemingly been drugged and brainwashed, leading to fears of the revival of the dreaded Hashishan cult. Investigators suspect that the mastermind was Sheik Haj Muhammed al-Farouk, who is known for his anti-Jewish stance and his Nazi connections, but solid proof has yet to be found.

LONDON

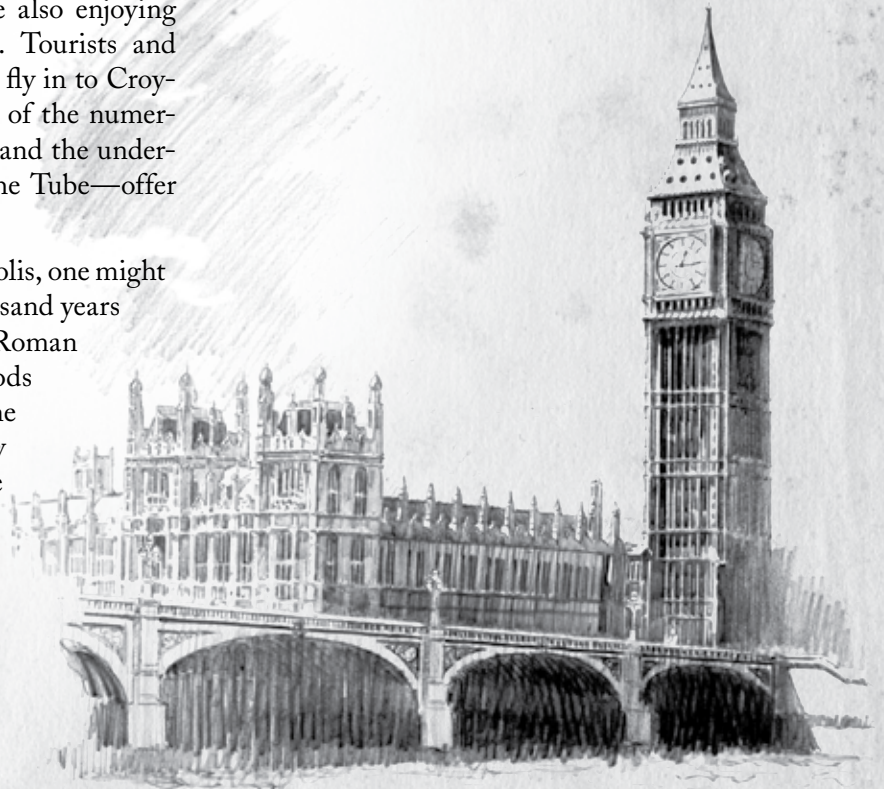
London easily ranks as one of the most powerful, populated, and prominent cities in the world. It is the cultural center of England, the governmental and economic heart of the British Empire, and an icon of industrialization. It sprawls nearly thirty miles at its widest, and houses more residents than any other city in the hemisphere. Situated on the mighty river Thames, it acts as a major port while also enjoying a strategically secure inland location. Tourists and immigrants not arriving by boat might fly in to Croydon Airport to the south, or take one of the numerous motorways. Taxis, Crossley buses, and the underground railway—known to locals as the Tube—offer ample public transportation.

To see this modern, bustling metropolis, one might forget that it is the product of two thousand years of history. First named Londinium by Roman colonists, it proceeded through periods of prominence and obscurity during the ten centuries following settlement. By the time of the Norman Conquest, the city was so influential that William the Conqueror had to promise noninterference in the city's internal operations. Still, he managed to assert his dominance in several ways, including the construction of the hugely intimidating and ominously whitewashed Tower of London, which served as

a royal residence and political prison for five hundred years. During the Tudor period, London explosively expanded into the most populous city in Europe. It became the largest city in the world during the seventeenth century, served as a model for many other modernized cities during the Industrial Revolution, and remained in the lead until it was surpassed by New York City in 1920.

Despite its modernization, London still faces infrastructure problems. Although the thoroughfares are capable of supporting high volumes of traffic, many of the inner streets were originally designed for carriages rather than motor vehicles. They are generally narrow and bumpy, some having gone without repair since the reign of Victoria. Many of the squat brick buildings that serve as residences, pubs, offices, and schools are of antiquated construction, and some are positively crumbling. Nowhere is this truer than in the East End, which has served as slum territory for more than a century, providing the perfect spawning grounds for gamblers, prostitutes, and criminals—including the infamous Jack the Ripper, who stalked the streets a mere five decades ago.

London also exemplifies the typical dank and gray English weather. The fog from the Thames that combines with smoke from the industrial and residential coal fires brings what the residents call “pea soupers,”



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meaning days of surpassingly thick fog. This fog can obscure visibility to as little as ten feet, and it has frequently been used as cover for secret errands and clandestine meetings.

The City on the Thames

London actually began as several separate villages whose borders merged as they grew, and most of these different sections still retain their distinct characteristics. The central region is properly called the City of London, but is known to locals as simply “the City.” This district acts as the financial hub of the realm, hosting businesses such as the Stock Exchange, the Times newspaper, and the famous Billingsgate Wholesale Fish Market. To the west is the City of Westminster: the political and religious seat of Britain and the location of the Houses of Parliament, Buckingham Palace, and Westminster Abbey. Somewhat farther along is the West End, the shopping and entertainment capital. Bloomsbury, the heart of English literary and academic culture, is also a sub-district within the West End. On the opposite end of London are the economically vital but socially unsavory Docklands. Nearby is the East End, a residential district fallen into disrepair and disrepute. Historically, this last area has played host to most immigrants to England. These immigrants largely consist of Eastern European Jews, while just a generation ago they were predominately Chinese, and Irish a generation before that.

Like its different geographical sections, the people of London are distinctly divided into a complex and unspoken hierarchy of social classes. The Royalty, of course, occupies the apex, then the nobility, followed by the working people—though each class includes an astonishing number of subdivisions. Etiquette, dress, and education are all factors of this hierarchy, but nothing is more indicative of upbringing than one’s use of language. A trained ear can deduce the location of a Londoner’s home from the subtleties of his accent, sometimes with a margin of error of only a few city blocks.

London offers a huge diversity of entertainment, ranging from the modern motion pictures to the classic ballets, operas, and plays. However, few pastimes excite the masses as much as sports, with the four most popular—not including darts, played at pubs throughout the United Kingdom—being rugby, tennis, cricket, and football (the latter known as soccer to misguided Americans). Spectators and participants alike enjoy some of the finest sporting parks and fields, including such venues as Wimbledon, Lord’s Cricket

Grounds, and Arsenal Stadium. Those seeking relaxation may choose one of the Royal Parks such as Hyde Park, Kensington Gardens, or Hampstead Heath.

England is a thriving democracy run by officials elected to several legislative houses. Nevertheless, the Monarchy is still a visible and influential presence, largely revered and adored by the people. Early in 1936, King George V passed away at age 70 and his son, Edward VIII, became King of England. However, Edward ascended amid a swirl of rumors about a scandalous relationship with a married American woman, Mrs. Wallis Warfield Simpson. Now Edward may need to choose between his crown and his love, because the government and the people could never approve of such a relationship.

Many organizations make their international headquarters within London, including the Royal Geographical Society in Kensington, as well as the more secretive organizations of the Hermetic Order of the Rose Cross in the West End and the elusive Terra Arcanum in Bloomsbury. The city offers many opportunities and perils for those who know where to look.

The British Museum

The British Museum, located in Bloomsbury, occupies more than two square miles and houses literally millions of galleries. It draws in artifacts from all across the Empire and boasts some of the world’s finest collections of ancient Egyptian, Greek, Roman, and Medieval European archeological treasures. The Terra Arcanum often manipulates the museum, using it to secure significant artifacts, tamper with or obfuscate important discoveries, and monitor expeditions to remote locations throughout the world. Recently, however, agents of the Hermetic Order of the Rose Cross have been interfering, attempting to gain access to several newly acquired sheets of mystical Egyptian hieroglyphics.

The Underground

The London Underground now runs day and night to most London districts, and the lines connect hundreds of stations throughout the city. The stations and trains are usually crowded, but those looking to do business in a shaded spot with a convenient getaway will easily find what they seek. The London City Council has been funding expansions on all lines, but new tunnels are often abandoned before any track is

laid. Careful study of works-in-progress will reveal that the pattern of new digging is concentrated under one spot. Occultists whisper that someone is using the Underground expansion to search for the lost Temple of Mithras—the Roman god of mystery and creation—to claim the artifacts within.

The Tower of London

William the Conqueror built the Tower of London, historically called the White Tower, in 1078 to protect London from invaders. Some believe the Tower was only renovated at the time, and that Julius Caesar actually built it almost two thousand years ago, with an order to use the blood of fierce animals to temper the mortar.

An aerie of ravens was first documented in 1895, but it is believed they've been in residence since the first stone was laid. Legend has it that if the ravens ever leave the Tower, the entire Kingdom will fall.

The Crown Jewels have been kept in the Tower since 1303. It is believed to be one of the largest and most valuable jewelry collections in existence, containing a variety of crowns, scepters, rings, orbs, and swords. The collection likely includes other, more exotic treasures as well.

The Tower has served as a prison for political prisoners for centuries. Many of the unfortunates were tortured and executed there, and are said to haunt its chambers and hallways. One such prisoner, Norman Baillie-Stewart, had the poor judgment to fall in love with a woman who persuaded him to sell military secrets to the German Consul in exchange for money and sexual favors. He was arrested in 1933, imprisoned for treason, and has since been known as the Officer in the Tower. Fortunately, he was caught and imprisoned before he could pass along his most valuable secret to his German mistress. It is undoubtedly a secret the Germans would dearly love to possess.

NEW YORK CITY

It was 1609 when Henry Hudson, a member of the Dutch East India Company, first mapped the area and opened the way for a settlement that would eventually become the biggest, brightest, and most active city the world has ever seen. In 1920, New York officially became the most populous city in history, and in 1936, it is in its golden age. People from all over the world pour into New York to follow their dreams and seek

their fortunes amid the towering skyscrapers, bright lights, and perpetual cacophony of life in the biggest of big cities.

Though originally inhabited by Dutch settlers, the British soon moved in and named the town after King James II of England, the Duke of York and Albany. They used the fledgling city as a major trading port and in later years, it was an important stage for numerous American Revolutionary war battles. During the centuries to follow, New York's population and geographical boundaries swelled with astounding speed. In 1857, Central Park became the first U.S. landscaped park. The consolidation of all the independent boroughs into the modern day city occurred in 1898. The Industrial Revolution made its impact at the turn of the 20th century: textile factories and sweatshops popped up almost overnight, and workers' unions flexed political muscle against Tammany Hall (the governing party that ran the city until the 1920s).

New York has seen numerous artistic movements, but few had such widespread impact as the Harlem Renaissance. It was a veritable explosion of innovative poetry, music, and visual art, and served as final proof that African Americans were capable of much more than menial labor. The Harlem nightclubs were some of the most popular establishments in the city; unfortunately, these clubs exploited the entertainers and service people who helped run them. Nevertheless, African American men and women found opportunities for themselves in New York that existed nowhere else in the nation at that time.

As prohibition entered the picture in 1920, many clubs became the infamous Speakeasies, where one could buy bathtub gin or Canadian whiskey for a hefty price. The legacy of this crime and corruption still digs deep into the core of the Big Apple. In response, the New York City police department developed into one of the most modern crime-fighting forces in the United States, leading the way with methods such as forensic medicine and fingerprinting to solve cases and put the guilty behind bars.

The City that Never Sleeps

With so many people crammed into such a relatively small area, it is no surprise that New York offers both the best and the worst of humanity. One can find everything from fine cuisine, political struggles, piles of garbage, incessant noise, and ancient family feuds on the streets of the five boroughs. Nor do

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New Yorkers need to travel far to experience the sights, sounds, and flavors of the old world. Manhattan alone contains Chinatown, Little Italy, Black and Spanish Harlem, and areas where Jewish, Irish, and German immigrants settled.

As the people of New York City slowly leave the Great Depression behind, the city is alive with activity. A quick cab ride to 5th Avenue and 57th Street will bring cultured tourists to the Museum of Modern Art, which features everything from the classical to the contemporary. For entertainment with more pizzazz, Times Square features fine dining, fast food, Broadway plays, old Vaudeville theaters, and even the racy burlesque shows—all only a short walk from the Square's center. Those seeking after-hours entertainment can travel uptown to Harlem, where a couple out on the town could start their evening at the Cotton Club for a drink, walk down to the Savoy Ballroom to dance 'til dawn, then walk near Sugar Hill to have breakfast in one of the upper-crust cafés. Family men often take their children to see the circus at Madison Square Gardens, and then send the kids and wives home while they stay for the evening's prize fight. Radio City Music Hall is a great place to catch a movie, and sports fans

can cross over to Brooklyn's Ebbets Field to ruin their dinners with peanuts and Cracker Jacks while they cheer for the Dodgers.

With so many wonderful places and events in the city, it's fortunate that travel can be simple. Few people can afford a personal automobile in the city, but those in a hurry can quickly hop a taxi across the island and, for an additional fee, the cab can easily take them from one borough to another. Most people travel by way of the ELs (elevated trains) or the subway system that crisscrosses most of Manhattan, Brooklyn, Queens, and a few other areas. Travelers heading to a destination off Manhattan Island can take a ferry to most points in New Jersey, Connecticut, or the other city boroughs—such as Staten Island.

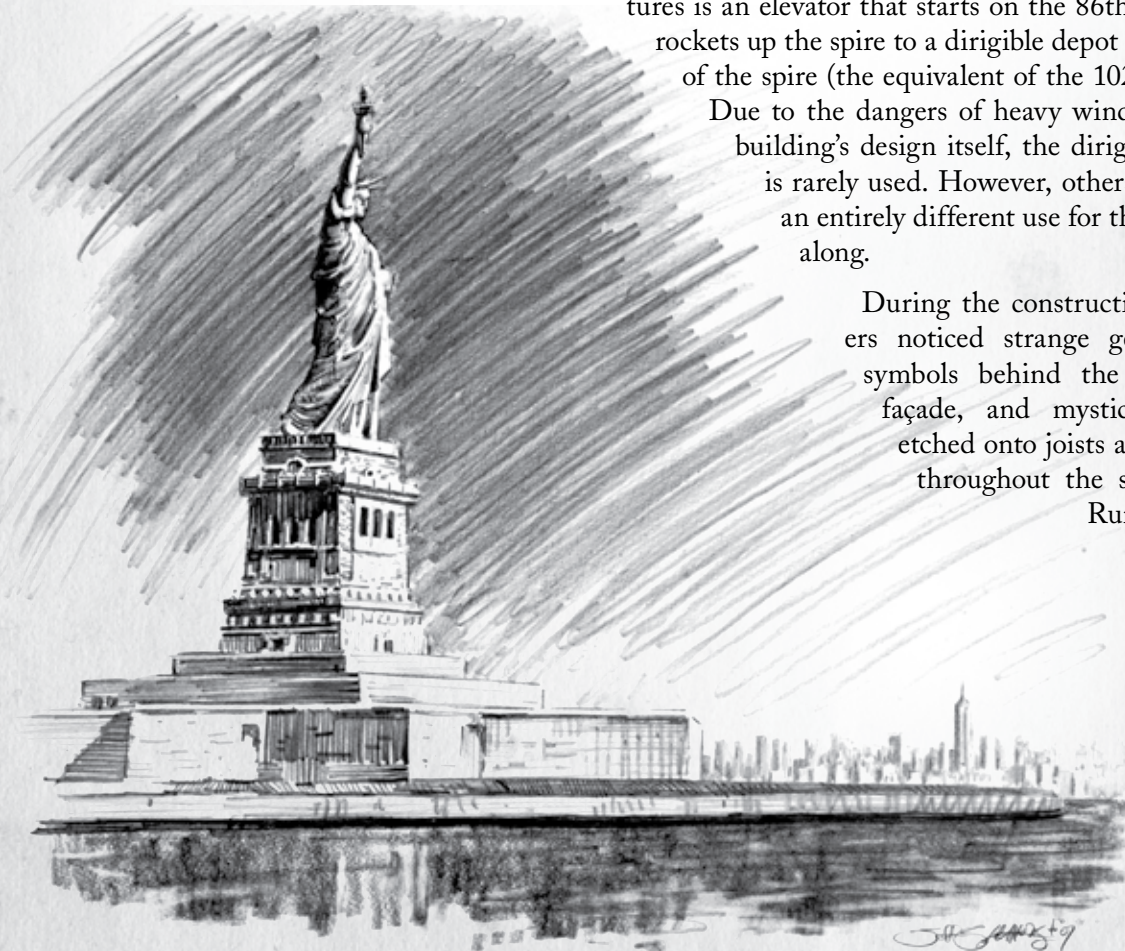
The Empire State Building

At 1,250 feet, the Empire State Building is the largest skyscraper in the world. Built during the height of the Great Depression, most of the offices are currently vacant; observatory deck visitors and the small number of businesses operating on other floors keep the building viable. One of the most talked-about features is an elevator that starts on the 86th floor and rockets up the spire to a dirigible depot on the top of the spire (the equivalent of the 102nd floor).

Due to the dangers of heavy winds and the building's design itself, the dirigible depot is rarely used. However, others intended an entirely different use for the spire all along.

During the construction, workers noticed strange geometrical symbols behind the art deco façade, and mystic symbols etched onto joists and girders throughout the skyscraper.

Rumor has it



that certain structural elements were made of a strange orange metal. The result is a gigantic antenna capable of channeling mystic energy, with the seventeen-story spire serving as a supernatural lightning rod. No one knows who created the spire, or why, but they have the spiritual energy generated by the building at their command. Unfortunately, the spire may be too powerful even for those who created it; several of the building's tenants have met bizarre and terrible fates. If those in charge lose control or are driven off, there is no predicting what cosmic horror will befall the people of New York.

The Statue of Liberty

Gifted to the United States by France in 1886, the Statue of Liberty stands as a protector and beacon of welcome to America's immigrants seeking an escape from poverty or oppression in their native lands. She stands 151 feet tall (with another 154 feet at her foundation), is adorned with a seven-point spiked crown to represent the seven seas, bears a stone tablet in her left hand, and a flaming torch in her right.

It took thirty years of modifications to light the torch, and it has never burned as brightly as planned. In 1931, visionary scientist Nicola Tesla convinced the United States Congress to fund his plan to retrofit the torch. The plan included the construction of a new lighting device, designed by Tesla himself. According to Tesla, the device would "cause a white-hot buildup of kinetic energy that, when properly contained, will be visible for hundreds of miles around."

The plan was not without its detractors. Many scientists have expressed concern over the safety of the design, citing the similarities between the lighting device and Tesla's "teleforce" weapon, or death ray. Despite these objections, Tesla's plan was approved and ships began docking at Liberty Island in the dead of night to bring strange equipment ashore. Now, after five years of construction, the torch is finally ready to be lit, and the world will learn whether Tesla's device is a beacon of freedom or a weapon of destruction...

The Subway

Thirty years before the opening of the official New York City subway system in 1904, a man named Alfred Ely Beach opened a prototype subway tunnel that stretched 312 feet under Broadway, from Warren to Murray streets. What Beach did not realize was that

in digging out the rock to build his first tunnel, he disturbed an ancient passage leading to the Hollow Earth. As the years moved on and the tunnel was forgotten, a group of molemen from the earth's core found their way through and made a new home under New York City. During the years of the Great Depression, small bands of homeless men and women sought shelter in these hidden tunnels, only to be abducted and enslaved by the molemen. A slave recently managed to escape, issuing a dire warning that the King of the Molemen is preparing to invade the surface. The authorities have laughed off his absurd story as the ravings of a lunatic.

SHANGHAI

Sometimes Shanghai is known as the "Pearl of the Orient." Other times, it is called the "Whore of Asia." Both nicknames are equally accurate for this divided city, in which ancient temples and high culture exist on equal terms with crime and corruption.

Shanghai began as a fishing village almost a thousand years ago but, owing to its location on the west bank of the Huangpu River near the East China Sea, it quickly grew in prominence as a central port of trade. After a bloody attack by local pirates in 1554, the Emperor had a wall built around the city and ordered it closed to foreigners. Despite this edict, it became a chief port of call for smuggling cotton and silk to Europe.

The Opium Wars began in 1839 as the British moved in with superior firepower that the Chinese couldn't match. This led to the Treaty of Nanjing, which forced Shanghai open to foreign trade and residence. Over the next few years, American and French settlements sprang up alongside those of the British. By 1920, the city of Shanghai had accumulated great industrial and financial power. While the merchant class was setting up their own stock exchange and increasing trade near the port, the rest of China was still under the thrall of local Warlords. However, the Chinese workers and merchants were tiring of the rule of the Shanghailanders (the original British, French, and American settlers), and the Communist Party and criminal organizations have been gaining momentum in their opposition to Western business interests.

With major trade going in and out of Shanghai on a daily basis, it is not surprising that the city also became the center of the national and international Opium market. Shanghailanders began making deals with the Qing Bang, or Green Gang, to control the Opium

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trade. With so much authority in the International section of the city, the Green Gang quickly developed widespread influence in all illegal dealings by the end of the 1920s. The Green Gang had also used its influence to help form the Communist Party of China, and from here became a group just as divided as the city. While some of the former gangsters took offices within the Party, the other half of the Green Gang backed Chiang Kai-Shek and the Shanghailanders to try to overthrow the Communist foothold. The two factions fought for supremacy, sometimes in bloody street battles and sometimes in publicized political wars. The police have long been in the pocket of the gangsters, resulting in many incidents and activities going “unnoticed,” and justice being reserved for the wealthy. Living under threat of Japanese invasion along with pressures from the Communist Party, the Green Gang, and Chiang Kai-Shek’s Nationalist Party, many Shanghai residents recognize that they are sitting on a powder keg just waiting for a spark.

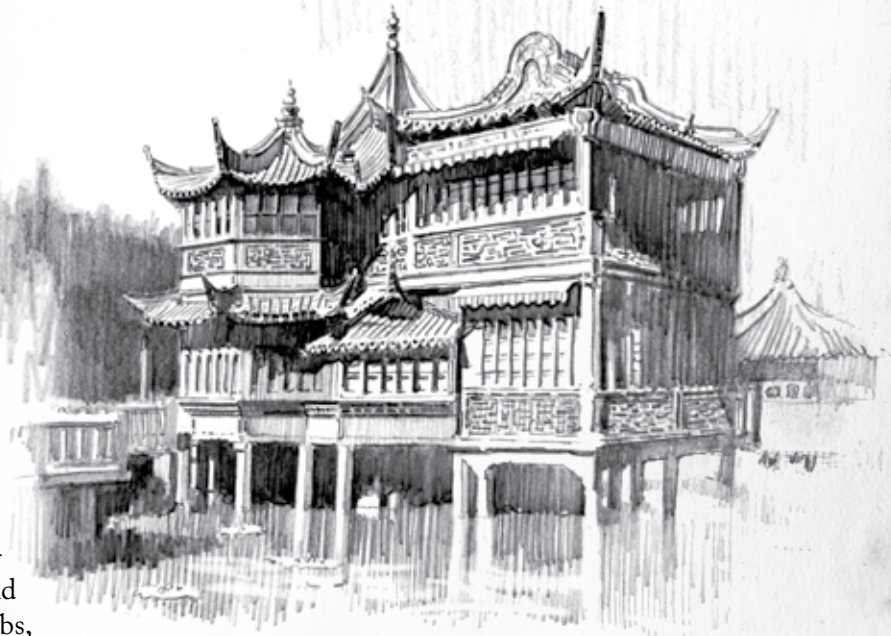
The City on the Sea

Shanghai is one of the largest cities in China at a population of four million (sixty thousand of whom are foreigners), but it is a city divided. On one side is the crowded east quarter, home to tightly-packed tenements, factories, herbalists, opium dens, and brothels. To the west is the international quarter, which contains extraterritorial Gothic and Baroque residences, gentlemen’s clubs, and the houses of business and government of Britain, France, and the United States.

Shanghai also hosts foreign tourists who enjoy the city for its classical Chinese attractions conveniently located near luxurious Western-style hotels. Many enjoy strolling down Nanjing Road to the heart of the Shanghai market place. The west side of the road features conventional European shops, cafes and clubs, while the east side contains exotic shops dealing with the rare and unusual—everything from Chinese black magic shops to purveyors of the obscure and ancient. Those who are foolish with their money may spend a fortune on a jade foo dog statue, only to find out when

they return home that it is made of chalk and plaster, and the next day that the shop is no longer there.

In the center of the city is the famous People’s Square where people from all walks of life can be found on a warm summer day, watching the horse races and rubbing elbows with the Shanghailanders. Many business deals, only some of which are legitimate, are made across the Bridge of Nine Turnings at the Huxingting Teahouse. This teahouse, built almost 200 years ago, floats in the center of a pond in the Old Town core and once served Queen Victoria herself. Only a short distance away is the area known as “Old Town” in the southeastern part of the Chinese quarter. Once the walled fishing village of old Shanghai, this area is home to the members of the Green Gang, as well as the masses of common people. Opium dens are as common as fish markets, poverty is widespread, and the



people are loyal to the criminal organizations, either for love of their money or fear of their power.

Transportation around Shanghai is easily acquired aboard a taxi, bus, or rickshaw. If traveling between districts or from the East to the West bank, the railway is a more comfortable ride for longer trips or destinations. However, foreigners are advised to always travel with a trusted guide or translator, or a simple ride to a local hotel may end in a den of mobsters seeking the ransom for a wealthy foreign hostage.

The French Club

Opening in 1926, the French Club (or Cercle Sportif Français) was one of the first foreign sector clubs to accept Chinese and women members (women members of any clubs were unheard of in Shanghai). The club caters to the elite and is well placed in the old French concession of Shanghai. It sports the beautiful Art Deco aesthetic that many other building of this section of the city share; carved nudes in the marble columns, and spectacular insets and sharp angles contribute to the majestic look and feel. Visiting entertainers perform in the ballroom, which is surrounded on all sides by raised stained glass windows, and features polished Maplewood archways, as well as a sunken spring dance floor. Beneath its elegant exterior, the French Club also serves as the hub of high-end smuggling and criminal exploits for ranking politicians, wealthy foreigners, and underworld bosses.

The Inscrutable Dr. Xiang

Behind the closed doors of Shanghai, few men are more whispered about than Dr. Kong Zhimeng Xiang. A regular at the French Club and deeply tied to the Green Gang, he is not an actual doctor—not by the European definition, anyway—but he has acquired vast wealth from unknown sources. The rumors in the eastern quarter are that Dr. Xiang was an alchemist and sorcerer who served under the Celestial Emperor Taizong of the Liao Dynasty. The story goes that Xiang went power mad and wished to obtain godhood, claiming that he was descended from the Great Jade Dragons and that his rule was mandated from the heavens. But the Emperor's daughter tricked him into putting his soul into a green crystal vial, leaving Xiang bereft of power. Xiang himself has done little to discourage this story. Of late, he has been funding expeditions to search for the mythical Shangri-La, and is offering vast rewards for anyone who can travel there to retrieve “the most insignificant of things: a small green vial.” Whatever the vial actually contains, explorers worldwide have been moved to action by Xiang—some to assist him, some to thwart him.

Uncle Yu's Curio Shop

The dimly lit curio shop of Meng Li Yu squats in Dongtai alley off Old Street. Inside, the shelves are packed with jars of herbs, statues of various sizes, caged birds and snakes, tomes both ancient and new, and oth-

er trinkets from all over the Orient. Such is the clutter that it looks as if a hundred monkeys have run rampant through the room. (There is, in fact, only one monkey in the shop: Wei Chen, Yu's faithful pet.) Uncle Yu is a slender Chinese man who appears to be in his early sixties. He wears tiny spectacles on the tip of a hawk-like nose; sports long, white hair; and habitually wears a Victorian style suit. He is startlingly inept at providing details about the items in his shop, but if asked whether he has anything “special,” he will take inquiring customers to his back room where he sells a vast assortment of occult material and information. He frequently features items and artifacts such as Blackbreath leaves, triceratops horns, and powdered Glowroot. These items cannot be found anywhere else on the surface of the Earth, and Uncle Yu won't say where he gets them, not even on pain of death.

TIBET

During the 7th century, a Chinese traveler to Tibet wrote of encountering hardships such as hunger, cold, banditry, and difficult terrain. Hundreds of years later, the perils of Tibet seem little changed, yet no other nation has inspired the same balance of avid fascination, starry-eyed romanticization, and unbridled greed from people around the world.

Rising an average of sixteen thousand feet above sea level and bound on all sides by high mountain ranges (including Everest, the highest in the world), Tibet is one of the most isolated places on the face of the earth. Although it contains several highly arable river valleys, most of the plateau consists of barren, trackless scrubland where annual average temperatures creep just above freezing. A lost traveler might wander for days without seeing any evidence of human life. What is more, many of the immediate geographical features are impermanent. Small mountains of sandy deposits sometimes wash away and re-form elsewhere during a single rainstorm. The rocky slopes have reportedly split open to reveal deep chasms or caves, only to close just as quickly and unexpectedly.

Tibetans have no historical records prior to the introduction of Buddhism in the seventh century. This new religion, already well established in China and Japan, brought with it many advances, but its adherents had to strive to replace the indigenous Bon tradition, an animistic and shamanistic religion reputed to deal extensively with black arts and the summoning of demons. Some believe that Buddhism purged the

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darkness from Bon, while others say that Bon simply went underground, and that many of the old ways are still utilized and preserved—knowingly or unknowingly—by the current Tibetan holy men.

During the early twentieth century, several Asian and European nations have attempted to gain control over this small but influential region. Although the Tibetans have never boasted a powerful or well-organized army, they have experienced recent success in maintaining their independence, as the British and Russians pledged “non-interference” in 1907, and the Tibetans expelled the last of the Chinese administrators in 1913. Still, an armed conflict with China in 1918 is fresh in the memory of the people, and the government is wary of foreign intrusions.

Access to Tibet is challenging at best. Roads lead in from Nepal, Bhutan, India, and China, but the border guards are not in the habit of allowing anyone into the country, regardless of need or nationality. Circumventing the guards may be even more difficult, since most other options involve scaling sheer mountains and surviving a barren environment home to more than a few bandit clans. There is no regular air travel of any kind to or from Tibet, and aviators must contend with the thin atmosphere, rocky terrain, and lack of fueling stations. However, once inside, an expedition is likely to find the Tibetan people very hospitable, with even the humblest goatherd ready to provide a cup of butter tea and shelter for the night.

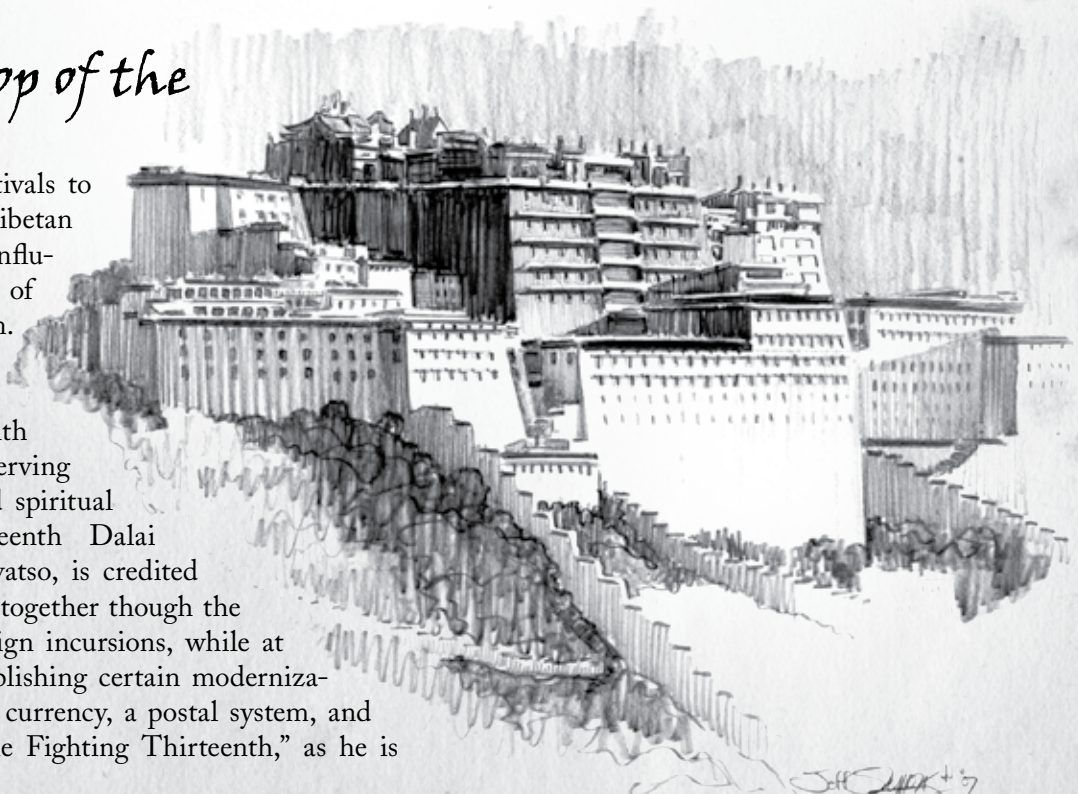
The Rooftop of the World

From spring festivals to morning meals, Tibetan Buddhism deeply influences every aspect of life in this nation. For centuries, Tibet has also functioned as a theocracy, with the Dalai Lama serving as both secular and spiritual leader. The thirteenth Dalai Lama, Thupten Gyatso, is credited with holding Tibet together through the difficult era of foreign incursions, while at the same time establishing certain modernizations such as paper currency, a postal system, and a power plant. “The Fighting Thirteenth,” as he is

sometimes lionized, was a widely beloved leader and seen as one of the greatest of all Dalai Lamas. Since his death in 1933, the ruling monks have been searching for his reincarnation to serve as his own successor, leaving the nation in a difficult time of transition. Although the search is kept secret, many believe it is approaching completion.

The capital of Tibet is Lhasa, which is also the largest city with the most active trading hub. This city radiates out from the colossal Potala, the one-thousand room stone palace of the Dalai Lama. This structure is centuries old and houses numerous monks and countless scriptures, some of which are rumored to date back hundreds, if not thousands, of years.

Most people in Tibet live in rural areas, and many of these are nomadic or semi-nomadic. There has never been an official or an accurate census taken, but some believe that the population may be declining due to the lack of access to medical care, combined with the overwhelming number of young men who enter monasteries each year. Tibetans are a gentle people who are even known to sift dirt carefully before taking a single shovelful, lest they hurt a worm. Most are not strict vegetarians, but they generally prefer to get their sustenance from milk, butter, and cheese. The Tibetan people are also noteworthy for their love of laughter, which they do loudly, freely, and frequently. Most monks and many lay-folk even practice laughter as part of their morning ritual.



The combination of deep religion and isolation leads many of the common folk to mysticism, which many observers write off as simple superstition. But others are not so quick to dismiss the folk beliefs in a land that boasts so many strange events, including sightings of strange creatures, the spontaneous colorization of a saint's bones, and other-worldly lights within the hills, to name a few. Tibet is home to many holy men who claim powers ranging from forecasting the future, to controlling the weather, to communicating with the dead. Indeed, much of their religion—both Bon as well as Buddhism—revolves around death. It is their belief that a person of sufficient enlightenment is able to navigate through the afterlife in order to select his own reincarnation. Some special spiritualists even claim to be able to follow a soul across the borders of death and guide the soul into its next body.

Shangri-La

Widely popularized in the Western world of the early thirties, many believe that the mythical, mystical city of Shangri-La (referred to by Tibetans as Shambhala) is located somewhere in the uncharted mountains of this region. Tibetan campfire tales speak of a utopian city hidden within the peaks, where the highly enlightened and benevolent citizens enjoy the abundance of perpetual summer. Others, most notably the Thule society, believe that Shangri-La and its residents are hostile, or at least inimitable to their goals. There have been only a few expeditions to locate this city, but no one credible has managed to find it—or, at least, no one has managed to return from it. One point on which all the stories agree is that Shangri-La houses and protects vast treasures and powerful secrets, and this rumor alone is enough to draw the attention of adventurers and dreamers from around the world.

The Yeti

Tales from around the world and dating back to the time of legend report large primates living in remote regions of wilderness, but nowhere are the sightings more frequent than in the Himalayas around Tibet. These creatures are usually described as tall, shaggy, white or brown primates with long arms and strangely human faces. Tibetan shepherders sometimes tell of coming upon clusters of these creatures gathered into a wide circle, chanting or engaged in some sort of ceremony. From these stories, many researchers believe that the Yeti has some kind of culture or society, but their

aims and lifestyle remain anyone's guess. The discovery of this creature would forever cement the fame of a biologist, journalist, or hunter, and those seeking such a discovery would have little difficulty assembling an expedition brave enough to challenge the high peaks of Everest.

The Hidden Monastery of Trungpa Simam

Tibet is dotted with hidden monasteries, most of which were built by monks wishing to practice asceticism in isolation. A few are older dwellings carved deep into the mountains by unknown hands long before the arrival of Buddhism. One such monastery is the Trungpa Simam, named for its first Buddhist abbot and said to house artifacts of Milarepa—the greatest Tibetan monk-sage.

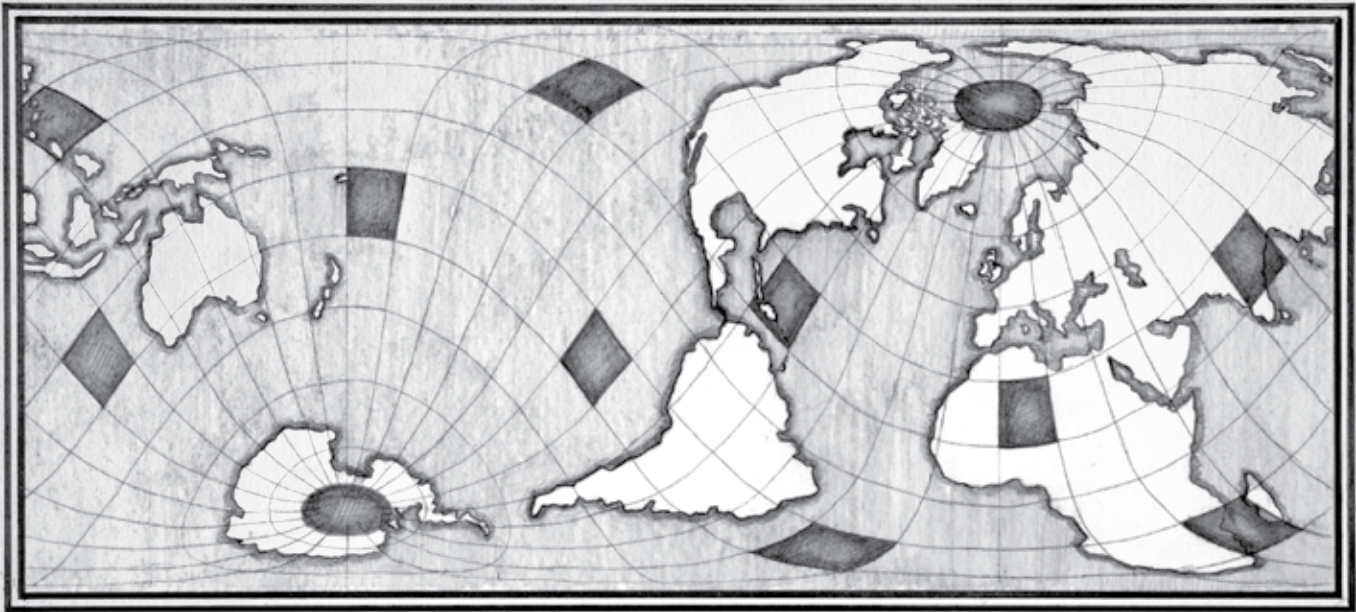
Legend has it that Milarepa was a powerful black magician who once slew an entire family with a single thought. Overcome with guilt, Milarepa set aside magic and engaged in ascetic Buddhism, but he possessed certain magical devices too powerful to destroy. He entrusted them to the monks of Trungpa Simam, who swore to keep them forever out of the hands of mortal man.

Following the death of the thirteenth Dalai Lama, several members of the Thule society managed to set up residence in Lhasa for the express purpose of locating and raiding this monastery. Among other things, they believe they will find a mystical lodestone to show them the way to Shangri-La.

THE VILE VORTICES

Around the globe, certain areas are known for unusual phenomena such as frequent disappearances of aircraft and ocean vessels, inexplicable visions, unusual wildlife, and spontaneous healings or illnesses. It is too much to dismiss as coincidence that many of these locations were home to some of the greatest civilizations of the ancient past. Taken separately, these areas give rise to endless local legends and ghost tales. Mapped together, they form a startlingly regular pattern known as the Vile Vortices.

The Scottish naturalist Ivan T. Sanderson was the first to observe that there are twelve Vile Vortices: five spread evenly along the Tropic of Cancer, five along the Tropic of Capricorn, and one at each of the poles.



Taken as points on a polygon, they form a perfect icosahedron: a stable twenty-sided structure that is found in naturally formed objects ranging from viruses to crystals. Fortunately for the general population, but unfortunately for would-be researchers, many of these vortices are in the distant sea, far away from any landmass or shipping lane. However, those vortices such as the Bermuda Triangle, Japan's "Devil's Sea," and the South Atlantic Anomaly have accumulated widespread infamy, and all share at least one trait: the tendency for instruments such as compasses, radios, and electric engines to malfunction when passing through. This is not a consistent event—one pilot might fly through a hundred times and detect nothing out of the ordinary, while another might never return after his first flight.

The geographical pattern of the vortices, the intermittent electro-magnetic interruptions, and numerous other mysteries have sparked endless questions, but few answers. One theory put forth by geologists is that the Earth is a giant crystal vibrating at 7 Hz, but that the Vortices are harmonic focal points with distinct, disruptive frequencies. Other scholars, most notably those belonging to the Hermetic Order of the Rose Cross, have calculated that the Vile Vortices are anchors to the ley lines of the earth's invisible energy grid, and that megaliths such as those built in Mohenjo-Daro, Easter Island, Egypt, and Peru were used by ancient civilizations to harness the mystical power at these points. Whether or not that is true, Edgar Cayce of the Foundation for Research and Enlightenment has channeled information that these points were once the centers of Atlantean civilization, and that sporadic emissions from the remnants of Atlantean power-matrices below the surface are the cause of the modern-day anomalies.

The Terra Arcanum knows (and a few others suspect) that each of these Vortices serve as a portal into the Hollow Earth. Some gates, such as the polar openings, are a physical passage through which anyone may pass—providing they can locate it and survive the journey to get there. Other gates, such as that of the Bermuda Triangle, operate mystically, possibly folding space or opening a gateway between the surface world and the Hollow Earth. The precise locations and specific triggers of most of these gates are unknown to any living person, including the Secret Masters of the Terra Arcanum. There are a few rare artifacts that have the ability to draw the bearer through a portal to the Hollow Earth, and even fewer rare artifacts that will open the gate to let people back out.

The Bermuda Triangle

Since the days of Christopher Columbus, sailors have recognized the Bermuda Triangle as a region of mystery and peril. Located between the southern tip of Florida, the island of Bermuda, and the island of Puerto Rico, locals and travelers speak of encounters with a dizzying array of bizarre phenomena. Countless boats have disappeared within the triangle, ranging from rudimentary fishing rafts to the USS Cyclops, which vanished without a trace in 1918. Compass needles sometimes stray from north, timepieces speed up or slow down, and inexplicable storms blacken the skies and tear up the seas before disappearing into nothingness. Some claim to have sighted mysterious ships fading in and out of view like fog, while others have discovered intact vessels drifting on the ocean, with

no sign of the crew and no evident reason why they would have abandoned ship. Several pilots report seeing what they describe as a “hole in the sky,” and other pilots simply disappear with no explanation.

Not everyone is frightened away by the disturbances, and at least a few are drawn to the area in the futile hope of profiting from the salvage of so many lost vessels. One salty old treasure hunter by the name of Blackjack Bill discovered a sunken carrack containing a strange crystal skull and a cryptic map with coordinates indicating an uncharted island deep within the Bermuda Triangle. Not long after boasting of his discovery in the bars of his home port of Hog Bay, Bermuda, Bill was murdered in his bed, and his shanty was ransacked. The constable dismissed it as an act of burglary committed by a gang of passing sailors, but the scuttlebutt around the docks is that the murderers were searching for the idol and the map. Bill’s former crew are all convinced that the killers didn’t get what they wanted, because Bill had a penchant for hiding or burying his treasures in ingenious places. If someone could discover the hiding place, they might be able to follow the mysterious map, but the killers would certainly be on the lookout, too.

The Devil’s Sea

The Devil’s Sea, or Dragon’s Triangle, is an area outside of Miyake Island and about fifty miles south of the coast of the mainland of Japan. Its names never appear on official nautical maps; rather, it is somewhat of a dark legend among the fishermen who ply their trade in the vicinity. Although no one has kept statistics, many believe that more boats have disappeared in the Devil’s Sea than the Bermuda Triangle.

The original myth of the Dragon’s Triangle is that of Urashima Taro, a fisherman who was said to have rescued a turtle while out in his boat. The turtle, in gratitude, took him to the Dragon Palace, deep underwater. He stayed there happily for many days, but soon longed for his homeland. When he left, he took with him a jewel-encrusted box with specific orders not to open it. Upon returning to his home, Urashima found his village filled with strangers. Nobody had heard of him or his family. In his sorrow, he forgot his orders to leave the box closed, and opened it only to find his true age. Over three centuries had passed while he was gone; Urashima transformed into an old man and died. Most dismiss this as a simple folk tale, but those who are familiar with the Hollow Earth’s time-altering effects are not so quick to dismiss the significance.

Lake Baikal

This ancient lake is the deepest in the world, holding a fifth of the Earth’s reserves of fresh surface-water. Located in the south of Eastern Siberia, Russia, south of the city of Irkutsk, it remains a place of natural awe and beauty even in the face of the massive amounts of Russian industrialisation during recent years.

Plunging to a depth of more than a mile at the middle point, the lake is home to more than fifteen hundred species of animals, over 80% of which are found nowhere else in the world. Additionally, geologists have discovered the presence of a number of caverns and pockets in the ground at the deepest levels, theoretically caused by seismic force acting on the sedimentary rock. It’s hardly surprising that explorers from all over the world are obsessed with this lake.

In 1935, a charismatic French scientist named Jacque LaReux tested a submarine that took him to the lowest reaches of the lake, where he claimed to see some kind of regular construction resembling a city along the cliff walls at the deepest levels. He also claims to have seen light emanating from within these structures, but was unable to explore it further due to a malfunction with his submarine’s diesel engine. Within a few months, he repaired his vessel and made his second dive, from which he never resurfaced. Most of the world assumed his disappearance was the result of perishing in his experimental submarine. Not so his young and loving wife Margot, heir to a vast family fortune, who has committed all her resources to discovering the fate of her husband, whom she believes is alive and trapped inside an air pocket within the deep caverns beneath the lake. She has completed construction of a second submarine and hopes to depart for Siberia within a month, provided that she can find a crew brave enough—or foolhardy enough—to accompany her.



T. F. ARKINGTON'S LIFESTYLE EMPORIUM



T. F. Arkington, Inc.
350 Fifth Avenue
New York, NY 10118
Summer 1936

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WEAPONS

T. F. ARKINGTON is delighted to offer its customers a wide range of weapons from around the world, including many exotic implements from Nepal and Japan. Ideal for display or conversation pieces, please note that these are real, authentic weapons—not replicas or blunted pieces sold to tourists. Therefore, caution must be exercised by the buyer.

To assist our discerning customers, **T.F. ARKINGTON** is pleased to provide reference information on each weapon for easy comparison shopping.

DAMAGE (DMG): The attack bonus granted when using the weapon. It also indicates the type of damage

it inflicts: lethal (L) or nonlethal (N).

STRENGTH (STR): The minimum Strength rating needed to wield the weapon effectively. A character with a lower Strength rating suffers a -2 penalty to his attack roll for each point of Strength he is under the minimum. Using a two-handed weapon with one hand increases the minimum Strength required to wield the weapon by one point.

CAPACITY (CAP): The amount of ammunition the weapon can carry, indicating how many times it can be fired before it has to be reloaded. It also indicates how each weapon is loaded: belt (b), clip (c), internal (i), magazine (m), or revolver (r).

RANGE (RNG): The distance in feet that the weapon is effective before range penalties are incurred; each increment after the first imposes a -2 penalty to the attack roll (e.g., if a weapon's range is 20 feet, a -2 penalty will be incurred for targets up to 40 feet away, a -4 penalty will be incurred for targets up to 60 feet away, and so on).

RATE: The weapon's rate of fire, indicating how many times it may be fired each combat turn. Weapons with a rate of fire of 1 may only be shot once per combat turn, while weapons with a rate of fire less than 1 have to be reloaded after each shot (e.g., ½ means that the weapon may be fired once every two combat turns). Semiautomatic (M) and Automatic (A) firearms may be used to make multiple attacks the same combat round (see "Autofire" in *Hollow Earth Expedition*, p. 118).

SPEED (SPD): The weapon's general speed, indicating how quickly it may be used in combat: Fast (F), Average (A), or Slow (S). Weapon speed is for use with the optional Continuous Combat rules.

COST: The cost of the weapon or item in U.S. dollars

NOTE: *Prices may vary considerably based on quality,*

MELEE WEAPONS

ARMING SWORD: These straight-bladed, cruciform-style, one-handed swords are heavily associated with the knights of the Middle Ages and rarely found outside of museums and private collections. Selection is limited, so order now! **\$10.00**

AXE: We offer single- and double-bit axes of new construction. Each is hand honed, perfectly balanced, and made of tempered one-piece steel with a select ain white hickory handle. Ideal for woodcutting, logging, and fire service. **\$2.50**

BATON: We have a small stock of N.Y. Police clubs used to incapacitate without causing permanent harm. Sold only to reliable persons. **\$1.00**

BAYONET (FIXED): We stock several patterns of bayonet, with the Springfield model being the most popular. Each comes with a leather sheath. **\$2.50**

BOWIE KNIFE: This broad, heavy, single-edged 7-inch blade with a leather-wrapped wooden handle is ideal for hunting, camping, and general utility. Comes with a leather belt sheath. **\$5.00**

BRASS KNUCKLES: Cast in brass, our brass knuckles reinforce each finger with a studded ring. **\$1.00**

CUTLASS: A single-edged, lightly curved sword. We offer a variety of naval cutlasses, including the current U.S. Navy issue, the Model 1917. **\$5.00**

DAO: Imported from China! These one-handed swords have curved, single-edged, scimitar-like blades; brass cup-shaped guards; and brass pommels decorated with a sash tassel. We have several double Dao as well, each pair of swords fitting within a single scabbard to give the appearance of just one sword. **\$10.00**

FAKIR'S HORNS: Used as a parrying device by the mendicant holy fakirs of India, this weapon is guaranteed to provoke discussion! It is constructed from a pair of black antelope horns fastened together with their points going in opposite directions, the tips capped with steel spikes. **\$10.00**



FENCING FOIL: We offer brand-new fencing foils for the dedicated sportsman, each 35 inches long with a nicked brass bell guard and pommel, and wire-wrapped leather handle. **\$7.50**

GREATSWORD: Among the most difficult of historic weapons to procure, the two-handed greatsword (made famous by the Landsknechts of Germany) is a fearsome weapon. We have a small number of 16th century greatswords in excellent condition. **\$25.00**

HALBERD: Long used as ceremonial guard weapons, the combination spear-pole axe halberd makes a fine and stately display weapon. Most of the halberds we offer are sixteenth, seventeenth, and eighteenth century originals. **\$7.50**

Chapter Five

Melee Weapon	Dmg	Str	Spd	Cost	Wt	Notes
Arming Sword	3 L	2	A	\$10.00	3 lb.	
Axe	3 L	2	S	\$2.50	5 lb.	Two-handed
Baton	2 N	1	A	\$1.00	1 lb.	
Bayonet (Fixed)	2 L	2	A	\$2.50	1 lb.	Two-handed
Bowie Knife	1 L	1	A	\$5.00	1 lb.	Range: 10 ft.
Brass Knuckles	1 N	1	F	\$1.00	0.5 lb.	Use Brawl rating for attack
Cutlass	2 L	2	A	\$5.00	2.5 lb.	
Dao, Double	2 L	2	A	\$10.00	6 lb.	
Fakir's Horns	2 L	1	A	\$10.00	1.5 lb.	+1 Parry bonus
Fencing Foil	1 L	1	F	\$7.50	1 lb.	No damage with tip cap
Greatsword	5 L	2	A	\$25.00	8 lb.	Two-handed
Halberd	4 L	2	S	\$7.50	8 lb.	Two-handed
Hatchet	2 L	2	S	\$2.50	1.5 lb.	Range: 10 ft.
Hu Cha	4 L	2	A	\$10.00	9 lb.	Two-handed
Hunting Sword	2 L	2	A	\$5.00	1.5 lb.	
Ji	4 L	2	S	\$10.00	7 lb.	Two-handed
Katana	3 L	2	A	\$10.00	3 lb.	
Katar	1 L	1	F	\$7.50	1 lb.	Use Brawl rating for attack
Kris	2 L	1	F	\$15.00	1 lb.	
Kukri	2 L	1	A	\$10.00	1 lb.	
Kwan Dao	4 L	2	S	\$25.00	9 lb.	Two-handed
Lance	3 L	2	S	\$2.50	10 lb.	
Machete	2 L	2	S	\$2.50	1 lb.	
Naginata	4 L	2	A	\$10.00	8 lb.	Two-handed
Native Spear	3 L	2	A	\$5.00	2 lb.	Two-handed, Range: 10 ft.
Native Staff	3 N	2	A	\$1.00	1.5 lb.	Two-handed
Native War Club	3 N	2	A	\$2.50	3 lb.	
Penknife	0 L	1	F	\$2.50	—	
Rapier	2 L	1	F	\$15.00	2.5 lb.	
Saber	3 L	2	A	\$10.00	3 lb.	
Sap	1 N	1	F	\$1.00	0.5 lb.	
Switchblade	0 L	1	F	\$2.50	0.5 lb.	
Swordcane	2 L	1	F	\$15.00	0.5 lb.	
Trench Knife	1 L	1	F	\$7.50	1 lb.	See Brass Knuckles
Wakizashi	2 L	2	A	\$5.00	1.5 lb.	
Yatagan	3 L	2	A	\$10.00	3 lb.	
Yue Ya Chan	4 L	2	S	\$7.50	10 lb.	Two-Handed

HATCHET: Our new scout axe hatchet has a steel one-piece shaft and head, guaranteed to be replaced if it ever breaks. It weighs 1½ lb., has a velvet finish leather grip, comes with a leather sheath, and is no more expensive than wood-handled hatchets. **\$2.50**

HU CHA: Originally used to hunt tigers in China, this heavy, broad-headed fighting trident is called a "Tiger Fork." **\$10.00**

HUNTING SWORD: Hunting swords, also known as hangers, were extremely popular short swords in the 18th century. **\$5.00**

Ji: The Chinese halberd—a normal spear fitted with a crescent-shaped axehead at the base of the spearhead. Some of the Ji we offer have a crescent-shaped blade on each side of the shaft. **\$10.00**

KATANA: This curved, single-edged sword associated with the Samurai of feudal Japan is well made, with a hilt covered in sharkskin. It is still carried by officers of the Japanese military in much the same way our officers occasionally wear dress swords. **\$10.00**



KATAR: A truly exotic weapon imported from India, the katar is a large punching dagger. Two crossbars serve as its grip, and the broad, double-edged blade is typically decorated with engravings. Note: Use Brawl rating for attack **\$7.50**

KRIS: This weapon enjoys widespread use in Indonesia and is attributed with many mythical powers. It has a narrow, tapering, undulating stabbing blade and a carved wooden pistol-grip handle. Due to its popularity and manufacture across Java and the surrounding area, it varies greatly in quality. **\$15.00**

KUKRI: A heavy, forward-curving chopping blade around 16-18 inches in total length, the kukri is the fearsome weapon and tool of the Ghurkas of Nepal—many of whom proudly serve with distinction in the British Army. The leather-covered wooden scabbard contains two smaller blades: the karda—a small utility blade, and the chakmak—used to polish the kukri's blade and start fires with a flint **\$10.00**

KWAN DAO: Another Chinese import, the Kwan Dao is a pole arm with a broad, single-edged, heavily-curved chopping head and a decorative back edge sporting a short horsehair tassel. **\$25.00**

LANCE: We have several hardwood cavalry lances that are 8-9 feet in length, with 8-12 inch metal spear heads. Our most impressive and high-end weapon in this category is a British lance used by the Light Brigade during their famous charge in the Crimean War. **\$2.50**

MACHETE: We carry everything from iron to steel blades, from wood to bakelite handles, either second-hand or new. Ideal for cutting wood and clearing foliage. **\$2.50**

NAGINATA: This imported Japanese polearm has a stout wooden shaft topped with a slightly curved, single-edged cutting blade similar to a wakizashi short sword. **\$10.00**

NATIVE SPEAR: We offer a variety of native spears from many native tribes around the world, including the Congo, Masai, and Zulu. **\$5.00**

NATIVE STAFF: We have acquired a collection of African ceremonial staffs, all of heavily-carved hardwood. **\$1.00**

NATIVE WAR CLUB: We stock a large number of wooden war clubs from around the globe, our most popular sellers being from Fiji and Samoa. Each is decorated and carved, and some are set with shark's teeth or whalebone. **\$2.50**

PENKNIFE: A fine two-blade stainless steel penknife with a 3-inch stag handle. **\$2.50**

RAPIER: The rapier remains the quintessential weapon of grace and style, so ably demonstrated on screen by Errol Flynn in last year's highly successful *Captain Blood*. The most exciting rapier in our collection is an immaculate German rapier circa 1610; it features a wire-bound grip, large basket hilt, and pear-shaped pommel. **\$15.00**



SABER: The standard dress sword of many Western cavalry units, the saber is most commonly a curved, single-edged blade and hilt with a knuckle guard. We offer a selection of sabers—including several from the Civil War, the current Model 1913 saber, and the highly regarded British 1912 pattern. **\$10.00**

SAP: A small and sturdy leather pouch filled with lead shot, sand, or other heavy, dense material. Also known as a blackjack, its main use is to strike someone on the head while they are unaware, more than likely knocking them out in the process. **\$1.00**

SWITCHBLADE: Our new switchblades boast steel blades, brass lining, textured bakelite handles, and reliable action. **\$2.50**

SWORDCANE: A subtle weapon of defense for the gentleman, this fine hickory walking cane is topped with a polished ivory and brass handle, and conceals a slender steel fencing blade. It is extremely difficult to determine from a cursory glance that a cane contains a sword. **\$15.00**

US ARMY M1918 TRENCH KNIFE: Born from experiences in the trenches of the Great War, the M1918 features a double-edged 7-inch knife blade with a sharp thrusting tip, and comes with a steel scabbard with a belt clip. It also has a cast brass hilt with four studded knuckle rings, allowing it to double as a set of brass knuckles. **\$7.50**

WARNING: *Special restrictions regarding dangerous weapons apply to sale of these trench knives. We must have permission from your Chief of Police with your order.*

WAKIZASHI: The Japanese wakizashi is identical in style to the katanas we sell, but significantly shorter. Ancient samurai wore one along with a katana as a symbol of rank. **\$5.00**

IMPROVISED WEAPONS

T. F. ARKINGTON PRESENTS

For your Education and Entertainment:

IMPROVISED WEAPONS REFERENCE CHART

Improvised Weapons	Dmg	Str	Spd	Wt	Cost	Notes
Bottle	1 N	1	A	1 lb.	—	Breaks after one attack
Bottle, Broken	0 L	1	A	1 lb.	—	
Chain	1 N	2	S	5 lb.	\$1.00	See Bullwhip
Cleaver	2 L	2	S	2 lb.	\$2.50	
Club	2 N	2	A	2 lb.	—	
Crowbar	2 N	2	A	4 lb.	\$1.00	
Hammer	2 N	2	S	1 lb.	\$0.50	
Pickaxe	3 L	2	S	8 lb.	\$2.50	Two-handed
Pistol Butt	1 N	1	F	—	—	
Pitch Fork	2 L	2	A	4 lb.	\$1.00	Two-handed
Rifle Butt	2 N	2	A	—	—	Two-handed
Shovel	2 N	2	A	5 lb.	\$1.00	Two-handed
Sledgehammer	4 N	2	S	10 lb.	\$1.00	Two-handed
Straight Razor	0 L	1	F	0.5 lb.	\$2.50	
Torch, Burning	1 L*	2	A	1 lb.	\$0.25	Fire damage

* **Fire damage:** A torch may be used to club or to burn an opponent. To burn an opponent, make a Melee touch attack (see "Touch Attacks" in *Hollow Earth Expedition*, p. 126). If your character's attack succeeds, she inflicts one point of lethal damage. If her opponent is wearing something combustible—such as loose clothing—or has been doused with a flammable liquid, he is set on fire and will continue to take fire damage each turn until he puts himself out.

YATAGAN: The yatagan is our most popular type of scimitar—a curved Turkish sword of iron and steel with a carved pommel of bone, ivory, or silver. **\$7.50**

YUE YA CHAN: The most unusual of our Chinese acquisitions, this polearm is a wooden pole topped on one end with a sharpened shovel-like head, and on the other by a crescent, moon-shaped blade. A truly interesting weapon! **\$7.50**

down prey such as kangaroos. It can also be wielded as a club in melee, but it does not return to its thrower in the manner of imported toy versions. **\$5.00**

BULLWHIP: Made of the finest woven hide with braiding extending decoratively over the handle, our heavy-duty bullwhip is 10 feet in length and guaranteed to last a lifetime. **\$2.50**



HEAVY CROSSBOW: It is rare to find these outside the walls of stately homes and castles, but they're still occasionally used by hunters. Crossbows fire projectiles called bolts, which are shorter than regular arrows. They take one turn to reload after firing. **\$25.00**

RANGED WEAPONS

BLOWGUN: Authentic blowguns from the Amazon and Africa, each decorated in tribal style with a few hair- or leaf-fletched wood or bone darts. Sure to look attractive on the mantelpiece! **\$2.50**

Poison: Darts may be poisonous. Make an Archery attack roll. If your character's attack succeeds, he inflicts normal damage and his opponent must resist the effects of the poison (See "Poisons" in *Hollow Earth Expedition*, p. 136).

BOLAS: Imported from South America where they are favored by gauchos, our three-ball bolas have braided leather cords and painted hardwood balls. **\$1.00**

BOOMERANG: A large, curved, wooden throwing club from the Aborigines of Australia, designed to bring

HUNGA MUNGA: One of our most unusual imports, the hunga munga is used by many tribes dwelling south of Lake Chad in central Africa. This vicious looking iron weapon has a variety of blades springing from its handle. It is a formidable throwing weapon, and can also be held and wielded like an axe. **\$7.50**

Ranged Weapons	Dmg	Str	Rng	Rate	Spd	Wt	Cost	Notes
Blowgun	0 L	1	25 ft.	1/2*	A	\$2.50	1 lb.	Poison
Bolas	—	1	25 ft.	1	S	\$1.00	0.5 lb.	Entangle
Boomerang	2 N	1	25 ft.	1	A	\$5.00	0.5 lb.	
Bullwhip	1 N	1	10 ft.	1	A	\$2.50	2 lb.	Entangle
Heavy Crossbow	3 L	2	100 ft.	1/2*	A	\$25.00	10 lb.	
Hunga Munga	3 L	2	10 ft.	1	S	\$7.50	3 lb.	
Lariat	—	1	25 ft.	1	S	\$1.00	2 lb.	Entangle
Long Bow	3 L	3	100 ft.	1*	A	\$25.00	1.5 lb.	
Modern Bow	2 L	2	50 ft.	1*	A	\$10.00	1 lb.	
Native Bow	2 L	2	50 ft.	1*	A	\$10.00	1 lb.	
Native Javelin	2 L	2	25 ft.	1	A	\$5.00	1 lb.	
Net	—	2	10 ft.	1	S	\$1.00	6 lb.	Entangle
Shuriken	0 L	1	10 ft.	1	A	\$1.00	—	
Sling	1 N	1	25 ft.	1*	S	\$1.00	—	
Target Crossbow	3 L	2	100 ft.	1*	A	\$50.00	7 lb.	
Throwing Knife	1 L	1	10 ft.	1	A	\$5.00	—	
U.S. Harpoon Gun	5 L	3	50 ft.	1/2*	A	\$25.00	20 lb.	

* Characters with the Instant Reload Talent double this weapon's rate of fire

Entangle: To entangle, make a touch attack (see "Touch Attacks" in *Hollow Earth Expedition*, p. 126). If successful, no damage is done. Instead, compare amount of damage you would have done versus your opponent's Strength rating. If you rolled more damage than his Strength rating, your opponent is entangled and must spend a turn to free himself; if you rolled more damage than twice his Strength rating, your opponent is trapped and cannot escape until freed by someone else.

LARIAT: Tough horsehair rope, 36-foot long, with brass hondo. **\$1.00**

LONGBOW: Bigger, thicker, and requiring more strength than a regular bow, longbows have superior range and penetration. **\$25.00**

MODERN BOW: A new archery bow, 5½ feet in length, made of fiber-backed lemonwood with a linen string, leather handle, wooden carrying case, and a dozen cedar arrows. **\$10.00**

NATIVE BOW: Authentic native bows from various tribes, each strung and ready to fire. **\$10.00**

NATIVE JAVELIN: Authentic, 4-foot-long javelins from the Sudan, where they are used by the women. **\$5.00**

NET: Primarily used for fishing or trapping game, nets are found in the hands of those wanting to capture their prey alive. A net that can be carried and thrown by a single person is 10 x 10 feet, and includes a trailing rope used to pull the captured victim back. **\$1.00**

SHURIKEN: Small, star-shaped metal throwing blades best described as "throwing stars." These strange implements are used by an ancient order of Japanese assassins known as ninja. **\$1.00**

Arrow Types

Bows can shoot a variety of different arrow types, each with different properties. Arrows are purchased by type and you may not combine the properties of more than one arrow type.

Standard: Typical arrows with a hard, pointed tip that do normal weapon damage.

Blunt: Arrows with a broad, blunt head that do nonlethal weapon damage.

Fire: Arrows designed to ignite a target. They suffer a -1 penalty to weapon damage, but can set a target on fire. Make an Archery touch attack (see "Touch Attacks" in *Hollow Earth Expedition*, p. 126). If your character's attack succeeds, she inflicts one point of lethal damage. If the opponent is wearing something combustible—such as loose clothing or has been doused with a flammable liquid—he is set on fire and will continue to take fire damage each turn until he puts himself out

Hunting: Arrows with a sharp or jagged head designed to do maximum damage. They add +1 bonus die to weapon damage. They cost double the normal arrow price.

Poison: Arrows dipped in a poison or toxin. They suffer a -1 penalty to weapon damage but may poison an opponent. Make an Archery attack roll as normal. If your character's attack succeeds, he inflicts damage and his opponent must resist the effects of the poison or toxin on the arrow (see "Poisons" in *Hollow Earth Expedition*, p. 136).

Antique Firearms	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Blunderbuss	4 L	2	25 ft.*	1 (i)	1/2**	A	\$25.00	6 lb.
Dueling Pistols, Flintlock	3 L	2	50 ft.	1 (i)	1/2**	A	\$50.00	1 lb.
Musket, Flintlock	3 L	2	100 ft.	1 (i)	1/2**	A	\$25.00	10 lb.
Musket, Double-Barreled	3 L	3	100 ft.	2 (i)	1	A	\$50.00	12 lb.
Musket, 4-Barreled	3 L	3	100 ft.	4 (i)	1	A	\$100.00	14 lb.
Musket, 7-Barreled	3 L	3	100 ft.	7 (i)	1	A	\$250.00	16 lb.
Pistol, Flintlock	3 L	2	25 ft.	1 (i)	1/2**	A	\$10.00	1.5 lb.
Pistol, 4-Barreled	3 L	2	25 ft.	4 (i)	1	A	\$50.00	2 lb.
Pistol, 7-Barreled	3 L	2	25 ft.	7 (i)	1	A	\$100.00	3 lb.
Pocket Pistol, Flintlock	2 L	1	25 ft.	1 (i)	1/2**	A	\$10.00	1 lb.

* **Cone of Shot:** Fires a cone of shot. Each 25-ft. range increment spreads the cone by 5-ft., allowing the targeting of multiple opponents with one shot (e.g., if your character fires a blunderbuss at a target 25-ft. away, you suffer a -2 attack roll penalty, but will target the opponent and anyone standing next to him).

** Characters with the Instant Reload Talent double this weapon's rate of fires

SLING: Slings use either small rocks or lead bullets, and are still utilized as an effective hunting tool. Because slings are crafted from simple, easy-to-find materials, they are relatively common and inexpensive. **\$1.00**

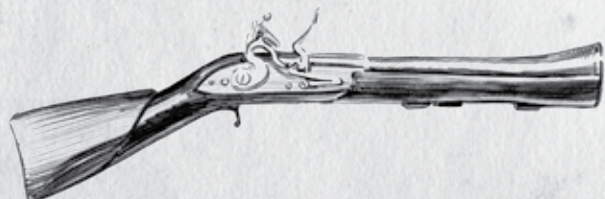
TARGET CROSSBOW: This modern, up-to-date crossbow is crafted from select walnut with a double steel bow spring, hair trigger, and adjustable sights. It is accurate to 40 yards, cocks using a fitted lever, and comes with three steel-pointed bolts. **\$50.00**

THROWING KNIFE: Made for us in England using our own design, this carefully balanced stainless steel knife is double-edged with added weight in the tip. **\$5.00**

U.S. NAVY HARPOON GUN: This tough 20-lb. harpoon gun is 36 inches in length with a 1-inch bore and a metal skeleton stock. **\$25.00**

ANTIQUE FIREARMS

At **T. F. ARKINGTON'S** we offer a wide range of antique firearms for the discerning collector or reenactor. Because each firearm is unique, particulars and price ranges vary significantly; all are offered in at least serviceable quality. Firearms in notably excellent condition, with decoration, or of historic connection are more costly.



FLINTLOCK BLUNDERBUSS: A short-barreled flintlock musket with a flared barrel end that allows for easy reloading. Popular belief has it that it can be loaded with all manner of shrapnel such as broken glass, metal nails, and the like; this is not recommended as it will ruin the interior of the barrel. **\$25.00**

FLINTLOCK DUELING PISTOLS, PAIR: A boxed pair of small caliber, highly-accurate flintlock pistols. **\$50.00**

FLINTLOCK MUSKET: A single-shot black powder longarm of generally large caliber but poor accuracy. Also available in double barreled, 4 barreled, and the 7 barrel carbine version. **\$25.00 - \$250.00**

FLINTLOCK PISTOL: The standard single-shot black powder handgun. Also available in 4 barreled and the 7 barrel revolving version. **\$10.00 - \$100.00**

FLINTLOCK POCKET PISTOL: A small caliber, concealable version of the normal flintlock pistol. **\$10.00**

FLINTLOCK ACCESSORIES

Flintlock Accessories	Cost	Wt.	Notes
Blackpowder, Canister	\$0.50	1 lb.	See Dynamite
Flints, 10	\$0.50	-	
Lead Shot, Bag of 50	\$2.50	1 lb.	
Plug Bayonet	\$5.00	1 lb.	See Bayonet
Powder Flask or Horn	\$5.00	1 lb.	See Grenades

BLACK POWDER: We offer 1-lb. canisters of ready-to-use black powder. **\$0.50**

CAUTION: Keep away from fire.

FLINTS: Ready-to-use flints. **\$0.50**

LEAD SHOT: A bag of ready-to-use lead shot balls. **\$2.50**

PLUG BAYONET: The plug bayonet is a stabbing dagger with a tapering handle designed to fit inside the barrel of a musket. Note: Do not fire your musket when the bayonet is fitted, and do not ram the bayonet home too heavily, making it difficult to remove or possibly damaging the barrel. \$5.00

POWDER FLASK OR HORN: Ranging from crude hollowed-out horns with caps to gilded brass flasks decorated in relief. \$5.00

HANDGUNS

HUNTING HANDGUNS

COLT SUPER .38 MODEL: Built on the Government Model frame, this handgun chambers a round known for its high velocity, flat trajectory, penetration and shocking power. Meets the demand of the big game hunter. \$50.00

POCKET HANDGUNS

AUGUST MENZ "LILIPUT" AUTOMATIC PISTOL: The World's Smallest Automatic Pistol! Elegant and pretty, this vest pocket pistol chambers 4.25 mm ammunition, and can be concealed within a closed hand. \$10.00

COLT DETECTIVE SPECIAL: A snub-nosed double action revolver of quality, this is the most compact and lightweight revolver to take the powerful .38 Special cartridge. \$25.00

COLT POCKET MODEL, CALIBER .25 HAMMERLESS: Practical, efficient, and compact, this model combines extra light weight and very small size. An arm that can be conveniently carried with no discomfort! Choice of blued or nickel finish. \$15.00

COLT POCKET MODEL, HAMMERLESS: Equipped with the famous Colt Safety Grip (which doesn't allow the arm to be fired except when the trigger is pulled while simultaneously squeezing the grip safety), this model also features the Colt Slide Lock Safety and Colt Magazine Disconnecter. It can be carried cocked and ready without danger of accidental discharge, and it is only possible to fire when the magazine is in place. A truly safe firearm available in .32 caliber. \$15.00

DEUTSCHE WERKE ORTGIES: A popular seller to customers throughout the Americas, the Ortgies is a fashionable and handsome pocket automatic of .32 caliber. Clean in lines, reliable, accurate, and well made. \$25.00

HARRINGTON & RICHARDSON "AUTOMATIC EJECTING" DOUBLE ACTION: An efficient pocket revolver with the same versatile outside hammer as the Premiere model, the Automatic Ejecting arm has the tried and tested Harrington & Richardson break-open action, and is amply powerful for all ordinary requirements. Available in .32 caliber with a blued or nickel finish. \$10.00

HARRINGTON & RICHARDSON NEW DEFENDER: A highly-accurate .22 short break-open pocket revolver with fully adjustable sights, the New Defender is a discreet arm that is small enough to be comfortably carried in a vest pocket. \$10.00

HARRINGTON & RICHARDSON "YOUNG AMERICA": A budget revolver of elementary construction. Available in .22 caliber with a choice or nickel or blued finish. \$7.50

REMINGTON DOUBLE DERRINGER: In production since 1866, the famed Double Derringer is a remarkably neat little double-barreled .41 caliber pocket weapon. Barrels fire alternately without adjustment. \$10.00



SMITH & WESSON SAFETY HAMMERLESS: A true pocket revolver, the small and compact Safety Hammerless model is constructed so that there is nothing to catch when drawing, making for swift, effective access when it's needed most. Available in .38 S&W caliber with a choice of blued or nickel finish. \$25.00

WALTHER PP: The weapon of choice among the military police forces and Luftwaffe of Germany. This double-action German police model of superior workmanship provides defense in a small, easy-to-carry package. Available in .32 caliber. \$35.00

Hunting Handguns	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Colt Super .38	3 L	2	50 ft.	10 (m)	M	A	\$50.00	2.5 lb.

Pocket Handguns	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
August Menz Lilipt	1 L	1	25 ft.	9 (m)	M	A	\$10.00	0.5 lb.
Colt Detective Special	2 L	1	50 ft.	6 (r)	M	A	\$25.00	1.5 lb.
Colt Pocket .25	1 L	1	50 ft.	7 (m)	M	A	\$15.00	1 lb.
Colt Pocket Model	2 L	2	50 ft.	8 (m)	M	A	\$15.00	1.5 lb.
Deutsche Werke Orgies	2 L	2	50 ft.	10 (m)	M	A	\$25.00	1.5 lb.
H&R Auto Ejector	2 L	2	50 ft.	6 (r)	M	A	\$10.00	1 lb.
H&R New Defender	1 L	1	25 ft.	9 (r)	M	A	\$10.00	1.5 lb.
H&R Young America	1 L	1	25 ft.	7 (r)	M	A	\$7.50	0.5 lb.
Rem. Double Derringer	2 L	1	25 ft.	2 (i)	1	A	\$10.00	0.5 lb.
S&W Safety Hammerless	2 L	1	50 ft.	5 (r)	M	A	\$25.00	1 lb.
Walther PP	2 L	1	50 ft.	8 (m)	M	A	\$35.00	1 lb.
W&S Pocket .25	1 L	1	50 ft.	7 (m)	M	A	\$15.00	0.5 lb.

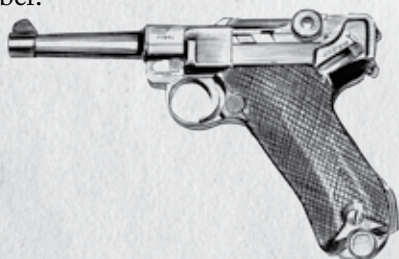
Standard Auto Handguns	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Colt Government 45	3 L	2	50 ft.	7 (m)	M	A	\$35.00	2.5 lb.
Luger	3 L	2	50 ft.	7 (m)	M	A	\$35.00	2 lb.
Mauser Automatic	2 L	2	50 ft.	8 (m)	M	A	\$25.00	1.5 lb.
Mauser M711	3 L	2	75 ft.	10 (m)	M	A	\$75.00	3 lb.
Mauser M712	3 L	3	50 ft.	20 (m)	A	A	\$100.00	4 lb.
S&W Automatic .32	2 L	2	50 ft.	7 (m)	M	A	\$15.00	1.5 lb.
W&S Metropolitan Police	2 L	2	50 ft.	7 (m)	M	A	\$15.00	1.5 lb.
W&S Military & Police	3 L	2	50 ft.	8 (m)	M	A	\$40.00	2 lb.

WEBLEY & SCOTT POCKET HAMMERLESS, .25 CAL. AUTOMATIC: Easily carried and concealed, the Pocket Hammerless is simple to draw and operate. **\$15.00**

STANDARD AUTOMATIC HANDGUNS

COLT GOVERNMENT MODEL, CALIBER 45: The official sidearm of the US Armed Forces, this powerful and rugged pistol is equipped with the Colt Automatic Grip Safety and a slide lock safety, offering unsurpassed reliability. **\$35.00**

LUGER: An arm you would be proud to own! With a world-wide reputation for its revolutionary shooting qualities, the Luger has sold in large quantities in Portugal, Switzerland, Canada, Russia, Holland, and Bulgaria, seeing military and law enforcement use in these nations as well as Germany. Available in 9 mm caliber. **\$35.00**



MAUSER AUTOMATIC: Perfectly balanced with a substantial and comfortable grip, this accurate automatic is extremely safe and secure in handling. Available in 7.65 mm caliber. **\$25.00**

MAUSER 1932 MODEL 711: The 1932 Model of the famous "Broomhandle" Mauser, this famed 7.63 mm automatic is considered the farthest shooting pistol in the world! Its reputation for durability has led to its adoption as an efficient police weapon in Germany, Russia, Turkey, Finland, China, and others. **\$75.00**

MAUSER 1932 MODEL 712 RAPID FIRE PISTOL: The new Model 712 Rapid Fire Pistol version of the Model 711 "Broomhandle" can function at will as a semi-automatic arm or—by the simple motion of a switch lever—as a fully automatic weapon. It is advisable that it be fired in full automatic only when the optional stock/holster is attached (Damage: -1 if fired without the shoulder stock). **\$25.00**

SMITH & WESSON AUTOMATIC PISTOL, .32 Cal.: With two safeties and a design for easy loading, cocking, and ejection of shells, the .32 Caliber Automatic Pistol is an arm worthy of the Smith & Wesson stamp. **\$15.00**

Standard Revolvers	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Colt New Service	3 L	2	50 ft.	6 (r)	M	A	\$30.00	2.5 lb.
Colt Police Positive	3 L	2	50 ft.	6 (r)	M	A	\$30.00	1.5 lb.
Colt Single Action Army	3 L	2	50 ft.	6 (r)	M	A	\$30.00	2.5 lb.
H&R American	2 L	2	50 ft.	6 (r)	M	A	\$12.50	1 lb.
H&R Hammerless	3 L	2	25 ft.	5 (r)	M	A	\$10.00	1 lb.
H&R Premiere	2 L	2	50 ft.	5 (r)	M	A	\$10.00	1 lb.
S&W M1917	3 L	2	50 ft.	6 (r)	M	A	\$30.00	2.5 lb.
S&W .357 Magnum	5 L	3	50 ft.	6 (r)	M	A	\$60.00	3 lb.
S&W Regulation Police	3 L	2	50 ft.	6 (r)	M	A	\$30.00	1 lb.
W&S RIC Bulldog	4 L	2	50 ft.	5 (r)	M	A	\$50.00	1.5 lb.
W&S Mk. III	3 L	2	50 ft.	6 (r)	M	A	\$30.00	1.5 lb.
W&S Mk. VI	4 L	2	50 ft.	6 (r)	M	A	\$60.00	2.5 lb.
Webley-Fosbery	4 L	2	50 ft.	6 (r)	M	A	\$60.00	2.5 lb.

Target Handguns	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Colt Ace	3 L	2	50 ft.	10 (m)	M	A	\$50.00	2.5 lb.
Colt Woodsman	3 L	1	50 ft.	1 (i)	1	A	\$25.00	2 lb.
Colt Camp Perry	3 L	1	75 ft.	1 (i)	1	A	\$35.00	2 lb.
S&W Straight Line	3 L	1	50 ft.	1 (i)	1	A	\$25.00	2 lb.

WEBLEY & SCOTT AUTOMATIC .32 "M.P." (METROPOLITAN POLICE): This handy .32 caliber automatic of solid manufacture has been adopted by the police forces of Great Britain, Australia, Ireland, and Egypt. **\$15.00**

WEBLEY & SCOTT NEW MILITARY AND POLICE AUTOMATIC: With the results of 20 years' experience with automatic pistols evident in its development, this 9 mm caliber arm is accurate, safe, and trouble-free. **\$40.00**

STANDARD REVOLVERS

COLT NEW SERVICE: An especially sturdy firearm of sufficiently large caliber for most serious service. Available in .45 Automatic Colt Pistol (ACP) caliber with a blued or nickel finish. **\$30.00**

COLT POLICE POSITIVE SPECIAL: A tough general-purpose revolver widely utilized by many police departments in this country and abroad. Chambers .38 Special ammunition. Ideal as a pocket or house arm. **\$30.00**

COLT SINGLE ACTION ARMY: The famed "Peacemaker." A dependable and proven breech-loading revolver with rubber grips. Available in .45 Long Colt calibers with a choice of nickel or blued finish. **\$30.00**

HARRINGTON & RICHARDSON "AMERICAN" DOUBLE ACTION: A simple, workmanlike revolver for

the economically-minded. Available in .32 caliber with a choice of nickel or blued finish. **\$12.50**

HARRINGTON & RICHARDSON HAMMERLESS MODEL: The break-open Hammerless Model is available in .38 caliber, and is an absolutely safe, reliable, and effective firearm. **\$10.00**

HARRINGTON & RICHARDSON "PREMIERE" DOUBLE ACTION: Equipped with the famed Harrington & Richardson outside hammer and break-open action, the Premiere may be fired as a single or double action revolver. It's as reliable and smooth in operation as any revolver offered. Available in .32 caliber with a blued or nickel finish. **\$10.00**

SMITH & WESSON 1917 ARMY MODEL: The M1917 supplements the Colt M1911 automatic, serving as a standard sidearm for secondary troops in the US Army. The 1917 Model is the fastest loading, safest, and most secure arm made for the powerful .45 ACP Service cartridge. **\$30.00**

SMITH & WESSON .357 MAGNUM: The most powerful handgun in the world! The new Smith & Wesson .357 Magnum cartridge has far greater shock power than any .38, .44, or .45 round ever tested. A tough and reliable revolver, the .357 Magnum possesses a barrel ribbed for balance and accuracy. **\$60.00**

SMITH & WESSON REGULATION POLICE MODEL: Designed expressly for police work and personal protection, the Regulation Police Model is a proven and

Chapter Five

popular revolver. Available in .38 caliber with a choice of blued or nickel finish. **\$30.00**

WEBLEY & SCOTT .455 "RIC" BULLDOG: This short-barreled arm is simple to maintain and extremely rugged. Specially designed for police purposes, originally adopted by the Royal Irish Constabulary, and now brought up to date. **\$50.00**

WEBLEY & SCOTT MARK III .38 (POLICE AND MILITARY MODEL): Tough and dependable, the break-open Mark III is used as a standard police weapon throughout the British Colonies. **\$30.00**

WEBLEY & SCOTT MARK VI .455 (BRITISH SERVICE MODEL): A highly efficient and powerful break-open revolver. Adopted for use by the British Army, Navy, Indian, and Colonial Forces, the Mark VI is every bit as reliable as its predecessors. **\$60.00**



WEBLEY-FOSBERY AUTOMATIC REVOLVER: The only automatic revolver ever made! This unique .455 break-open arm is by far the fastest firing revolver in the world. This weapon has no superior where a combination of quick shooting and accuracy are required. **\$60.00**

TARGET HANDGUNS

COLT "ACE" .22 LONG RIFLE AUTOMATIC PISTOL: A new triumph for Colt! The Ace is a companion to the .45 Automatic Pistol, built on the same frame, with the addition of target features, adjustable rear sight, precision barrel, and hand-finished action. **\$50.00**

COLT AUTOMATIC PISTOL, WOODSMAN MODEL: The most popular .22 automatic pistol ever produced. Graceful in appearance and beautifully finished, this single-shot, breech-loading arm provides a snug and secure fit for the discerning shooter's grip. Ideal for target shooting. **\$25.00**

COLT "CAMP PERRY" MODEL: Designed with the aid of expert shooters throughout the country, the single-shot, breech-loading Camp Perry is the

most accurate arm of its type. Furnished with a super-precision barrel, and chambering the .22 Long Rifle caliber, it is perfectly balanced with a smooth and fast action. **\$35.00**

SMITH & WESSON "STRAIGHT LINE" SINGLE SHOT TARGET PISTOL: This extremely accurate and well-balanced breech-loading arm is practical for all sportsmen, fishermen, and trappers. Fires the popular .22 Long Rifle round. **\$25.00**

HANDGUN ACCESSORIES

Handgun Accessories	Cost	Weight
Belt Holster	\$2.50	1 lb.
Cartridge Belt	\$5.00	1 lb.
Cleaning Set for Pistols	\$5.00	1.5 lb.
Magazine Pocket	\$2.50	—
Shoulder Holster	\$5.00	1 lb.
2-Gun Pistol Case	\$7.50	1 lb.

BELT HOLSTER: Made of the finest tanned skirting leather, with a snap button safety strap and belt loop. Closed end, with or without button-down flap. **\$2.50**

CARTRIDGE BELT: A heavy, oiled, oak-tanned leather belt with a nickel California buckle, and loops for 50 cartridges. **\$5.00**

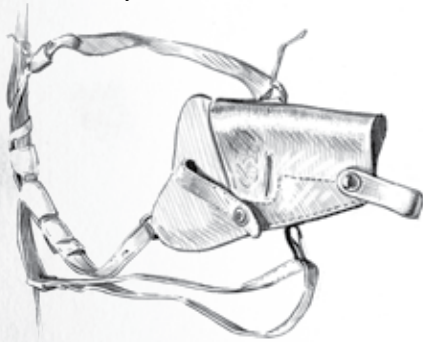
Handgun Ammunition	Cost per 100*
4.25 mm	\$2.50
.22 Short	\$0.50
.22 Long	\$0.50
.22 Long Rifle	\$0.50
.25	\$2.50
6.35 mm	\$2.50
7.63 mm	\$5.00
7.65 mm	\$3.75
.32	\$2.50
.380	\$5.00
.38	\$2.50
.38 Smith & Wesson	\$2.50
.38 Special	\$3.50
.38 Super	\$5.00
.357 Magnum	\$3.75
.41	\$1.00
.44	\$2.50
.45 Auto Colt Pistol	\$5.00
.445 Long Colt	\$5.00
.455 Eley	\$3.75
.9mm	\$5.00

* For shipping calculations, one box of handgun ammunition weighs 1 lb.

CLEANING SET FOR PISTOLS AND REVOLVERS: This compact cleaning set consists of a cleaning rod, 8 oz. can of lubricating oil, tube of gun grease, tube of rust remover, brass wire and bristle brushes, and cleaning patches. Encased in a rolling black leather wrap. **\$5.00**

MAGAZINE POCKET: Made of sturdy, oak-tanned leather, this button-down pocket can hold two automatic pistol magazines. Comes with a simple belt loop for attachment purposes. **\$2.50**

SHOULDER HOLSTER: Constructed of pliable English russet bridle leather, this comfortable shoulder holster is made to fit any revolver or automatic. **\$5.00**



2-GUN PISTOL CASE: Keep your two favorite handguns safe, intact, and free from dirt! This small attaché case is covered in black leather with nickel-plated hardware and inscribed nameplate. Includes handy compartments for ammunition, cleaning supplies, and a spotting scope. Lined with soft maroon felt, it will securely hold two standard American handguns. Made-to-order retaining blocks hold the handguns snugly in place. **\$7.50**

HANDGUN CUSTOMIZATION

FINISH

Unless otherwise specified, all handguns supplied are of blued finish, as standard, and feature walnut grips. Customization options are provided for the discerning buyer.

Nickel plating: \$2.50

Silver plating: \$25.00

Gold plating: \$250.00

CUSTOM GRIPS

Custom grips are offered in a choice of Pearl, Ivory, or Staghorn, and Plain or Carved, giving your handgun that touch of extra style.

Pearl Grips: \$5.00

Ivory Grips: \$5.00

Staghorn Grips: \$5.00

Carved: +\$5.00

ENGRAVING

Detailed, select locations: \$10.00

Intricate, select locations: \$25.00

Intricate, complete: \$50.00

RIFLES

GAME RIFLES

GRIFFIN & HOWE MAGNUM MAUSER: Strong, dependable, and a joy to use! The Magnum Mauser has an action specifically made by Waffenfabrik Mauser, giving its bolt-action unparalleled smoothness of operation. It features an Anti-Corro steel barrel, an aged, seasoned, oiled walnut stock, and such checkering and ornamenting as specified by the customer. Available in .505 Gibbs. **\$250.00**

HOLLAND & HOLLAND MODEL DE LUXE: Owned by such luminaries as the late President Theodore Roosevelt, the Holland & Holland name is recognizable to anyone knowledgeable in the hunting field. Meticulously hand-crafted in Britain to exacting standards, each Holland & Holland is as much a work of art as a rifle, with the finest engraving and walnut furnishings. Known for its extreme accuracy and power, this break-open double-barreled rifle has two triggers, and is available in the truly mammoth .600 Nitro Express! **\$1,500.00**



MAUSER No. 630 DELUXE: The 630 Deluxe is a bolt-action rifle of the finest finish, furnished with a stock of select walnut, decorated with fine engraving, and fitted with a round ribbed barrel, automatic peep sight, and detachable sling swivels. Chambered for the powerful .375 Magnum cartridge. **\$250.00**

MAUSER SPECIAL BRITISH MODEL: Originally built only for the British market, this superior rifle is now being imported into America! Featuring the renowned Mauser action, with select walnut stock, leaf rear sight, silver bead front sight, and 5-round maga-

Game Rifles	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
G&H Magnum Mauser	5 L	2	100 ft.	5 (c)	M	A	\$250	8.5 lb.
H&H de Luxe	7 L	2	250 ft.	2 (i)	M	A	\$1,500	10 lb.
Mauser 630 Deluxe	5 L	2	100 ft.	5 (c)	M	A	\$250	8 lb.
Mauser Special British	4 L	2	100 ft.	5 (c)	M	A	\$100	7 lb.
Remington 14A	3 L	2	75 ft.	6 (i)	M	A	\$35	7 lb.
Remington 30-S	3 L	2	100 ft.	5 (c)	M	A	\$50	8 lb.
Remington Woodmaster	3 L	2	150 ft.	5 (c)	M	A	\$75	8 lb.
Savage 99	3 L	2	100 ft.	6 (i)	M	A	\$60	7.5 lb.
Webley & Scott 3062	5 L	2	100 ft.	5 (c)	M	A	\$250	7.5 lb.
Webley & Scott 3064	4 L	2	100 ft.	5 (c)	M	A	\$100	7.5 lb.
Winchester 07	3 L	2	100 ft.	6 (m)	M	A	\$60	8 lb.
Winchester 70	4 L	2	100 ft.	5 (i)	M	A	\$100	8 lb.
Winchester 94 Carbine	3 L	2	75 ft.	7 (i)	M	A	\$50	6.5 lb.
Winchester 95	4 L	2	100 ft.	4 (i)	M	A	\$90	9 lb.

Small Bore Rifles	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Marlin 50	2 L	2	50 ft.	6 (m)	M	A	\$12.50	5.5 lb.
Mossberg 46	1 L	2	50 ft.	15 (i)	M	A	\$15.00	7.5 lb.
Remington 12	1 L	1	50 ft.	10 (i)	M	A	\$25.00	5.5 lb.
Savage 23D	3 L	2	50 ft.	5 (m)	M	A	\$25.00	6.5 lb.
Stevens 417 Walnut Hill	3 L	2	100 ft.	1 (i)	1	A	\$25.00	10.5 lb.
Winchester 52	3 L	2	100 ft.	5 (m)	M	A	\$50.00	9 lb.
Winchester 69	1 L	1	25 ft.	10 (m)	M	A	\$10.00	5 lb.
Winchester 90	1 L	1	50 ft.	11 (m)	M	A	\$25.00	6 lb.

zine, it is a light, accurate, reliable weapon. Chambered for the faithful .30-06 round. **\$100.00**

REMINGTON MODEL 14A: A beautifully balanced slide-action rifle, the Model 14A is light and simple to operate. Walnut stock, Buckhorn sights, 6-shot capacity, and it takes .25 Remington cartridges. **\$35.00**

REMINGTON MODEL 30-S: The Model 30-S is a standard bolt-action rifle in the common .30-06 caliber cartridge. Tough and reliable. **\$50.00**

REMINGTON MODEL 81 WOODMASTER: A well-tried and established rifle, the semiautomatic Woodmaster has a 5-round box magazine, and open sights. It takes .30 Remington rounds. **\$75.00**

SAVAGE MODEL 99: With a well deserved reputation for accuracy and dependability, the Model 99 lever action rifle in .303 Savage has a capacity of 6 shots, and is equipped with Lyman sights. **\$60.00**

WEBLEY & SCOTT No. 3062: The No. 3062 is a British import based around the Mauser bolt-action chambered for .30-06. It features a gold bead front sight, leaf rear sight, select walnut stock, and a high grade nickel steel barrel. **\$250.00**

WEBLEY & SCOTT No. 3064: The No. 3064 is

identical to the No. 3062 above, but is based around the Springfield military action. **\$100.00**

WINCHESTER MODEL 07: A 6-shot semiautomatic rifle with a box magazine and walnut stock, chambered for the .351 Winchester cartridge. The Model 07 has earned itself a name for being very swift and light. **\$60.00**

WINCHESTER MODEL 70: A modern high-grade bolt-action rifle, the Model 70 is an accurate and durable arm, available in .30-06 caliber. This 5-shot rifle is equipped with a fine trigger, removable sight cover, Lyman sights, and detachable swivels and sling. **\$100.00**

WINCHESTER MODEL 94 CARBINE: This little lever action rifle has set the standard for moderately priced deer rifles. Chambered for .30-30 Winchester, with a 7-shot capacity. **\$50.00**

WINCHESTER MODEL 95: Featuring a rapid lever action and high velocity, the rugged Model 95 is a very



popular rifle with big game hunters. Offered in .405 Winchester caliber, it has a 4-round magazine. **\$90.00**

SMALL BORE RIFLES

MARLIN MODEL 50: A new semiautomatic rifle in .22 Long Rifle, the Model 50 offers good quality at a remarkable value. It has a 6-shot box magazine, ivory bead sight, and trigger safety. **\$12.50**

MOSSBERG MODEL 46: A basic, trouble-free bolt-action rifle capable of chambering and firing any .22 round. Complete with a peep sight and walnut stock. It can hold fifteen .22 Long Rifle rounds in its magazine. **\$15.00**

REMINGTON MODEL 12: This popular, extremely light, slide-action rifle can fire any .22 round and hold ten .22 Long Rifle rounds in its magazine. **\$25.00**

SAVAGE MODEL 23D: A light bolt-action rifle, the Model 23D is offered in the well-regarded .22 Hornet cartridge, with a 5-shot detachable box magazine and open sights. **\$25.00**

STEVENS No. 417 WALNUT HILL: The single shot .22 Long Rifle Walnut Hill has a heavy barrel for extra accuracy, good balance, Lyman sights, and an oiled walnut stock. Its falling block action makes it a popular choice among older riflemen. **\$25.00**

WINCHESTER MODEL 52: The leading small bore rifle since 1919, the Model 52 has been kept up to date. This bolt-action wonder secured riflemen many trophies with its stunning accuracy, Lyman sights, 5-round detachable box magazine, and .22 Long Rifle cartridge. **\$50.00**

WINCHESTER MODEL 69: A new .22 Long Rifle bolt-action firearm, the Model 69 has a walnut stock, 5-shot magazine (with a 10-shot magazine available) and open sights. It is an ideal rifle for boys, girls, and light hunting. **\$10.00**

WINCHESTER MODEL 90 TAKE DOWN: Quick and easy to break down, the Model 90 slide-action rifle is handy, reliable, and accurate. Like many .22 rifles, it can fire any .22 round, and can hold eleven .22 Long Rifle rounds in its magazine. **\$25.00**

RIFLE ACCESSORIES

Rifle Accessories	Cost	Weight
Bandolier	\$1.00	1 lb.
Cleaning Set for Rifles	\$5.00	2 lb.
U.S. Army Trench Mirror	\$0.50	—

BANDOLIER: Our sturdy U.S. Army bandolier features 9 button-down pockets, each sized to hold two clips of five rounds, for a total capacity of 90 rounds. Useful for medium-sized cartridges such as .30-06 and .303 only. **\$1.00**



CLEANING SET FOR RIFLES: This japanned box contains a jointed brass rifle rod, brass wire brush, cleaning patches, 2 oz. bottle of nitro solvent, 3 oz. can of lubricating oil, and a tube of gun grease. **\$5.00**

U.S. ARMY RIFLE TRENCH MIRROR: The Model 1918 Rifle Trench Mirror attaches securely to the end of a bayonet, allowing you to peer around corners without sticking your head out. Mirror is set in olive drab metal with a hinged cover. **\$0.50**

Rifle Ammunition	Cost per 100*
.22 Short	\$0.50
.22 Long	\$0.50
.22 Long Rifle	\$0.50
.22 Hornet	\$1.00
.240 H&H Magnum	\$25.00
.25 Remington	\$5.00
.275 H&H Magnum	\$25.00
.30 Remington	\$5.00
.30-06 Springfield	\$10.00
.303 British	\$7.50
.303 Savage	\$5.00
.30-30 Winchester	\$5.00
.300 H&H Magnum	\$25.00
.32 Remington	\$5.00
.35 Remington	\$7.50
.35 Winchester	\$10.00
.351 Winchester	\$5.00
.375 H&H Magnum	\$25.00
.405 Winchester	\$10.00
.416 Rigby Magnum	\$50.00
.465 H&H Magnum	\$35.00
.505 Gibbs Nitro Express	\$35.00
.600 Nitro Express	\$50.00

* For shipping calculations, one box of rifle ammunition weighs 2 lb.

Automatic Shotguns	Dmg	Str	Rng*	Cap	Rate	Spd	Cost	Wt
Browning Automatic	4 L	2	25 ft.	5 (i)	M	A	\$50	8 lb.
Remington Model 11	4 L	2	25 ft.	5 (i)	M	A	\$50	8 lb.
Savage Automatic	4 L	2	25 ft.	5 (i)	M	A	\$50	8 lb.

Combination Guns	Dmg	Str	Rng*	Cap	Rate	Spd	Cost	Wt
Shotgun/Rifle	4 L / 4 L	2	25/100 ft.	2/1 (i)	M	A	\$100	9 lb.

Double Barreled	Dmg	Str	Rng*	Cap	Rate	Spd	Cost	Wt
A. H. Fox X.E. Grade	6 L	2	50 ft.	2 (i)	M	A	\$350	7.5 lb.
Boss Hammerless Ejector	8 L	2	50 ft.	2 (i)	M	A	\$1000	7 lb.
E. J. Churchill Imperial	6 L	2	50 ft.	2 (i)	M	A	\$350	7 lb.
H&H Royal Model	8 L	2	50 ft.	2 (i)	M	A	\$1000	7 lb.
Ithaca Field Gun	4 L	2	25 ft.	2 (i)	M	A	\$35	7 lb.
L. C. Smith Field Grade	4 L	2	25 ft.	2 (i)	M	A	\$35	7.5 lb.
L. C. Smith Specialty	5 L	2	25 ft.	2 (i)	M	A	\$75	7.5 lb.
Parker Trojan	5 L	2	25 ft.	2 (i)	M	A	\$75	7 lb.
Parker V. H. Grade	5 L	2	25 ft.	2 (i)	M	A	\$75	7 lb.

Lever Action Shotguns	Dmg	Str	Rng*	Cap	Rate	Spd	Cost	Wt
Marlin Model .410	2 L	1	25 ft.	6 (i)	M	A	\$30	6 lb.

Single Barreled	Dmg	Str	Rng*	Cap	Rate	Spd	Cost	Wt
H&R Folding Shotgun	2 L	1	25 ft.	1 (i)	1	A	\$10	6 lb.
H&R Top Rib	4 L	2	25 ft.	1 (i)	1	A	\$25	7 lb.
Lefever Long Range	3 L	1	25 ft.	1 (i)	1	A	\$25	7 lb.

Over-and-Under	Dmg	Str	Rng*	Cap	Rate	Spd	Cost	Wt
Browning Superposed	5 L	2	25 ft.	2 (i)	M	A	\$75	7 lb.
Remington Model 32	5 L	2	25 ft.	2 (i)	M	A	\$75	8 lb.

Pump Action Shotguns	Dmg	Str	Rng*	Cap	Rate	Spd	Cost	Wt
Remington Model 31	4 L	2	25 ft.	5 (i)	M	A	\$50	7.5 lb.
Winchester Model 1912	4 L	2	25 ft.	6 (i)	M	A	\$60	7 lb.

* **Cone of Shot:** Fires a cone of shot. Each 25-ft. range increment spreads the cone by 5-ft., allowing the targeting of multiple opponents with one shot (e.g., if your character fires a shotgun at a target 25-ft. away, you suffer a -2 attack roll penalty, but will target the opponent and anyone standing next to him).

SHOTGUNS

Here at **ARKINGTON'S**, we are pleased to offer the discerning huntsman a wide selection of shotguns of all grades and types.

AUTOMATIC SHOTGUNS

BROWNING AUTOMATIC: The Original and the Best! The authentic Browning autoloading shotgun has a reputation for all-around quality, with a walnut half-pistol grip stock and 5-shot capacity. Fine engraving is an optional extra. 12 gauge only. **\$50.00**

REMINGTON MODEL 11 AUTOLOADING: America's most popular autoloading shotgun. A well made copy of

the Browning, crafted to Remington's standards. Available in 12 gauge. **\$50.00**

SAVAGE AUTOMATIC: Available in 12 gauge, the Savage has a 5 shot capacity, rugged construction, and American walnut full pistol grip stock. **\$50.00**

COMBINATION GUNS



ARKINGTON COMBINATION GUN: Our 3 barreled combination gun has a black walnut pistol grip stock

and side safety, and is guaranteed satisfactory in every way. It has two 12 gauge side-by-side shot barrels, and one rifle barrel underneath for .30-06. Fine engraving as standard. **\$100.00**

DOUBLE BARRELED SHOTGUNS

All of the double barreled shotguns we offer are available in a choice of 12, 16, or 20 gauge with a Lifetime Guarantee.

A. H. FOX X.E. GRADE: A fine, high-grade American-made shotgun, with Chromox Fluid Steel barrels, an oiled walnut stock, auto ejector, Lyman sights, and engraving. A recognized quality brand. **\$350.00**

BOSS HAMMERLESS EJECTOR: Boss shotguns need no introduction to the dedicated shooter, with their graceful lines, perfect balance, and hand-made British quality. Custom engraved, with a select walnut pistol grip stock, recoil pad, and gold name plate. **\$1000.00**

E. J. CHURCHILL IMPERIAL: Made in fine English tradition, this handsome shotgun is reliable, well finished, and accurate, with fine engraving and a select European walnut stock. **\$350.00**

HOLLAND & HOLLAND ROYAL MODEL: Hand-crafted in Britain to customer specifications, this self-opening hammerless shotgun is lauded for its perfect balance and artistry. **\$1000.00**

ITHACA FIELD GUN: A no-frills, reliable shotgun with black walnut pistol grip stock. The least expensive gun that can be guaranteed for a lifetime. **\$35.00**

L. C. SMITH FIELD GRADE: All gun, no extras! A substantial, plain, pistol grip stock, auto ejector shotgun. **\$35.00**

L. C. SMITH SPECIALTY GRADE: The most gun for the money on the American market today! A solid, high-quality auto ejector shotgun with pistol grip walnut stock. **\$75.00**

PARKER TROJAN: The "Old Reliable" of shotguns, the Trojan is a popular gun at a popular price, with walnut pistol grip stock. **\$75.00**

PARKER V.H. GRADE: Parker guns are known for their durability, this auto ejector being line engraved, with a walnut stock. **\$75.00**

LEVER ACTION SHOTGUNS

MARLIN MODEL .410: The only lever-action repeating shotgun. This light, easy to use lever action shotgun has a 6-shot capacity. Ideal for the boy not old enough to handle a heavy gauge, or a pleasant companion for your wife or daughter. Has a black walnut stock. **\$30.00**

SINGLE BARRELED SHOTGUNS

HARRINGTON & RICHARDSON FOLDING SHOTGUN: This novel single barreled shotgun is light and easy to carry (weighs only 6 pounds!), and folds in half for convenient packing. Available in .410 bore. **\$10.00**

HARRINGTON & RICHARDSON TOP RIB: A standard single barreled shotgun with auto ejector mechanism, available in 12 gauge with a black walnut stock. **\$25.00**

LEFEVER LONG RANGE: An inexpensive hammerless single shotgun with auto ejector and auto safety, black walnut pistol grip stock, and standard choice of gauges. **\$25.00**

OVER-AND-UNDER SHOTGUNS

BROWNING SUPERPOSED STANDARD: Hand engraved, with a select walnut pistol grip stock, the 12 gauge auto ejecting Browning is a favorite among shooters. **\$75.00**

Shotgun Ammunition	Cost per 100*
.410 bore	\$2.50
20 gauge	\$2.50
16 gauge	\$2.50
12 gauge	\$2.00
Eley Rocket Shells	\$10.00
Nitro Express Shells	\$5.00

* For shipping calculations, one box of shotgun ammunition weighs 4 lb.

ELEY ROCKET SHELLS: To Correct Your Aim, Follow the Flame! Eley manufactured shotgun tracer shells are available for 12, 16, or 20 gauge. Tracer shells grant a +2 accuracy bonus to each shot after the first at the same target. This benefit is lost once your target moves or you switch targets.

NITRO EXPRESS SHELLS: Each gauge (except .410 bore) is available in a more powerful Nitro Express version. Nitro shells grant a +2 bonus to weapon damage.

BUCKSHOT/BIRDSHOT/SLUGS/ROCK SALT: See *Hollow Earth Expedition*, p. 149

Submachine Guns	Dmg	Str	Rng*	Cap	Rate	Spd	Cost	Wt
Auto-Ordnance Thompson	3 L	2	50 ft.	20 (m)	A	A	\$250	10 lb.

REMINGTON MODEL 32: A shotgun of distinctive value, featuring a 12 gauge auto ejector with 3-way safety, rebounding hammers, and curly walnut pistol grip stock. **\$75.00**

PUMP ACTION SHOTGUNS

REMINGTON MODEL 31: A finely crafted pump action repeater, the Model 31 is available in 12 gauge with a half-pistol grip walnut stock and 5-shot capacity. **\$50.00**

WINCHESTER MODEL 1912: The Model '12 is justly famed, reliable, durable, and sound in operation. Available in 12 gauge with nickel steel construction and walnut stock, with a 6-shot capacity. The standard shotgun of the U.S. Army, as well as the standard arm in many police forces. **\$60.00**



SHOTGUN ACCESSORIES

Shotgun Accessories	Cost	Weight
Cleaning Set for Shotguns	\$5.00	1.5 lb.
Shell Bag	\$5.00	1 lb.
Shell Belt	\$2.50	0.5 lb.
V.C. Pattern Trunk Case	\$35.00	5 lb.
Watertight Shell Box	\$2.50	1.5 lb.

CLEANING SET FOR SHOTGUNS: This japanned box contains a cocobolo wood cleaning rod, brass wire gauze barrel cleaner, nitro solvent, can of Rangoon oil, several cleaning patches, and a tin of rust remover. **\$5.00**

SHELL BAG: Made of brown cowhide, this tough russet shell bag has a button-down pocket and heavy shoulder strap, and can hold 100 shells. **\$5.00**

SHELL BELT: Made of heavy English bridle leather, this belt has loops for 28 shells. Please specify gauge and waist measurement when ordering. **\$2.50**

V.C. PATTERN TRUNK CASE: The lightest and most compact trunk-shaped gun case ever constructed! Weighing only 5 lb., this hand-sewn, russet leather case features brass locks and reinforced leather corners. Lined with billiard cloth and furnished for a double barreled or over-and-under shotgun. **\$35.00**

WATERTIGHT SHELL BOX: Practical, inexpensive, and waterproof, this securely welded steel box has a counter-sunk steel handle and three compartments designed to hold 50 shotgun shells each. Measures 14 x 7 x 5 inches. **\$2.50**

SUBMACHINE GUNS

WARNING: Domestic sales orders for submachine guns are accepted only from branches of the Federal and State Governments, political subdivisions thereof and—in exceptional cases and with the approval of the Attorney General, Washington, D.C.—from banks and corporations having regularly organized police departments.



AUTO-ORDNANCE THOMPSON: Light, short, and handy, the Thompson offers selective single shot or automatic burst firing, providing officers of the law with superior means for the protection of lives and property. Firing the proven .45 ACP cartridge, a highly regarded man stopper, the rugged "Tommy Gun" is used by Police Departments, State Constabularies, Sheriffs, Penitentiary Guards, the FBI, and Express and Armored Car Companies. Small wonder it has been adopted by the United States Army, Marines, Navy and Coast Guard, as well as the forces of various foreign nations, for "There is No Getaway from a Thompson." **\$250.00**

THOMPSON ACCESSORIES

Thompson Accessories	Cost	Weight
50-Round Drum Magazine	\$25.00	1 lb.
Drum Magazine Case	\$7.50	0.5 lb.
5-Pocket Magazine Case	\$5.00	1 lb.
Gun Carrier Case	\$15.00	2 lb.

DRUM MAGAZINE CASE: A tough, button-down webbing case with a shoulder strap, for a single 50-round drum magazine. **\$7.50**

FIVE POCKET MAGAZINE CASE: A case for five 20-round magazines with a separate button-down flap on each pocket, and a loop for belt attachment. **\$5.00**

GUN CARRIER CASE: A heavy-duty button-down webbing case, complete with a holster for the detached stock, an adjustable shoulder sling useful for attaching the case to a riding saddle, and four pockets for box magazines. May also be attached to a belt. **\$15.00**

PETERS THOMPSON .45 SHOT CARTRIDGES

With a .45 shot cartridge, the Peters Thompson is somewhat longer than the regular .45 ACP round, and thus requires a special type of box magazine holding only 18-rounds. However, this handy ammunition contains 120 No. 8 birdshot, converting the Thompson into a light shotgun (each 25-ft. range increment spreads the cone by 5 feet, allowing the targeting of multiple opponents with one shot). The Peters Thompson shots do not necessarily result in death, but are very useful to authorities in dealing out a lesser degree of punishment and dealing with serious disorders in a humane manner.

Peters Thompson Accessories	Cost	Wt.
18-Round Magazine	\$3.00	1 lb.
.45 Shot (per 100)	\$7.00	4 lb.

SHOOTING ACCESSORIES

Shooting Accessories	Cost	Weight
Blue Rock Trap	\$50.00	100 lb.
Burke Rifle Rest	\$1.00	—
Duvrock Target Trap	\$10.00	10 lb.
Lyman 3x Stag Scope	\$30.00	—
Lyman 5A Gun Telescope	\$50.00	—
Lyman 10x Target Spot	\$100.00	—
Paper Targets, pack	\$0.50	1 lb.
Portable Gun Rack	\$12.50	1 lb.
Remington Hand Trap	\$2.50	1.5 lb.
Saddle Gun Scabbard	\$7.50	2 lb.
Shooting Glasses	\$5.00	—
Slings for Rifles/Shotguns	\$2.50	—
Waterproof Gun Cover	\$7.50	1.5 lb.
White Flyer Targets, box	\$2.50	30 lb.
Zeiss Zielklein Scope	\$25.00	—
Zeiss Zielvier 4x Scope	\$60.00	—

BLUE ROCK TRAP: Made of cast iron, this durable 100-lb. trap is an excellent skeet outfit for a moderate price. **\$50.00**

BURKE RIFLE REST: This polished aluminum, 8-inch-long fork sticks into the ground directly beneath the rifle, providing ample support. **\$1.00**

DUVROCK TARGET TRAP: Modern, portable, and automatic, this small, compact target trap holds up to 43 clay pigeons in its hopper and folds up to be easily carried underarm. **\$10.00**

LYMAN 3X STAG HUNTING GUN SCOPE: This easy-to-focus gun scope offers clear definition, 3-power magnification, and comes ready to fit. When taking a turn to aim through this scope, the effective range of your character's weapon is doubled. This bonus stacks with the Long Shot Talent. Your character does not gain an aim bonus, but may spend additional turns aiming to gain an attack bonus as normal (see "Aim" in *Hollow Earth Expedition*, p. 118). **\$30.00**



LYMAN 5A TARGET GUN TELESCOPE: This famous gun sight has close focal adjustment, a cross-hair reticle, and provides 5-power magnification. When taking a turn to aim through this scope, the effective range of your character's weapon is quadrupled. This bonus stacks with the Long Shot Talent. Your character does not gain an aim bonus, but may spend additional turns aiming to gain an attack bonus as normal (see "Aim" in *Hollow Earth Expedition*, p. 118). **\$50.00**

LYMAN 10X TARGET SPOT TELESCOPE GUN SCOPE: The non-rotating objective lens of this scope gives a large, flat, clear visual field up to 10-power magnification. When taking a turn to aim through this scope, the effective range of your character's weapon is octupled. This bonus stacks with the Long Shot Talent. Your character does not gain an aim bonus, but may spend additional turns aiming to gain an attack bonus as normal (see "Aim" in *Hollow Earth Expedition*, p. 118). **\$100.00**

PAPER TARGETS: A boxed pack of 100 standard paper targets, each 10 x 12 inches. **\$0.50**

PORTABLE GUN RACK: Crafted from solid oak with metal suspension grommets and pigskin-covered gun rests, these racks can hold four longarms and are easily hung on the wall of a den, camp, or shooting lodge. **\$12.50**

REMINGTON AUTOMATIC HAND TRAP: A light, handy rod for throwing clay pigeons up to a range of 150 feet. Ideal for the traveler wanting to continue with shooting practice. **\$2.50**

SADDLE GUN SCABBARD: Constructed of heavy oak oiled tanner leather, sewn with thick flax and riveted. It is provided with saddle straps. **\$7.50**

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SHOOTING GLASSES: These gold-framed glasses with amber lenses make shooting a pleasure! Comes with a leather case. **\$5.00**

SLINGS FOR RIFLES AND SHOTGUNS: Durable and adjustable, 1¼ inches in width. **\$2.50**

WATERPROOF GUN COVER: Full-length, cushioning lamb's wool covered with gray rubberized canvas. Leather reinforced at muzzle and butt end for greater durability. This cover provides your shotgun or rifle with excellent protection. **\$7.50**

WHITE FLYER TARGETS: These black clay pigeon targets can be used in any clay target trap. A single 30-lb. box contains 135 targets. Clay pigeons have Defense 4 and Structure 0. **\$2.50**

ZEISS ZIELKLEIN TELESCOPE GUN SCOPE: Lightweight, compact, and with a large field of view, this gun scope provides 2¼-power magnification. When taking a turn to aim through this scope, the effective range of your character's weapon is doubled. This bonus stacks with the Long Shot Talent. Your character does not gain an aim bonus, but may spend additional turns aiming to gain an attack bonus as normal (see "Aim" in *Hollow Earth Expedition*, p. 118). **\$25.00**

ZEISS ZIELVIER 4x TELESCOPE GUN SCOPE: Sufficient for most requirements, this 4-power magnification sight has high light transmitting power, making it useful in twilight conditions. When taking a turn to aim through this scope, the effective range of your character's weapon is quadrupled. This bonus stacks with the Long Shot Talent. Your character does not gain an aim bonus, but may spend additional turns aiming to gain an attack bonus as normal (see "Aim" in *Hollow Earth Expedition*, p. 118). **\$60.00**

T. F. ARKINGTON PRESENTS

For your Education and Entertainment:

**WEAPONS OF THE WORLD'S
MAJOR MILITARIES**

THE BRITISH EMPIRE

British Weapons	Dmg	Str	Rng	Cap	Rate	Spd	Wt
Enfield No. 2 Mk. I	3 L	2	50 ft.	6 (r)	M	A	1.5 lb.
Lee-Enfield Mk. III*	3 L	2	100 ft.	10 (c)	M	A	8.5 lb.
Lewis Gun	3 L	3	100 ft.	47 (m)	A	A	28 lb.
Vickers Mk. I	3 L	*	100 ft.	250 (b)	A	A	52 lb.

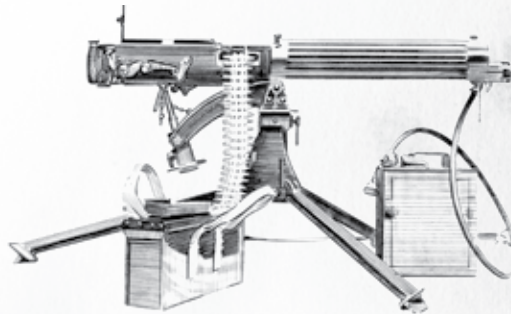
* This weapon must be mounted on a vehicle or tripod

ENFIELD NO. 2 MK. 1: A new revolver adopted as the standard service revolver in 1932, the Enfield is steadily replacing the Webley & Scott Mk. VI. A double action arm of reasonable accuracy, it chambers six .38 S&W caliber rounds.

LEE-ENFIELD NO. 1 MK. III: The veteran Short Magazine Lee Enfield (SMLE) adopted in 1907 continues to serve admirably as the standard service rifle of the British Empire. Of proven accuracy, reliability, and speed of operation in the trenches of the Great War, this bolt-action rifle is chambered for .303 British ammunition, and holds 10 rounds in its magazine.

LEWIS GUN: An intimidating weapon with its wide tubular cooling shroud and top-mounted pan magazine, the Lewis machinegun weighs 28 lb., allowing it to be carried and used by a single soldier. Chambered for the same .303 British round as the Lee-Enfield rifle, it has a rate of fire of 550 rounds per minute, a folding bipod, and holds 47 rounds (97 rounds for vehicle-mounted Lewis guns). It has been in service since 1916.

VICKERS MK I: Introduced in 1912, the Vickers machinegun is a weapon of extreme ruggedness and reliability. Mounted on vehicle, tripod, or camel, this water-cooled .303 British weapon is fed by 250-round canvas ammunition belts, and has a rate of fire of 450-600 rounds per minute. The gun weighs 30 lb., the tripod 40 lb., and a boxed ammunition belt weighs 22 lb.



FRANCE AND ITS COLONIES

French Weapons	Dmg	Str	Rng	Cap	Rate	Spd	Wt
Modèle 1935	2 L	2	50 ft.	9 (m)	M	A	1.5 lb.
Berthier Fusil mle 34	3 L	2	100 ft.	5 (c)	M	A	8 lb.
Fusil MAS 36	3 L	2	100 ft.	5 (c)	M	A	8 lb.
Hotchkiss M1914	3 L	*	100 ft.	250 (b)	A	A	54 lb.
Fusil-Mitrailleur	3 L	3	100 ft.	25 (m)	A	A	21 lb.

* This weapon must be mounted on a vehicle or tripod

MODÈLE 1935: The new standard French side-arm, the m1935 is a reliable automatic handgun with an 8-round box magazine and 7.65 mm Browning caliber round.

BERTHIER FUSIL MLE 34: An updating of the old 1907/15 rifle, the Berthier is very much a standard bolt-action rifle, fitted with a 5-round box magazine, using the slightly underpowered 7.5 mm ammunition the French have adopted. It is to be replaced with the MAS 36.

FUSIL MAS 36: Slightly anachronistic for a modern rifle, the MAS 36 has been adopted as the official French service rifle, but production is extremely slow, and few units have yet received it. Like the Berthier, it is a 5-round 7.5 mm bolt-action rifle of otherwise unremarkable quality.

HOTCHKISS M1914: A heavy machinegun intended to be mounted on a tripod or vehicle, the reliable and accurate Hotchkiss has been in French service since the Great War. It weighs 54 lb., uses 8 mm ammunition, and has a 450rpm rate of fire. It may be fed with a 24-round strip or 250-round articulated metal belt.

FUSIL-MITRAILLEUR MLE 1924/29: A clean, modern-looking light machinegun, the dual-trigger m1924/29 can be fired single-shot or fully-automatic at a 450-600rpm rate of fire. It uses a top-mounted 25-round 7.5 mm box magazine, and weighs only 21 lb. even with its folding bipod. It is extremely reliable, though the low-powered cartridge reduces its useful range.

GERMANY

German Weapons	Dmg	Str	Rng	Cap	Rate	Spd	Wt
Mauser Karabiner 98k	3 L	2	100 ft.	5 (c)	M	A	8.5 lb.
Mauser Tank Gewehr	7 L	3	250 ft.	4 (i)	M	A	38 lb.
Bergmann MP35	3 L	2	50 ft.	32 (m)	A	A	9.5 lb.
MG34 Maschinengewehr	3 L	3	100 ft.	50 (b)	A	A	26.5 lb.

Also see **Luger** and **Walther PP** pistols, above.

MAUSER KARABINER 98K: Placed in production last year as the German forces standard rifle, the 98k bolt-action rifle is a shortened version of the famous and widely copied Mauser Gewehr 98—a firearm justly renowned for its excellent action and accuracy. Five 7.92 mm Mauser rounds can be loaded into its magazine.

MAUSER TANK GEWEHR M1918: Using a scaled-up version of the Mauser rifle action, this bolt-action anti-tank rifle has a 4-round internal magazine, and fires 13.2 x 92 mm rounds capable of penetrating 0.79 in. of armor at 100 yards, or 0.50 in. of armor at 300 yards. At 38 lb. and 67 in., it requires a folding bipod for effective use.

BERGMANN MP35 MACHINENPISTOLE: A light, effective submachine gun, the MP35 was introduced last year. Its 32-round magazine loads horizontally into the side of the receiver. It cycles its 9 mm Parabellum rounds at a rate of 650-rounds per minute, and is seeing use in the German army and police force.

MG34 MASCHINENGEWEHR: Introduced last year, the MG34 general purpose machinegun uses the same 7.92 mm Mauser cartridge as the 98k rifle and has a phenomenal 900rpm rate of fire. It is fed with 50-round belts, though these may be clipped together to form longer belts (250 rounds is common). Its primary drawback is that the barrel must be changed after 300 rounds of sustained fire due to overheating. It weighs 26.7 lb., making it an excellent squad support weapon when fitted with a bipod, though it is also commonly vehicle mounted.

Also see **Flammenwerfer 35** and **Stielhandgranate 24**, below.

JAPAN

Japanese Weapons	Dmg	Str	Rng	Cap	Rate	Spd	Wt
Meiji Type 26	2 L	2	50 ft.	6 (r)	M	A	2.5 lb.
Nambu Type 14	3 L	2	50 ft.	8 (m)	M	A	2 lb.
Nambu 94 Shiki Kenju	3 L	2	50 ft.	6 (m)	M	A	1.5 lb.
Arisaka Type 38	3 L	2	100 ft.	5 (c)	M	A	9 lb.
Nambu Type 96	3 L	3	100 ft.	30 (m)	A	A	20 lb.

MELJI TYPE 26: A double-action only revolver of poor manufacture, the Type 26 suffers in accuracy due to a heavy trigger pull, has underpowered 9 mm ammunition, and has been relegated to an auxiliary role with the introduction of the Nambu automatic handguns.

NAMBU TYPE 14: Introduced in 1925 as the standard officer and military police sidearm of the Imperial Japanese Army, the Nambu Type 14 is a basic automatic with good accuracy and an 8-round magazine for its 8 x 22 mm Nambu ammunition. It suffers from a weak mechanism that can result in misfires.

NAMBU TYPE 94 SHIKI KENJU: Smaller and lighter than the Type 14 and firing the same 8 x 22 mm ammunition, the Type 94 was adopted two years ago as the standard sidearm for Japanese tank and aircrews. Although its mechanism is stronger, it has been designed so it can be fired with a round in the chamber by pressing a projecting sear on the left-hand side of the receiver. This has resulted in a number of accidental firings which, coupled with complaints of poor man-

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ufacture, makes it an unpopular weapon. It holds 6 rounds in its magazine.

ARISAKA TYPE 38: The standard rifle of the Japanese infantry, the Type 38 is a bolt-action firearm with a 5-round magazine and 6.5 x 50 mm ammunition. Although quite accurate due to low recoil, it is underpowered and slightly awkward to handle on account of its length.

NAMBU TYPE 96: This newly introduced light machinegun weighs a mere 20 lb. and is the standard support weapon of the Japanese army. It fires the same 6.5 x 50 mm ammunition as the Type 38 rifle, has a 30-round detachable box magazine, and a 550rpm rate of fire. It is prone to jamming if not routinely cleaned.

Also see **Type 93** and **Type 91**, below.

UNITED STATES OF AMERICA (USA)

U.S. Weapons	Dmg	Str	Rng	Cap	Rate	Spd	Wt
Springfield M1903A1	3 L	2	100 ft.	5 (c)	M	A	8.5 lb.
Browning BAR M1918	3 L	3	100 ft.	20 (m)	A	A	19 lb.
Browning M1919	3 L	*	100 ft.	250 (b)	A	A	30 lb.
Browning M2	5 L	*	250 ft.	250 (b)	A	S	84 lb.

* This weapon must be mounted on a vehicle or tripod

Also see the **Colt Government Model, Caliber 45 pistol**, **Smith & Wesson 1917 Army Model revolver**, **Winchester Model 1912 shotgun**, and **Auto-Ordnance Thompson** submachine gun, above.

SPRINGFIELD M1903A1: Due to be phased out as the standard rifle when the anticipated M1 Garand enters service next year, the Springfield has faithfully served since 1903. A well-balanced and accurate bolt-action rifle, it chambers the .30-06 caliber and has a 5-round magazine capacity.

BROWNING AUTOMATIC RIFLE M1918 (BAR): A tough semiautomatic rifle, the BAR is chambered for the standard .30-06 service cartridge and fed by a 20-round magazine. It boasts selective semiautomatic or fully automatic fire with a rate of up to 600rpm, and weighs only 19 lb. It lends itself extremely well to support and suppressive fire, though its lack of bipod hinders it slightly.



BROWNING M1919: Extremely rugged and reliable, the M1919 machinegun is air-cooled and fed by 250-round .30-06 fabric belts. It can sustain its 600rpm

rate of fire, though the heavy weight (31 lb.), as well as the weight of its ammunition and tripod, means it must be operated by two-man teams when used in an infantry support role.

BROWNING M2: Modified from the M1921 four years ago, the M2 heavy machinegun weighs 84 lb. and fires the extremely powerful .50 Browning Machine Gun cartridge. The long range, accuracy, ability to penetrate armor, and 550rpm rate of fire make it a justly respected weapon.

UNITED SOVIET SOCIALIST REPUBLIC (USSR)

Soviet Weapons	Dmg	Str	Rng	Cap	Rate	Spd	Wt
Nagant M1895	3 L	2	50 ft.	7 (r)	M	A	2 lb.
Tokarev-Tula TT-33	3 L	2	50 ft.	9 (m)	M	A	2 lb.
Mosin Nagant M1891	3 L	2	100 ft.	5 (c)	M	A	9 lb.
Degtyareva PPD-34	3 L	2	50 ft.	25 (m)	A	A	8 lb.
Degtyaryova DP	3 L	3	100 ft.	47 (m)	A	A	20 lb.
Pulomiyot PM1910	3 L	*	100 ft.	250 (b)	A	A	142 lb.

* This weapon must be mounted on a vehicle or tripod

NAGANT M1895: Although replaced in primary service by the Tokarev three years ago, the long-serving Nagant revolver is still produced and widely used by the Soviet military, police, and civilians. It is still well-regarded, and the presentation of a Red Star embossed M1895 is a high honor. The unique closed firing system of this reliable double-action revolver significantly increases the velocity of its seven 7.62 x 38 mm rounds, though each cartridge must be individually loaded and unloaded through a loading gate.

TOKAREV-TULA TT-33: Adopted in 1933, this extremely tough semiautomatic pistol is the standard sidearm of the Soviet forces. Chambering 7.62 x 25 mm ammunition, it is also capable of chambering and firing 7.63 x 25 mm Mauser rounds. The magazine holds 8 rounds.

MOSIN NAGANT M1891/30: This standard arm of the Soviet forces has seen effective service since 1892 (being only slightly modified since then) and is a reliable, fairly accurate, bolt-action rifle. The 5-round magazine holds 7.62 x 54 mm cartridges.

PISTOLET-PULEMET DEGTYAREVA PPD-34: The standard submachine gun of the Soviet forces, the PPD is a sturdy, effective firearm that entered service last year. It uses the same 7.62x25 mm ammunition as the Tokarev pistol, has a 25-round box magazine, and an 800rpm rate of fire.

Explosives	Dmg	Str	Rng	Cap	Wt	Notes
Dynamite Stick	8 L	2	10 ft.	—	1 lb.	Area effect
Flamethrower, Fw 35	3 L	3	50 ft.	5 (i)	79 lb.	Fire damage
Flamethrower, Type 93	3 L	3	25 ft.	6 (i)	55 lb.	Fire damage
Grenade, Mills	8 L	2	25 ft.	—	1 lb.	Area effect
Grenade, Mills, Rifle-fired	8 L	2	100 ft.	—	1 lb.	Area effect
Grenade, Stielhandgranate	8 L	2	50 ft.	—	1.5 lb.	Area effect
Grenade, Type 91	8 L	2	25 ft.	—	1 lb.	Area effect
Grenade, RGD-33	8 L	2	50 ft.	—	1.5 lb.	Area effect
Molotov Cocktail	2 L	2	10 ft.	n/a	1 lb.	Fire, Area effect
Sedgely Signal Gun	2 L	2	50 ft.	1 (i)	3 lb.	Fire damage

Area effect: Accurately throwing a grenade requires an Athletics roll, but extra successes do not increase the damage. When a grenade explodes, it damages everything in its area of effect (see “Area of Effect Attacks” in *Hollow Earth Expedition*, p. 127). Roll the listed damage rating against all opponents in the area. The damage inflicted is reduced by one point for each five feet an opponent is from the explosion.

Fire damage: Flamethrowers and flare guns are used to burn an opponent. To burn an opponent, make a ranged touch attack (see “Touch Attacks” in *Hollow Earth Expedition*, p. 126). If your character’s attack succeeds, she inflicts the listed amount of weapon damage. If her opponent is wearing something combustible—such as loose clothing—or has been doused with a flammable liquid, he is set on fire and will continue to take fire damage each turn until he puts himself out.

DEGTYARYOVA PEKHOTNYI DP: A light machine-gun chambering the 7.62 x 54 mm cartridge, the DP is a simple and reliable weapon, highly resistant to abuse and dirt except for its somewhat fragile bipod. Its 47-round top-mounted pan magazine, 600rpm rate of fire, and weight of only 20 lb. make it an extremely portable and effective support weapon.

PULOMYOT MAXIMA PM1910: An extremely heavy-duty copy of the Maxim machinegun, the PM1910 is a water-cooled 7.62 x 54 mm caliber weapon, mounted on a tough, all-metal wheeled carriage with a gun shield. Fed by 250-round belts, firing 600rpm, it weighs 142 lb.

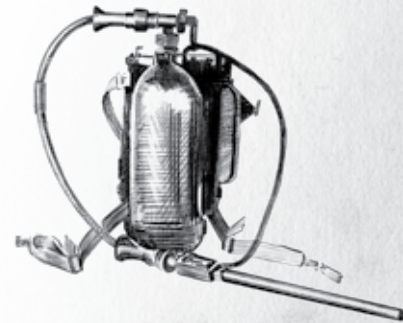
Also see **Ruchnaya Granata Degtyareva RGD-33**, below.

EXPLOSIVES AND FLAMETHROWERS

DYNAMITE: A common explosive used in construction, mining, and demolition. When a stick of dynamite explodes, it does damage to everything in its blast radius. Roll the listed damage rating against all opponents in the area of effect. The damage inflicted is reduced by one point for each five feet an opponent is away from the explosion. Wiring multiple sticks together grants a +2 damage bonus (maximum of six sticks).

FLAMMENWERFER 35: Born out of the German army’s experiences using flamethrowers in the Great

War, the new Flammenwerfer 35 weighs only 79 lb., enabling it to be used by a single trooper. It has an effective range of 50 feet and total 10-second fire duration before its 2.6 gallon tank is emptied.



TYPE 93: Issued three years ago, the Type 93 portable flamethrower features three cylinders containing 3.25 gallons of fuel. It weighs only 55 lb., has a range of 25 feet, and a fire duration of 12 seconds.

MILLS No. 36: This version of the Mills “pineapple” grenade was produced four years ago. This defensive grenade requires that the thrower take cover immediately after throwing it. It is accurate when thrown out to 25 feet, but can hurl its fragments further than this. It can be fitted with a flat base and fired with a blank cartridge from a rifle with a cup attachment, giving it a much longer range. It has a 7-second fuse.

STIELHANDGRANATE 24: A steel explosive can mounted atop a wooden handle which gives the thrower more leverage and greater range. It has a 5-second fuse. The famous “Potato Masher” of the Great War, this stick hand grenade 24 continues in German service.

Chapter Five

TYPE 91: A cylindrical grenade with a “pineapple”-style outer shell and bursting charge case protruding from its base. It has a 7-second fuse, and a similar range as the Mills Grenade. The Type 91 grenade entered service in 1931.

RUCHNAYA GRANATA DEGTYAREVA RGD-33: The standard Soviet grenade is like a shorter, stockier version of the German “Potato Masher” grenade in appearance. It has a 4-second fuse.

MOLOTOV COCKTAIL: A crude incendiary explosive, a Molotov cocktail is made by mixing gasoline with a small bit of oil in a breakable glass bottle. Accurately throwing a Molotov cocktail requires an Athletics roll, but extra successes do not increase the damage. When it hits and bursts, it does two points of lethal damage to everything in its area of effect (see “Area of Effect Attacks” in *Hollow Earth Expedition*, p. 127), and ignites anything flammable. Targets continue to take fire damage each round until extinguished (see “Fire” in *Hollow Earth Expedition*, p. 135).

SIGNAL GUN: A single-shot, breach loading pistol used to fire flares. To use a signal gun as a weapon, make a Firearms touch attack (see “Touch Attacks” in *Hollow Earth Expedition*, p. 126). If you succeed you inflict one point of lethal damage. Anything combustible will ignite, and continue to take fire damage each turn until extinguished (see “Fire” in *Hollow Earth Expedition*, p. 135).

GENERAL EQUIPMENT

T. F. ARKINGTON is delighted to offer its customers a wide variety of tools and equipment from around the world, including many unique items from exotic locales such as Siberia and Japan. It should be noted that these are real tools, not merely replicas or display pieces sold to tourists. This equipment is of the highest quality and will stand up to the most rugged use.

To assist our discerning customers, **T.F. ARKINGTON** is pleased to provide reference information on each item for easy comparison shopping.

DEFENSE: The Defense bonus provided by the armor.

STRENGTH: The minimum Strength rating needed to wear or carry the item. A character with a lower Strength rating suffers a -2 penalty to attack rolls for

each point of Strength below the minimum.

DEXTERITY: The penalty to Dexterity due to the restrictive nature of wearing or carrying the item. This penalty affects all Dexterity-related skills and abilities.

COST: The cost of the item in U.S. dollars.

Note: Prices may vary considerably based on quality, historical value, and decoration.

WEIGHT: The weight of the item in pounds.

ARMOR

Armor	Defense	Strength	Dexterity	Cost	Weight
Coat-of-Mail	+3	3		\$100.00	35 lb.
Cuirassier	+2	2		\$50.00	18 lb.
Leather	+1	1		\$25.00	10 lb.
Metal Shield	+2	3		\$25.00	6 lb.
Native Shield	+1	2		\$10.00	3 lb.
O-Yoroi	+3	2	-1	\$250.00	45 lb.
Service Helmet	+2*	2		\$1.00	2 lb.
Suit of Plate	+4	3	-1	\$250.00	50 lb.

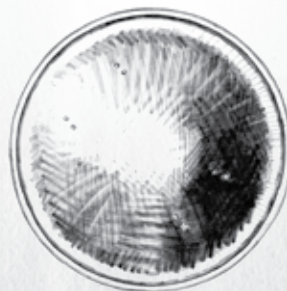
* Service Helmets only protect the head, deflecting attacks and increasing the difficulty of called shots to vital areas.

COAT OF MAIL: A replica mail hauberk over quilted undergarment.”

CUIRASSIER’S ARMOR: Polished steel with brass fittings, chin straps, and plumes. This is the breastplate, backplate, and helmet uniform element as worn in Full Dress by such cavalry units as the British Life Guards, French Cent Garde, and others. \$50.00

LEATHER: Armor made of thick hide or stiff leather that provides protection without restricting movement. \$25.00

METAL SHIELD: We have several metal shields available including replicas of medieval shields, and authentic iron Dahl shields from India with etched designs and four inlaid brass bosses. Much sought after for decoration. \$25.00



NATIVE SHIELD: Although of little use when facing the modern world of firearms, native shields are fine, decorative pieces of animal hide, wood, and fur. We offer them from such tribes as the Zulu. \$10.00

O-YOROI: Extremely showy! A full set of Japanese samurai armor—quilted cloth covered in chain and lamellar, with heavy enameling decoration. \$250.00

SERVICE HELMET: We have a large number of modern military service helmets—particularly of the patterns used in the Great War—most of which continue in service today. \$1.00

SUIT OF PLATE: A full suit of plate armor faithfully copied from a set in a European museum, consisting of breastplate, backplate, greaves, helmet, and vambraces. \$250.00

CAMERAS

Camera	Cost	Wt.
Keystone 16	\$25.00	4 lb.
Kodak Baby Brownie	\$1.00	0.5 lb.
Kodak Ciné Kodak K	\$150.00	3.5 lb.
Kodak Ciné Special	\$350.00	9 lb.
Kodak Retina I	\$50.00	1 lb.
Mitchell Model NC	\$1500.00	20 lb.

KEYSTONE 16 MOVIE CAMERA: Preserve the priceless moments of today with a Keystone “16”. An affordable 16 mm single speed movie camera featuring a mechanical shutter, wind-up spring motor, and f/3.5 lens. Recording Time: 4mins 10secs, must be wound up every 50 seconds. \$25.00

EASTMAN KODAK BABY BROWNIE: Designed by the famous Walter Dorwin Teague! This cheap, small, attractive bakelite camera has a Meniscus lens and rotary shutter, and takes 8 shots on a reel of Kodak 127 film. \$1.00

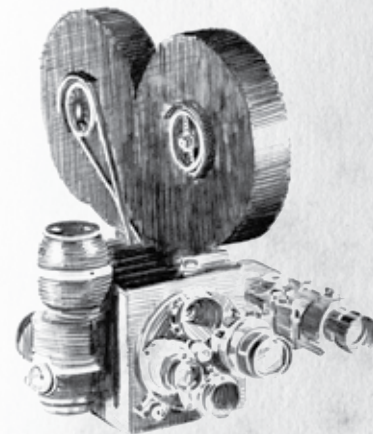
EASTMAN KODAK CINÉ KODAK, MODEL K: Established as an excellent value portable ciné camera for the amateur enthusiast, it features an Anastigmat 25 mm f/1.9 - f/16 lens, and 100-ft. 16 mm film reel providing a recording time of 4 minutes, 10 seconds. \$150.00

EASTMAN-KODAK CINÉ KODAK SPECIAL MODEL: The best moderately-priced portable ciné camera available, this Eastman-Kodak product has an adjustable shutter and back-wind, permitting fades, overlapping

scenes, time-lapses, animation and lap-dissolves. It has a tough two-lens turret for zooms and close-ups, and variable recording speed from 8-64 frames per second. May be hand-cranked or motor operated, and uses 16 mm 100 ft. or 200 ft. reel. Recording Time: 4 minutes, 10 second or 8 minutes, 20 seconds. \$350.00

EASTMAN-KODAK RETINA I: New this year, the thoroughly modern and compact Retina I uses 36 mm daylight loading cassette film to take a remarkable 36 shots! A fine camera equipped with a Schneider-Kreuznach Retina-Xenar Anastigmat lens, and Compur Rapid shutter. \$50.00

MITCHELL MODEL NC 35 MM CINÉ CAMERA: Using 1000 ft. of 35 mm film, and recording picture and sound, the Model NC is a professional ciné camera, the standard of Hollywood studios. Equipped with Bausch & Lomb Baltar lenses: 25 mm f/2.3; 50 mm f/2.3; 75 mm f/2.3; 100 mm f/2.3 40 mm f/2.3 Pan Astro Lens, it also comes with a Rolling Tripod Model RT, Friction Tilt-head, Baby Tripod Model HBT, Combination Matte Box and Sunshade, 110 electric motor, and Erect Image Viewfinder with built-in mattes. Recording Time: 40 minutes. \$1500.00



CAMERA ACCESSORIES

Camera Accessories	Cost	Wt.
Film, Kodak (8 shots)	\$0.25	—
Film, Kodak (36 shots)	\$1.00	—
Film, Motion Picture (100ft.)	\$7.50	1 lb.
Keystone Projector	\$25.00	10 lb.
Lightproof Film Tank	\$2.50	1 lb.
Metal Tripod	\$5.00	5 lb.
Optipod	\$1.00	1 lb.
Photo Development Kit (24)	\$7.50	8 lb.
Portable Movie Screen	\$7.50	6 lb.
Self Timer	\$1.00	0.5 lb.

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KEYSTONE 200-WATT PROJECTOR: An economical movie projector with a heavy duty motor and speed control. Feeds up to 400 ft. of 16 mm film, projecting a clear picture of 3 x 2 ft. up to 18 ft. away. **\$25.00**

LIGHTPROOF FILM TANK AND WINDING BOX: Lightproof pine box with steel winding handles and interior spindles. Used to wind reels of film and store them safely away from light exposure. **\$0.25**

METAL TRIPOD: Ideal for capturing blur-free shots and filming. Collapsible aluminum tripod ranges from 15 in. collapsed to 40 in. extended. Comes with a sturdy leather case. **\$5.00**

OPTIPOD: Made of stainless steel, the optipod is a general clamp suitable for securing a camera to nearly any object. **\$1.00**

PHOTO DEVELOPMENT KIT: This portable kit contains a stirring rod, print frame with adjustable mask, 6 photo blotters, acid hypo, 12 tubes of developing powder, 2 film clips, 24 sheets of printing paper, a thermometer, a squeegee plate, a print roller, an electric safe light, and 3 enameled trays. **\$7.50**

PORTABLE MOVIE SCREEN: A roll-up, pristine, white, 2 x 3 ft. movie screen (easily cleaned with a damp cloth) that can be set up on any flat surface. Collapses into a compact leatherette unit. **\$7.50**

SELF TIMER: This pneumatic bakelite cylinder and braided cable release attaches to the camera and automatically trips the shutter after a set time period has elapsed. **\$1.00**

CLOTHING AND ACCESSORIES

Arctic Wear	Cost	Wt.
Balaclava, Heavy Wool	\$10.00	0.5 lb.
Boots, Heavy Fleece-Lined, 16-inch	\$25.00	5 lb.
Fur Coat, Heavy, Hooded	\$100.00	5 lb.
Mitts, Fur-Covered Leather, Lamb-Lined	\$10.00	2 lb.
Pants, Heavy Wool Arctic Cloth	\$10.00	5 lb.
Socks, Buckskin-Covered Wool	\$1.00	1 lb.
Undergarments, Chamois Shirt and Pants	\$50.00	2 lb.

Men's Wear and Accessories	Cost	Wt.
Belt, Leather	\$1.00	—
Boots, Leather Work	\$2.50	2 lb.
Gloves, Leather	\$2.50	—
Gloves, Buckskin Work	\$1.00	—
Handkerchief	\$0.25	—
Hat, Fur Felt Fedora	\$2.50	—

Jacket, Leather Flight, Lamb-Lined	\$20.00	5 lb.
Jacket, Heavy Twill, Cossack Style	\$2.50	3 lb.
Kilt, Tartan	\$12.50	1 lb.
Overcoat, Wool	\$7.50	3 lb.
Robe, Double-Breasted Wool Flannel	\$5.00	2 lb.
Shirt	\$0.50	—
Shoes, Leather	\$2.50	2 lb.
Shoes, Canvas Athletic Shoes	\$1.00	1 lb.
Shoes, Canvas Work Shoes	\$2.50	1 lb.
Socks, Woolen	\$1.00	—
Suit, Synthetic, 3-Piece	\$10.00	2 lb.
Suit, Woolen, 3-Piece	\$25.00	3 lb.
Sweater	\$1.00	1 lb.
Tie, Silk	\$0.50	—
Trousers, Woolen Suit	\$7.50	1 lb.
Trousers, Canvas or Cotton Work	\$1.00	0.5 lb.
Tuxedo	\$25.00	2 lb.

Military Wear	Cost	Wt.
Breeches	\$2.50	1 lb.
Cap, Bell Crown	\$10.00	—
Equipment, Leather Belt, Suspenders, and Pouches	\$2.50	1 lb.
Hat, Campaign	\$1.00	1 lb.
Jacket, Army	\$2.50	1 lb.
Knapsack	\$3.50	2 lb.
Leggings, Leather Puttee	\$5.00	2 lb.
Leggings, Puttee	\$1.00	1 lb.
Shirt, Army Dress	\$2.50	—
Shoes, Leather Army	\$10.00	2 lb.
Tie	\$0.50	—

Outdoor Wear	Cost	Wt.
Boots, Arctics, Fleece-lined Rubber	\$2.50	2 lb.
Boots, Laced Leather Riding and Utility, 17-inch	\$7.50	4 lb.
Boots, Leather Riding	\$5.00	3 lb.
Boots, Short Leather Tramping	\$2.50	2 lb.
Breeches, Riding	\$2.50	1 lb.
Cap, Deerstalker	\$1.00	—
Cap, Knitted Wool	\$1.00	—
Cap, Leather Flying	\$15.00	—
Coat, Hunting, Heavy Duck, Leather Reinforcement	\$7.50	2 lb.
Coat, Moleskin Hunting	\$25.00	2 lb.
Coat, Moleskin, Sheepskin-Lined, Opossum Fur Collar	\$30.00	3 lb.
Coat, Plaid Wool	\$10.00	2 lb.
Coat, Plaid Wool, Suede-Lined	\$15.00	3 lb.
Gloves, Shooter's Field, Wool, Pigskin Palm	\$2.50	—
Gloves, Wool	\$2.50	—
Goggles, Driving or Flying	\$2.50	—
Jacket, Suede, Knitted Raglan		
Sleeves, Sateen-Lined	\$15.00	3 lb.
Shirt, Light Wool	\$3.50	—
Shirt, Heavy Wool	\$5.00	0.5 lb.
Trousers, Heavy Duck	\$2.50	1 lb.

Trousers, Wool Hunting	\$7.50	2 lb.
Vest, Moleskin, Sheepskin-Lined	\$7.50	1 lb.
Weatherproof Rubber-All Suit	\$15.00	8 lb.

Smoking Items	Cost	Wt.
Cigarettes, Pack	\$0.10	—
Cigars, King Edward, box of 50	\$1.00	1 lb.
Smoking Pipe, Kaywoodie, Briar	\$2.50	—
Smoking Pipe, Freibourg & Treyer, Briar	\$5.00	—
Tobacco, 8 oz. Tin	\$0.50	0.5 lb.

Tropical Wear	Cost	Wt.
Coat, Light Sailcloth	\$10.00	0.5 lb.
Coat, Safari	\$15.00	1 lb.
Skirt, Heavy Cotton	\$2.50	0.5 lb.
Tropical Pith Helmet	\$15.00	1 lb.
Trousers or Shorts, Cotton Hunting	\$3.50	0.5 lb.

Women's Wear and Accessories	Cost	Wt.
Beret, Wool	\$0.50	—
Blouse	\$0.50	—
Coat, Fur, Galapin, Lapin, or Muskrat	\$100.00	3 lb.
Coat, Fur, Barunduki, Leopard, Moleskin, or Squirrel	\$250.00	3 lb.
Coat, Fur, Dark Brown Weasel	\$500.00	3 lb.
Coat, Fur, White Siberian Ermine	\$1,000.00	3 lb.
Coat, Fur, Eastern Mink	\$2500.00	3 lb.
Dress, Cotton 1-Piece	\$1.00	2 lb.
Dress, Rayon 2-Piece	\$5.00	2 lb.
Dress, Evening, Satin	\$5.00	2 lb.
Dress, Evening, Silk	\$7.50	2 lb.
Dress, Evening, Taffeta and Lace	\$7.50	2 lb.
Dress, Evening, Velvet	\$7.50	2 lb.
Gloves, Cotton	\$0.50	—
Gloves, Lambskin	\$1.00	—
Gloves, Wool	\$0.50	—
Handbag, Vachelle	\$1.00	0.5 lb.
Hat, Felt	\$1.00	—
Jacket, Fur, Lapin or Caracul	\$50.00	0.5 lb.
Makeup Kit	\$1.00	0.5 lb.
Sandals, Leather	\$2.50	1 lb.
Scarf, Chiffon Velvet	\$1.00	0.5 lb.
Scarf, Sable Fur	\$150.00	0.5 lb.
Scarf, Wool	\$0.50	0.5 lb.
Shoes, Embossed Leather, Buckled, Military Heel	\$5.00	1 lb.
Shoes, Evening, Grecian-Style		
Leather Ankle-Strap, Spiked Heel	\$5.00	0.5 lb.
Shoes, Leather Oxford Sporting	\$2.50	1 lb.
Shoes, Light Leather	\$2.50	1 lb.
Shoes, White Canvas Athletic	\$1.00	1 lb.
Stockings, Rayon	\$0.25	—
Stockings, Silk	\$0.50	—
Sweater	\$1.00	1 lb.
Suit, 2-Piece Gingham Blouse and Skirt	\$5.00	2 lb.
Suit, 2-Piece Cotton, Jacket and Skirt	\$5.00	2 lb.
Suit, 2-Piece Wool Mohair, Jacket and Skirt	\$5.00	2 lb.

Suit, 3-Piece Tweed, Jacket, Skirt, and Long Coat	\$10.00	5 lb.
Suit, Lounge, 2-Piece Terry Cloth, Flared Pants	\$2.50	2 lb.
Turban, Velvet	\$2.50	1 lb.

OUTDOOR GEAR

ACME "THUNDERER" WHISTLE: Recommended for police, railway, and other situations requiring the finest whistle available. Solid, nicked brass with a powerful tone. **\$0.50**

ALARM GUN: This simple black iron mechanism holds a single 12-gauge shotgun shell blank. Stick it in the ground or hang it from a tree limb or fence, and arrange with trip wires. Anyone or anything triggering a tripwire will fire the shotgun shell, warning you and frightening them. **\$7.50**

ARMY HOUSEWIFE: Every traveler needs an Army Housewife! This handy sewing and darning kit is a button-down roll pack containing several safety pins, a few small reels of thread, several needles and pins, a small pair of folding scissors, and a thimble. **\$0.50**

AXE AND KNIFE STONE: A combination carborundum 4 x 2 in. whetstone—rough on one side, smooth on the other—ideal for keeping blades honed and ready to use. **\$2.50**

BAUSCH & LOMB BINOCULARS: With its moisture- and dust-tight body, extreme ruggedness, and light weight, these x8 magnification binoculars set the standard by which all others are judged! Comes with a leather case and carrying straps. **\$75.00**



BRILLIANT SEARCHLIGHT: This lamp is attached to an adjustable leather headstrap and may be tilted up or down. The light illuminates up to 500 feet, and is connected to a small belt-fastened oil generator by a tube. A single 10 oz. fill of oil will burn for 5 hours. Also has a shutter to dampen the lamp when desired. **\$7.50**

Chapter Five

CAMP COT: Army issue folding wooden cots with khaki canvas covers and provide an ideal sleeping platform. **\$2.50**

CANDLES: We offer white beeswax candles in brown paper packs of a dozen. Each provides up to eight hours of illumination. **\$0.25**

Outdoor Gear	Cost	Wt.	Notes
Acme Whistle	\$0.50	—	
Alarm Gun	\$7.50	4 lb.	
Army Housewife	\$0.50	—	
Axe and Knife Stone	\$2.50	0.5 lb.	
B&L Binoculars	\$75.00	2 lb.	x8 magnification
Brilliant Searchlight	\$7.50	3.5 lb.	
Camp Cot	\$2.50	16 lb.	
Candles, dozen	\$0.25	1 lb.	
Canteen	\$1.00	1 lb.	
Duffle Bag	\$5.00	3 lb.	
Eagle Monocular	\$2.50	—	x4 magnification
First Aid Package	\$0.50	0.5 lb.	+2 first aid bonus
Flashlight	\$2.50	1 lb.	
Folding Bathtub	\$5.00	17 lb.	
Folding Camp Stove	\$10.00	18 lb.	
Gulf Fishing Outfit	\$5.00	3 lb.	
Hammock	\$5.00	5 lb.	
Helio Mirror	\$1.00	—	
Hurricane Pipe	\$7.50	—	
Ice Crampons	\$5.00	2 lb.	Move normally on ice
Ice Goggles	\$2.50	—	
Lantern	\$5.00	5 lb.	
Marble's Waterproof Matchbox	\$0.50	—	
Marble's Wrist Compass	\$1.00	0.5 lb.	
Merkel Trap, rabbit	\$2.50	6 lb.	
Merkel Trap, raccoon	\$7.50	17 lb.	
Mess Kit	\$1.00	1 lb.	
Mosquito Netting	\$1.00	1 lb.	
New Maine Pack	\$15.00	3 lb.	
Northwestern Pack	\$7.50	2.5 lb.	
Oneida Steel Trap, 4-in.	\$1.00	1 lb.	4L damage to limb, halves Move
Oneida Steel Trap, 7-in.	\$1.00	2.5 lb.	4L damage to limb, halves Move
Oneida Steel Trap, 10-in.	\$7.50	4 lb.	4L damage to limb, halves Move
Oneida Steel Trap, 13-in.	\$10.00	5.5 lb.	4L damage to limb, halves Move
Overnight Tent	\$50.00	12 lb.	
Pack Saddle and Harness	\$75.00	25 lb.	
Poncho	\$5.00	2 lb.	
Racine Watch	\$25.00	—	
Ranger Tent	\$50.00	15 lb.	
Ration Pack Block	\$0.50	1 lb.	
Rope, 50 ft.	\$7.50	4 lb.	

Rubber Camp Blanket	\$2.50	4.5 lb.	
Saddle and Harness	\$50.00	20 lb.	
Saddlebags	\$10.00	4 lb.	
Sedgely Signal Gun	\$25.00	3 lb.	
Sedgely Signal Flares (doz.)	\$50.00	1 lb.	
Service Air Bed	\$15.00	9 lb.	
Skis	\$5.00	5 lb.	25mph (downhill)
Ski Bindings	\$2.50	0.5 lb.	
Ski Poles	\$2.50	1 lb.	
Sleeping Bag, Arctic	\$50.00	13 lb.	
Sleeping Bag, Ranger	\$15.00	9 lb.	
Snow Shoes	\$10.00	5 lb.	Move normally on snow
Stretcher	\$10.00	12 lb.	
Tarpaulin	\$10.00	25 lb.	
Toiletry Set, Men	\$5.00	3 lb.	
Toiletry Set, Women	\$5.00	3 lb.	
Torrinaire Heat Pad	\$0.50	1 lb.	
Vion Telescope	\$30.00	2 lb.	x33 magnification
Wool Blanket	\$2.50	4 lb.	

CANTEEN: U.S. Army regulation canteen; khaki cloth covered with shoulder strap. Metal cap covering cork with chain attached. Holds two pints. **\$1.00**

DUFFLE BAG: Unequaled for durability and service, this waterproof duffle bag is made from extra-fine grade duck with reinforced seams, and has a handle attached by strong leather lugs over metal D-rings. 15 in. diameter, 3 ft. length. **\$5.00**

EAGLE MONOCULAR: A new, specially designed spotting instrument, the Eagle can be easily adjusted with one hand using only the forefinger and thumb. Ideal for yachting, mountain climbing, shipboard duties, and game spotting. Compact and sturdy with a fine x4 achromatic lens and removable cap. **\$2.50**

FIRST AID PACKAGE: Hermetically sealed, 3 x 5 inch kit with brass loops for belt attachment. Contains cotton bandage, cotton pad, safety pin, ointment, and a small bottle of surgical spirit. **\$0.50**

FLASHLIGHT: Our rugged torches have a dense rubber splash proof cover and thick glass lens that intensifies light, as well as a handle steel ring at the butt. With a fresh set of batteries, they provide up to two hours of continuous illumination. **\$2.50**

FOLDING BATHTUB: 65-gallon rubberized duck tub with a varnished wood frame that folds up conveniently. **\$5.00**

FOLDING CAMP STOVE: Two sheet steel lids with wire handles, as well as a sliding draught door and adjustable spring damper. Folds up to

1-inch-thick sheet steel, all edges wired and thoroughly braced. **\$10.00**

GULF MODEL SALT WATER FISHING OUTFIT: Contains a flame-finish two-piece bamboo rod with double rubber grips, nickel mountings and garnix guides, 300 feet. Bakelite reel, 30 lb. test linen line, hooks, floats, and sinkers. **\$5.00**

HAMMOCK: Made of extra heavy canvas with clews. Can be suspended between any two suitable supports, providing comfortable sleep free of the ground. **\$5.00**

HELIO MIRROR: An excellent signaling device! This 3 x 6 inch plate is made of highly polished, un tarnishable steel. Comes in a khaki case. **\$1.00**

HURRICANE PIPE: Made from matured bruyéré, this fine tobacco pipe has a flip over cover to protect the tobacco from excess wind and rain, reduce the visible glow, and provide a clean, cool dry smoke. **\$7.50**

ICE CRAMPONS: Crafted from durable steel, with adjustable leather straps, our ice crampons are quick and easy to fit to the bottom of arctic boots, providing ideal purchase on even the slickest of icy surfaces. **\$5.00**

ICE GOGGLES: Carved from wood and fitted with an adjustable leather headstrap, our Canadian-made ice goggles are ideal for preventing snow blindness. **\$2.50**

LANTERN: A sturdy brass oil lantern with ventilated top, belt fastening, top hook, adjustable dimming knob, and covered bull's-eye reflector. **\$5.00**



MARBLE'S WATERPROOF MATCH BOX: This heavy nicked brass 3/4-inch diameter waterproof tube can hold a dozen matches. **\$0.50**

MARBLE'S WRIST COMPASS: This waterproof 1 1/2-inch diameter brass compass is mounted on a sturdy leather wrist strap. It features a floating luminous dial with a self-locking device. **\$1.00**

MERKL HUMANE SPRINGLESS ANIMAL TRAPS: All Merkl traps are of rectangular basket design, made of rustproof sheet steel and layers of tough wire mesh, with openings on the front and back. **\$2.50**

MESS KIT: U.S. Army regulation mess kit, consisting of knife, fork, spoon, mess pan (can be used for frying) with cover, and tin cup. **\$7.50**

MOSQUITO NETTING: We offer best-quality tape-bound U.S. Army mosquito netting, 8 x 6 ft., ideal for draping over and around areas to keep out mosquitoes and other insects. **\$1.00**

NEW MAINE PACK: Designed for heavy weight packing and constructed of 13 oz. waterproof duck with a waterproof throat. Reinforced with heavy webbing, with heavy leather adjustable shoulder straps. The outside flap acts as a cover, on the inside of which is a zipped pocket for maps and papers. The outside of the pack under the flap features a large bellows pocket. Has soft detachable tumpline. **\$15.00**

NORTHWESTERN PACK: Waterproof canvas general pack. Lapover top with three adjustable leather straps. Well sewn and riveted throughout. **\$7.50**

ONEIDA STEEL TRAPS: Oneida offer sprung steel animal traps in a variety of sizes, with or without teeth. Their reputation for quality is known worldwide. **\$1.00 - \$10.00**

OVERNIGHT TENT: Made of lightweight ground cloth and side panels, this popular waterproof, bug- and mosquito-proof tent allows you to leave the front canopy up most of the time. Quick and easy for one man to erect with outside poles, tie to trees, or suspend from an automobile. **\$50.00**

PACK SADDLE AND HARNESS: Light steel frame with carrying hooks, breast collar harness, bridle and reins, halter and hitching strap, etc. Ideal for mountain transportation. Adjustable for horse or mules. **\$75.00**

PONCHO: Olive green, made of durable, lightweight waterproof rubber, this hooded poncho rolls up for easy carriage. **\$5.00**

RACINE WATERPROOF WATCH: Guaranteed watertight, stainless, and rustless, with a dependable 15-jewel movement and leather strap. Available for men or women. **\$25.00**

Chapter Five

RANGER TENT: This popular two-man tent favored by explorers has a triangular rear requiring only one guy rope. It has a bobbinet ventilator and is absolutely insect-proof and waterproof. It has a hooded canopy, sewn-in ground sheet, and is suitable for any climate. 6 x 7 x 7 ft. **\$50.00**



RATION PACK: As Commander Peary will no doubt say, Pemmican is the best survival ration available. Our traditional blend contains dried bison meat, cranberries, and bone marrow fat, and keeps for months. A single 1 lb. block will provide a grown man with nutrition enough for a day of hard labor. **\$0.50**

ROPE: Strong, supple hemp rope suitable for a variety of tasks. Not prone to fraying. **\$7.50**

RUBBER CAMP BLANKET: This 6 x 6 ft. rubberized blanket has many uses such as covering items to protect them from rain, acting as a barrier to damp ground, and so on. **\$2.50**

SADDLE, HARNESS, AND SADDLE BAGS: U.S. Army regulation russet leather saddle with coat and stirrup straps, wood stirrups, saddle blanket, and regulation bridle with rein, halter, curb bit and snaps. Regulation leather saddle bags are also available. **\$50.00/\$10.00**

SEDGELY U.S.M.C. SIGNAL GUN: This dependable, breechloading, double action signal gun has a 37 mm barrel, and comes with a detachable stock and 12-gauge shell shotgun adapter. Flares can be seen up to 25 miles away in ideal conditions, and the parachute flares fall for up to 35 seconds from 250 ft. **\$25.00**

SERVICE AIR BED: Ideal for campers, hunters, and trappers, these are beloved by travelers everywhere! Durable rubber on canvas with a removable washable khaki cover. May be inflated by mouth or with any automobile pump. **\$15.00**

SKI EQUIPMENT: We offer finely made hickory skis and bindings, as well as wooden poles. **\$2.50-\$5.00**

SLEEPING BAG, ARCTIC: Keeps you warm from freezing to sub-zero. Interlined with everlive down in

overlapping tubes with pure virgin wool lining, Egyptian cotton water-repellent outer, full talon hookless fastening, and drawstring hood. **\$50.00**

SLEEPING BAG, RANGER: A serviceable and comfortable bag for general camping requirements. Made of wool-lined, water-repellent olive drab drill. **\$15.00**

SNOW SHOES: Sturdily made of white ash with cured cowhide strings and rivets in heel. **\$10.00**

STRETCHER: This tough, canvas, fold-up stretcher features iron legs and carrying handles. **\$10.00**

TARPAULIN: Made of heavy-duty finely woven canvas with hand-sewn eyelets and double-stitched seams, our 20 x 20 ft. tarpaulin sheets are a versatile waterproof covering. **\$10.00**

TOILETRY SET FOR MEN: This heavy cotton button down roll contains a mirror, razor, nail file, scissors, bar of shaving soap, bakelite comb and brush, shaving brush, toothbrush, bar of white soap, and tube of toothpaste. **\$5.00**

TOILETRY SET FOR WOMEN: Compact leather case containing mirror, comb, hairbrush, toothbrush, cream jar, lotion bottle, nail file, scissors, tweezers, manicure piece, bar of soap, and tube of toothpaste. **\$5.00**

TORRIDAIRE HEAT PAD: No hot water—no wires! Just an ounce of water heats this 6 x 8 in. pad for hours, and it can be reheated again and again. Ideal for sticking by your feet when camping out, or for warming your hands when kept in a pocket. Comes with a sturdy duck cover. **\$0.50**

VION TELESCOPE: One of the handiest and most popular telescopes around. This compact, elegant instrument offers x33 magnification. Its brass body is covered in black leather. Comes with a movable leather sunshade and a case with shoulder strap. **\$30.00**

WOOL BLANKET: Our drab-colored wool blanket is 66 x 78 inches. **\$2.50**

PROFESSIONAL EQUIPMENT

Professional Equipment	Cost	Wt.	Notes
Grappling Hook	\$2.50	2 lb.	+2 to Climbing rolls
Climbing Pitons (per 6)	\$0.50	1 lb.	
Locksmith's Kit	\$25.00	1 lb.	+2 Lockpicking rolls
Parachute	\$25.00	15 lb.	Descent speed: 12 mph
Theatrical Kit	\$7.50	3 lb.	+2 Disguise rolls
U.S. Portable Transmitter	\$50.00	10 lb.	
U.S. Medical Kit	\$50.00	5 lb.	+2 Medicine rolls

CLIMBING GEAR: Durable, well made, and competitively priced. We sell grappling hooks and climbing pitons, as well as suitable rope. **\$2.50/\$0.50**

LOCKSMITH'S KIT: The ideal portable set for dealing with difficult locks! This leather-lined wooden case contains a set of lockpicks, tension wrench, can of lubricating oil, jar of rust remover, tongs, tweezers, and skeleton keys. **\$25.00**

***WARNING:** The sale of this kit will only be authorized with a locksmith license or permission from your Chief of Police.*

PARACHUTE: Professionally packed in a rugged canvas pack, our triangular canopy silk parachute is backed up with an auxiliary parachute. **\$25.00**

THEATRICAL KIT: A favorite of those treading the boards, this portable brass appointed mahogany case contains basic makeup, fake noses, mustaches, spirit gum, and putty. Ideal for putting on another face. **\$7.50**

U.S. ARMY SIGNAL CORPS PORTABLE FIELD TR

ANSMITTER: Contained in a sturdy 11 x 7 x 7 inch walnut box, and carried by a leather shoulder strap, this unit has a transmitter, magnet bells, and a one-piece mouth-ear receiver. It can be hooked up to most electrical power sources, such as car batteries. Guaranteed to offer absolute clarity of signal up to 25 miles, with a general good range of 500 miles. **\$50.00**

U.S. MEDICAL DEPARTMENT KIT: This 12 x 7 x 3 inch black leather case contains a syringe, scalpel, forceps, two pairs of surgical gloves, surgical thread, needle, tweezers, scissors, field tourniquet, bone saw, two leather straps, bandage, gauze, cotton dressing, nest of three small stainless basins, several safety pins, stethoscope, and three medicine vials. **\$50.00**



TOOLS

Tools	Cost	Wt.	Notes
Carpentry Tool Set	\$25.00	20 lb.	+2 Craft: Carpentry
Elliott Entrenching Outfit	\$7.50	6 lb.	
Mechanic Service Chest	\$25.00	50 lb.	+2 Craft: Mechanics
Swiss Army Knife	\$5.00	-	
Two-Man Saw	\$5.00	8 lb.	

CARPENTRY 30-PIECE TOOL SET: Sturdy wooden case containing an automatic screwdriver, screwdriver set, marking gauge, ball hammer, claw hammer, pliers, hack saw, saw, coping saw, flexible steel rule, spirit level, square, brace and bit set, plane, chisel set, and several boxes of nails and screws. **\$25.00**

ELLIOTT'S U.S. ARMY ENTRENCHING OUTFIT: A versatile outfit for engineer soldiers, it features a polished hardwood handle with steel eyebolt and reinforcement, folding blade useful as a pick, shovel or hoe, and leather shoulder case. **\$7.50**

MECHANIC SERVICE CHEST: A 90-piece mechanics set complete with sockets, wrenches, ratchets, punches, screwdrivers, pliers, hammers, hack saw, ignition set, and heavy steel chest. **\$25.00**

SWISS ARMY KNIFE: This famous pocket knife features a red composition handle with a ring for a chain, two small cutting blades, screwdriver, can opener, corkscrew, bottle opener, and leather punch. **\$5.00**

TWO-MAN SAW: This 6 ft. long, flexible steel saw has a hardwood handle at each end, and is ideal for sawing passage for a ship through arctic ice, or felling a tree in record time. **\$5.00**

MISCELLANEOUS EQUIPMENT

Miscellaneous Equipment	Cost	Wt.	Notes
Bicycle Playing Cards	\$0.50	-	
Diving Ensemble	\$12.50	2 lb.	+2 Swimming rolls
Gas Mask	\$5.00	2 lb.	
Hand Irons	\$1.00	1 lb.	
Herman Geipel Violin	\$50.00	4 lb.	
Higgins Official Football	\$5.00	1 lb.	
Hohner Harmonica	\$0.50	-	
Ken-Wel Baseball Gear	\$7.50	3 lb.	
Philco Model 116X			
Radio-Phonograph	\$250.00		
Philco Model 610B Radio	\$50.00		
Remington #5 Typewriter	\$50.00	14.5 lb.	
Schrader Diving Outfit	\$75.00	65 lb.	
Silvertone Portable Phono.	\$10.00	10 lb.	
Silvertone Portable Radio	\$25.00	30 lb.	
Supertone Guitar	\$10.00	10 lb.	
Travel Trunk	\$5.00	18 lb.	
Underwood 77 Typewriter	\$15.00	15 lb.	
Waterman Pen and Pencil	\$2.50	-	
Westclox Baby Ben	\$5.00	0.5 lb.	
Westclox Pocket Ben	\$1.00	-	
Westclox Wrist Ben	\$5.00	-	
Wollensak Microscope	\$15.00	3 lb.	
Zippo Lighter	\$2.50	-	
Zippo Lighter (Monogrammed)	\$3.50	-	

BICYCLE PLAYING CARDS: Deal with confidence with this linen-finish poker-size deck of cards. **\$0.50**

Chapter Five

DIVING ENSEMBLE: Our combination of tight swimsuit, snorkel, mask, and flippers will enable you to enjoy diving in warm, shallow waters. \$12.50

GAS MASK: Made of rubber with a securing strap and respirator pack, complete with its own canvas bag and shoulder strap. Reliable and easy to don. \$5.00



HAND IRONS: The bane of many a ne'er-do-well! These key-locking handcuffs are made entirely from heavy-duty steel, the manacles bound by a thick 3-link chain. \$1.00

HERMAN GEIPEL VIOLIN: Made in Germany of finely flamed maple, with old spruce top and ebony fingerboard. Comes with Ludwig silver trimmed bow. A beautiful instrument. \$50.00

HIGGINS X-PERT OFFICIAL FOOTBALL: Made of the finest full grain, pebbled cowhide, strongly sewn, and endorsed by Jay "Iron-Man" Berwanger. \$5.00

Hohner Harmonica: The best choice for portable music. Hohner harmonicas are well made and guaranteed. \$0.50

KEN-WEL BASEBALL GLOVE, BAT AND BALL: Made of the finest leather, the Ken-Wel "Dazzy Vance" baseball glove comes with a hickory bat and official league ball for a special offer price. Ideal for whiling away the time. \$7.50

PHILCO MODEL 116X RADIO-PHONOGRAPH: This large, eye-catching radio-phonograph combination is the cream of entertainment, replete with 11 tubes with Acoustic Clarifiers, 6A3 triode output tubes, and an automatic record changer. \$250.00

PHILCO MODEL 610B RADIO: The attractive wooden Model 610B offers AM, police band, and shortwave coverage, with good reception and clarity. AC only. \$50.00

REMINGTON #5 TYPEWRITER: This sturdy and attractive portable typewriter is available at a very reasonable price. \$50.00

SCHRADER Mk. V DEEP SEA DIVING OUTFIT: The standard US Navy deep-sea diving suit (also extremely popular with civil divers), the Mk. V is instantly recognizable with its port-holed bonnet and bolted breastplate. Air is fed into the helmet from the surface vessel by a watertight umbilical and pump. The bonnet contains a battery-powered telephone linked to a cable for communication with the surface. It allows the wearer to operate to a depth of 300 ft. Also included are a waterproof canvas suit, weight belt and metal boots. \$75.00

SEARS MODEL 4414 SILVERTONE RADIO: Molded in white bakelite, this inexpensive DC-only radio provides basic reception. \$10.00

SILVERTONE STANDARD PORTABLE PHONOGRAPH: Ideal for picnics, parties, and boat trips! Brown leather case and handle, with built-in horn and holder for twelve records. \$25.00

SILVERTONE PORTABLE RADIO: You shall have music and entertainment wherever you go. This briefcase-sized 6-tube radio provides up to 450 hours of listening on its dry batteries, and weighs only 30 lb. \$10.00

SUPERTONE GUITAR: Fine dark mahogany finish, birch back and extra set of strings. \$5.00

TRAVEL TRUNK: A copper riveted, tough and durable leather-covered travel trunk with iron corner caps, sturdy steel handles, and a secure brass lock. \$15.00

TRUETONE MODEL D702 RADIO: A basic 5-tube radio in ivory or black bakelite, the model D702 can be used upright as a tombstone-style radio, or on its side as a table radio. \$2.50

UNDERWOOD NOISELESS 77 TYPEWRITER: Offering beautiful styling and the quietest possible operation, the portable Noiseless 77 is available in your choice of black, maroon, or two-tone green. \$5.00



WATERMAN PEN AND PENCIL: No better Gifts than Pens, No better Pens than Waterman's! The modern Ink Vue Waterman fountain pen is a reliable pen of streamlined beauty in a variety of colors and patterns. Comes with a matching pencil. **\$1.00**

WESTCLOX BABY BEN: The latest portable alarm clock, with adjustable loud or soft tick, loses only a few minutes every 24 hours. Dustproof with a luminous dial. Available in black or ivory. **\$5.00**

WESTCLOX POCKET BEN: An attractive and sturdy pocket watch for active men and boys. **\$1.00**

WESTCLOX WRIST BEN: The new Westclox wrist-watch. Sturdy and accurate with unbreakable crystal front and metal link or leather strap. **\$5.00**

WOLLENSAK 425-POWER MICROSCOPE: Nature's most intriguing secrets are hidden to the naked eye. Unveil them with a Wollensak. This 425-power magnification microscope is available at a reasonable price. **\$15.00**

ZIPPO LIGHTER: The smoker's best companion! A popular seller for the last three years, the Zippo cigarette lighter is windproof, durable, and reliable. The only lighter with a qualified life-time guarantee! Monogramming available. **\$2.50-\$3.50**

VEHICLES

T. F. ARKINGTON is pleased to offer its customers a wide variety of vehicles from around the world, including automobiles, trucks, and motorcycles. We are also happy to broker the sale of ships and aircraft. Because of the nature of vehicle sales, payment must be made in full at the time of purchase and the buyer is responsible for arranging delivery.

To assist our discerning customers, **T.F. ARKINGTON** is pleased to provide reference information on each vehicle for easy comparison shopping.

SIZE: The relative size of the vehicle as compared to an average adult (Size 0). Vehicle Size modifies its Defense and Structure and factors into how many passengers it can carry.

DEFENSE (DEF): How difficult it is to hit and damage the vehicle.

STRUCTURE (STRC): The amount of damage a

vehicle can take before it is inoperable. Vehicles will continue to run until their structure is reduced to zero (or less), at which point they stop functioning.

SPEED (SPD): The speed at which a vehicle moves in miles per hour. If driven in combat, a vehicle moves five times its speed rating in feet per turn; however, the driver may make a double move with a vehicle, as normal (See "Movement" in *Hollow Earth Expedition*, p. 127-128).

HANDLING (HAN): How maneuverable a vehicle is and how easy it is to operate. Handling modifies the operator's Drive or Pilot rolls.

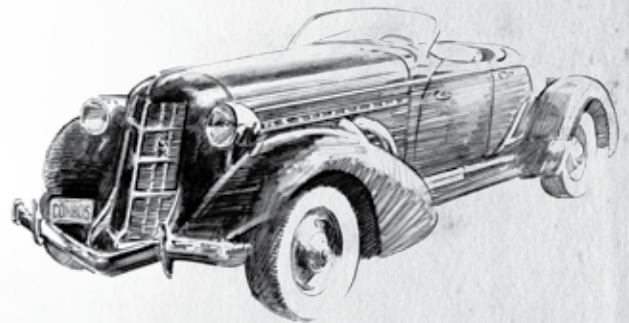
CREW: The number of people required to operate a vehicle.

PASSENGERS (PASS): The number of passengers a vehicle can carry.

AUTOMOBILES

DOMESTIC AUTOMOBILES

AUBURN 852S: A super-charged roadster with an 8-cylinder engine and a top speed over 100mph. When driving the new Auburn 852S, you enjoy the complete assurance that comes from driving the "King of the Highway." **\$2500**



BUICK CENTURY, SERIES 60: Capable of going from 10mph to 60mph in less than twenty seconds. Dependable, and assured a long and faithful life, the Century has a solid steel turret top body, hydraulic brakes, and a reserve of power that makes driving effortless. **\$750**

BUICK ROADMASTER, SERIES 80: Styled for a party, but powered for a thrill. Comfortable, roomy, and powerful, the Roadmaster is crafted with attention to detail and niceties. **\$1250**

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Domestic Automobiles	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Auburn 852S	2	6	8	100	+2	1	1	\$2500
Buick Century 60	2	4	8	90	0	1	1	\$750
Buick Roadmaster	2	6	8	90	0	1	4	\$1250
Cadillac LaSalle	2	6	8	90	0	1	4	\$1250
Chevrolet Master	2	4	8	80	0	1	3	\$700
Chrysler Airflow 8	2	6	8	80	0	1	4	\$1000
Chrysler Imperial	2	6	8	80	0	1	4	\$1000
Cord 810	2	6	8	90	+2	1	4	\$2500
DeSoto Airstream	2	4	8	80	0	1	3	\$700
Dodge D2	2	4	8	80	0	1	4	\$750
Ford Model 48	2	4	8	80	0	1	4	\$750
Lincoln Zephyr	2	6	8	90	0	1	5	\$1300
Oldsmobile Six	2	4	8	80	0	1	4	\$750
Oldsmobile Eight	2	4	8	80	0	1	4	\$750
Packard 120	2	6	8	80	0	1	4	\$1000
Pontiac DeLuxe 6	2	4	8	80	0	1	3	\$700
Pontiac Eight	2	4	8	80	0	1	3	\$700
Studebaker Dictator	2	4	8	80	0	1	3	\$700

Foreign Automobiles	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Bugatti Type 57	2	6	8	100	+2	1	3	\$5000
Bugatti Type 57S	2	6	8	110	+2	1	3	\$6000
Bugatti Type 57SC	2	6	8	120	+2	1	3	\$7500
Mercedes 540K	2	6	8	100	+2	1	3	\$10,000
Rolls-Royce Phantom III	2	6	8	100	+2	1	3	\$10,000

CADILLAC LASALLE: Purchase a member of the Royal Family of Motordom. Luxurious and comfortable, the LaSalle sets the standard for those who desire to go beyond the conventionally good. **\$1250**

CHEVROLET MASTER DELUXE: Chevrolet offers a combination of features without counterpart among cars of comparable price. Features such as hydraulic brakes, valve-in-head engine, and steel turret top body make it the only complete low-priced car. **\$700**

CHRYSLER AIRFLOW EIGHT: Ultra-modern and safe, with smooth contours and a completely enclosing rigid frame for safety. With distinct individual styling and scientific Airflow design, this automobile is the car that has revolutionized motoring standards. **\$1000**

CHRYSLER AIRFLOW IMPERIAL: Luxurious and truly aerodynamic, the Airflow Imperial strikes a new artistic note. An effortless and surprisingly economical car with the new Chrysler Automatic Overdrive. **\$1000**

CORD 810: An entirely new kind of performance. A phenomenal ride due to a combination of perfect balance, low center of gravity, independently sprung front wheels, and a minimum of unsprung

weight. Streamlined, with button-press gear-shift and retractable headlamps, the Cord is in a class of its own. **\$2500**



DESOTO CUSTOM SIX AIRSTREAM: Streamlined and affordable. With individual front wheel springing, DeSoto Ride Stabilizer, and hydraulic shock absorbers adjustable to load and road conditions, the new Airstream promises a smooth, comfortable ride. **\$700**

DODGE D2 "BEAUTY WINNER": "My Goodness! ...What a Grand car!" says Shirley Temple, star of Captain January. The big, powerful Beauty Winner is a car of equally big money-saving value. **\$750**

FORD MODEL 48: While the Ford is a man's car in every rugged sense of the word, it takes a woman to appreciate the fine finish and detail. Sturdy and fine, with V8 performance, this automobile delivers on the extra value you've come to expect from Ford. **\$750**

LINCOLN ZEPHYR: Wheels have wings with the new Lincoln Zephyr. Streamlined, with an integrated body and frame, the Zephyr boasts the smooth delivery of a V12 engine, with owners reporting a pleasing economy of 14-18 miles per gallon. **\$1300**

OLDSMOBILE SIX: Streamlined, long and low, with exceptional room, and smooth performance by virtue of the proven Oldsmobile Knee-Action wheels. The big all-feature car of the low-field price. **\$750**

OLDSMOBILE EIGHT: Strong and comfortable, the Oldsmobile Eight is amply powered, fast, and safe with Ride Stabilizer and Super-Hydraulic Brakes. An Oldsmobile worthy of pride. **\$750**



PACKARD 120: Get the "plus" of a Packard. Combining long style and mechanical life, the 120 is high in driving comfort and owner prestige, low in operating and maintenance costs. A car of power and luxury! **\$1000**

PONTIAC DeLUXE SIX: The Silver Streak model continues. This year's Pontiac DeLuxe Six retains the admired Silver Streak full-hood grill, combining smoothness and dash. With all-new details such as combination door handle and arm rests. **\$700**

PONTIAC EIGHT: Reliable and built to last 100,000 miles, the Silver Streak Eight has all the smoothness and delivery you'd expect of a modern eight-cylinder engine. With touches such as a locking glove compartment, the Eight proves, "all that's best of all that's new." **\$700**

STUDEBAKER DICTATOR: Smart to be seen in, smarter to buy. The only car on the market with Automatic Hill Holding—freeing your foot from the brake pedal. The Dictator also has the gas-saving Studebaker Overdrive for greater economy and a record 24 miles per gallon. **\$700**

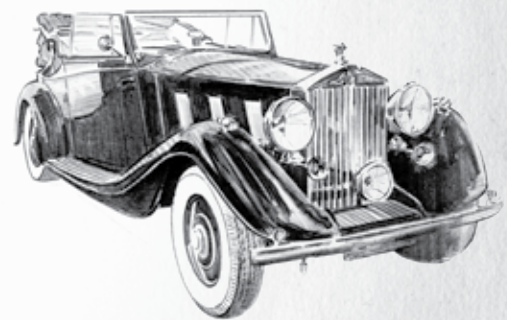
FOREIGN AUTOMOBILES

BUGATTI TYPE 57: Beautiful and stylish! Designed by Jean Bugatti (son of the famous Ital-

ian, Ettore) and produced in France, the Type 57 is small, light, and powerful with superior handling and speed. **\$5000 - \$7500**

MERCEDES BENZ 540K: The Kompressor model Mercedes Benz provides Donner und Blitzen motoring with its supercharged eight-cylinder engine. Gracefully styled, luxuriously appointed, meticulously crafted, it enjoys vast prestige. **\$10,000**

ROLLS-ROYCE PHANTOM III: With its all-new "aluminium" V12 engine offering smooth as silk performance, and independent front suspension, the Phantom III brings the Rolls-Royce into the spotlight again. A stately British car of the utmost luxury. **\$10,000**



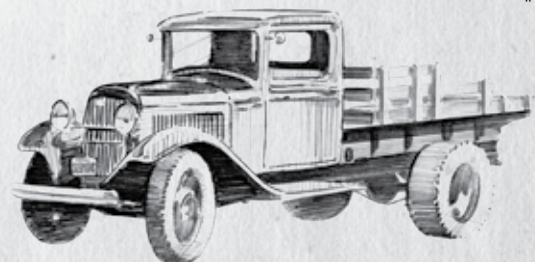
COMMERCIAL TRUCKS

CHEVROLET MASTER COMMERCIAL: An attractive modern pick-up, the Master Commercial is a cheap, workmanlike light delivery vehicle with a payload of 1,000 lb. **\$500**

DIAMOND T MODEL 211: A tough, reliable 1½-ton truck, the Model 211 has a twin-wheel rear axle and very respectable speed with a payload of 3,000 lb. **\$500**

DODGE FORE-POINT: A typical ½-ton pick-up, the Fore-Point is a sturdy workhorse with a low-cost purchase price and a payload of 1,000 lb. **\$500**

FORD MODEL BB: Available in a large number of truck types, the popular 2¼-ton Model BB can be found fulfilling roles from fire truck to hauler, light gas truck to garbage truck. It has a payload of 4,250 lb. **\$500**



Commercial Trucks	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Chevrolet Master	2	4	8	70	0	1	4	\$500
Diamond T 211	2	6	10	60	-2	1	10	\$500
Dodge Fore-Point	2	4	8	70	0	1	4	\$500
Ford Model BB	2	6	10	60	-2	1	10	\$500
International C15	2	4	8	70	0	1	4	\$500
Studebaker Metro	2	6	10	60	-2	1	10	\$500

Foreign Trucks	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Crossley Condor	2	6	10	40	-2	2	60	\$7,500

Bicycles	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
I. J. Streamline	0	6	4	Str x 10	+2	1	0	\$25
Mead Ranger Ace	0	6	4	Str x 10	+2	1	0	\$25

Motorcycles	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Crocker Big Tank	1	6	6	110	+2	1	0	\$450
Harley EL	1	6	6	100	+2	1	0	\$400
Harley Servi-Car	1	6	6	50	0	1	0	\$500
Harley RLD "45"	1	6	6	70	+2	1	0	\$250
Indian Chief	1	6	6	90	+2	1	0	\$350
Indian Four	1	6	6	90	+2	1	0	\$350
Indian Std. Scout	1	6	6	70	+2	1	0	\$250

Foreign Motorcycles	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Ariel Square Four	1	6	6	80	+2	1	0	\$300
BMW R12	1	6	6	50	+2	1	1	\$600
BSA Empire Star	1	6	6	80	+2	1	1	\$300

INTERNATIONAL C15: Known for its heavy-duty quality and stamina, the 3-speed, 136 in. wheelbase, C15 one-ton truck is a respected utility vehicle with a payload of 2,000 lb. **\$500**

STUDEBAKER METRO: An ultra-compact "cab forward" truck, the modern, economical Metro is up to 30% shorter than comparable trucks. It has a payload of 4,000 lb. **\$500**

FOREIGN TRUCKS

CROSSLEY CONDOR: A typically British double-decker bus, the Condor seats 60 passengers, and is operated by a driver and conductor. **\$7,500**

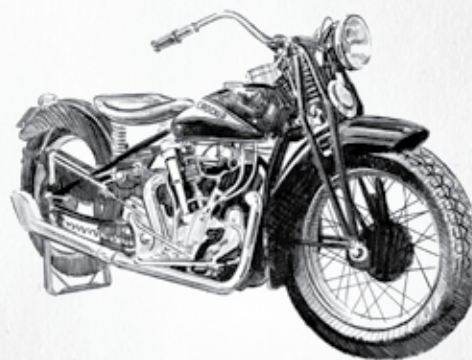
BICYCLES

IVER JOHNSON STREAMLINE: The strongest, handsomest, and most up-to-date bike in America, the Streamline is swell. A new thrill every mile. **\$25.00**

MEAD RANGER ACE: America's most famous bicycle name for 40 years. A thoroughly modern bike with real leather saddle and electric lights and horn. **\$25.00**

MOTORCYCLES

CROCKER BIG TANK: Albert Crocker's nifty new motorcycle enters the scene—a heavy-duty beautifully styled and powerful V-twin produced in your choice of color, chrome trim, gear ratio and displacement. Al promises to refund the full purchase price to any buyer who is beaten by a rider on a stock Harley Davidson or Indian. **\$450**



HARLEY DAVIDSON EL: The first 4-speed Harley! Boasting gorgeous polished "knucklehead" cases, the brand-new dry sump oil system, and oval tube front fork struts. Draws admiring glances for its modern appearance of power. **\$400**

HARLEY DAVIDSON GDT SERVI-CAR: The three-wheeled utility Servi-Car promises fine service. Ideal for towing, quick delivery, and any other tasks for which a small, light carrier vehicle is desirable. A favorite of police parking-enforcement divisions, it boasts a large storage compartment and a towing hitch. \$500

HARLEY DAVIDSON RLD: The Harley for the economically minded, the "45" continues to demonstrate its popularity. A reliable streamlined motorcycle with a beautiful fishtail muffler and modest performance. \$250

INDIAN CHIEF: Indian's best-selling motorcycle, the big heavy-duty Chief is a handsome, comfortable and reliable twin of proven success and head-turning looks. All the world is yours to explore! \$350

INDIAN FOUR: Indian continues to establish new standards of motorcycling with its revolutionary revised Four. New for '36, the Four has the exciting "upside-down" engine, with exhaust valves over the intakes, the carburetors down low, and the exhaust pipe up top. \$350

INDIAN STANDARD SCOUT: Using the same frame as the Chief, the Standard Scout continues the fine Scout name, an Indian twin for those who believe in saving on cost, not quality. Delivers up to 50 miles per gallon. \$250

FOREIGN MOTORCYCLES

ARIEL SQUARE FOUR: Sporting a stylish black-and-chrome finish with gold trim, the eye-pleasing Square Four is every inch the modern British motorcycle. The four-cylinder side-valve engine offers superb delivery and exciting performance. \$300

BMW R12: Now in its second year of production, the German R12 still has the fine 4-speed gearbox and modern front telescopic fork that has made it so popular for civilian and military use, the latter as a messenger, scout, and sidecar rig. Now with an electric arc welded frame. \$600

BSA Q8 EMPIRE STAR: This attractive new British motorcycle is painted green-and-black with gold trim, and was released to commemorate the 25th anniversary of the crowning of HRH King George VI. A fast, agile motorcycle with a pillion seat. \$300

BOATS

CANOE: Capable of carrying one or two men and a reasonable equipment load, the 15 ft. canoe is extra light and ideal for general use, and can be strapped to the roof of an automobile. Constructed of thick canvas and spruce. Weighs 55 lb. \$75

CHRIS-CRAFT CRUISER: The well-appointed cabin of this 24-ft. cruiser comfortably sleeps four, while the galley is the rival of many a modern kitchen in its utility. \$1,000

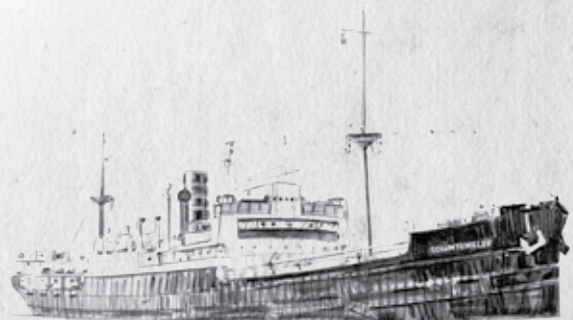
ELCO TWIN SCREW MOTOR YACHT: Big, roomy, and luxurious, this lavish yacht features a large deck-house, three plush cabins with divan berths (sleeps 6), quarters for two crew, and a fine galley forward. \$15,000

GREEN BAY HUNTING BOAT: Built to be very light and strong, the Green Bay has a large carrying capacity, and is easy running and seaworthy. Its light draft makes it ideal for shallow water and marshland. Made of white cedar and oak, painted with three coats of dead-grass paint. 14 ft. long, 3 ft. wide, 100 lb. \$50

HICKMAN SEA SLED MOTOR BOAT: Safe and instantly maneuverable at full throttle, the 6-passenger open-top SEA SLED motor boat is famous for its softness and dryness in action. Powered by twin 121 bhp Gray engines. \$2,500

PRIGG FIREBALL SPEEDBOAT: Based on the World Class E Record Holder, the Fireball guarantees speed from its Gray Fireball Engine. 2-seater with a distinctive bullet-shaped hull. \$2,500

THREE-ISLAND TRAMP STEAMER: A class of general purpose cargo ship, the Three-Island's enclosed central bridge above the engine room increases stability. Storage is located forward and aft for cargo, and several lifeboats can be found on deck. A captain, first mate, chief engineer, several deck officers, several engineers,



Boats	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Canoe	1	4	4	Str x2	0	1	1	\$75
Chris-Craft Cruiser	4	4	10	20	-2	1	3	\$1,000
Elco Motor Yacht	4	4	14	20	-2	2	6	\$15,000
Green Bay Boat	1	4	6	Str x2	0	1	1	\$50
Hickman SEA SLED	2	6	8	40	+2	1	5	\$2,500
PRIGG Fireball	2	6	6	50	+2	1	1	\$2,500
3-Island Tramp Steamer	8	6	24	10	-2	20	10	\$250,000
Wheeler Playmate Sedan	4	4	14	30	-2	1	6	\$5,000

an assortment of seamen, a cook, and sometimes a doctor and steward crew such a ship, making an average of 20 crewmen. Cargo capacities and displacement vary enormously.

\$250,000

WHEELER PLAYMATE SUNLIGHT LOUNGING SEDAN: This luxury 39-ft. cruiser has a mahogany hull, chromium fittings, V-windshield, and dining nook. It also features a forward cockpit, and spacious aft cabin which sleeps six. Ideal for fishing or commuting in modern vogue.

\$5,000

BOAT ACCESSORIES

Boat Accessories	Spd	Cost	Wt.
Elto Ace Portable Outboard	7	\$50.00	23 lb.
Elto Cub Portable Outboard	5	\$35.00	8 lb.

ELTO ACE PORTABLE OUTBOARD: Widely popular, the 2hp Ace can propel a small boat up to 7mph, and weighs 23 lb. Runs 3 hours on a gallon of gasoline.

\$50.00

ELTO CUB PORTABLE OUTBOARD: The world's lightest outboard motor at 8 lb. It develops 0.5hp and can propel a hunting boat or canoe up to 5mph. Runs for 1½ hours on a single quart of fuel.

\$35.00

AIRCRAFT

CIVIL AIRCRAFT

BEECHCRAFT B17L STAGGERWING: A beautiful, streamlined aircraft, the Staggerwing takes the biplane form into the future with its backward staggered top wing. Reliable and well made, Staggerwings have been purchased by Howard Hughes, the USAAF, and civilian buyers.

\$7,500

BOEING 247D: Revolutionary when it entered service three years ago with United Airlines, the 247D was the first airliner with an autopilot, all-metal monocoque fuselage, and retractable landing gear. It is crewed by a

pilot, co-pilot, and flight attendant. \$75,000

CESSNA C-34: This neat little parasol-winged monoplane has helped further Cessna as a manufacturer of well crafted, affordable, private aircraft.

\$5,000

DOUGLAS DC2: In service with TWA as well as several European airlines such as KLM and Swissair, the DC2 is comfortable, safe, and fast. It is crewed by a pilot, co-pilot, and sometimes a flight attendant.

\$75,000

DOUGLAS DC3: The new sibling of the DC2, the DC3 has made transcontinental US flights possible in under 18 hours, due to its range of 1250 miles. Includes sleeping berths and an in-flight kitchen. It has been adopted by every major US airline.

\$100,000

FORD 5-AT-C TRI-MOTOR: Providing steady service since the end of production three years ago, the "Tin Goose" is a reliable old workhorse with its parasol wing and three trusty engines.

\$25,000

LOCKHEED ORION 9: Now a handful of years old, the Orion was originally a single pilot, six passenger transport. Since the Civil Aeronautics Authority bill of '34, necessitating a co-pilot in commercial transport aircraft, most of these reliable aircraft have been converted to cargo and mail use.

\$25,000

MARTIN M-130: Three of these magnificent flying boats have been manufactured, all purchased by Pan Am: the China Clipper (flying San Francisco to Hong Kong), the Hawaiian Clipper (flying San Francisco to Honolulu), and the Philippine Clipper (flying San Francisco to Manila). Previously carrying mail only,



Civil Aircraft	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Beechcraft B17L Staggerwing	2	6	8	160	+2	1	4	\$7,500
Beechcraft B17L Floatplane	2	6	8	160	+2	1	4	\$7,500
Boeing 247D	4	4	12	200	0	3	10	\$75,000
Cessna C-34	2	6	8	160	+2	1	3	\$5,000
Douglas DC2	8	4	14	210	-2	3	14	\$75,000
Douglas DC3	8	4	16	230	-2	2	21	\$100,000
Ford 5-AT-C Tri-Motor	4	4	12	150	0	2	17	\$25,000
Lockheed Orion 9	2	4	10	200	0	1/1	-/6	\$25,000
Martin M-130 "Clipper"	8	4	24	180	-2	5	18/46	\$500,000
Pittcairn PA-18 Autogiro	2	6	6	90	+2	1	1	\$7,500
Sikorsky S-42	8	4	20	190	-2	4	14/37	\$250,000
Stinson SR Reliant	2	6	8	130	+2	1	3	\$5,000

Foreign Aircraft	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Short C-Class Empire	8	4	22	200	-2	5	16/24	\$200,000

Zeppelins	Size	Def	Strc	Spd	Han	Crew	Pass
Graf Zeppelin	16	2	18	80	-2	36	20

they are now set to carry passengers as well. The crew consists of a pilot, co-pilot, navigator, engineer, and radio operator. **\$500,000**

PITCAIRN PA-18: A copy of the Spanish Cierva, the PA-18 is license-built in the USA, by Avro in Great Britain, Lioré et Olivier in France, and Focke-Achgelis in Germany. Boasting an excellent safety record for several years until last year's October crash, this open cockpit autogiro is an exceedingly nimble aircraft with a large lifting rotor that enables it to hover. **\$7,500**

SIKORSKY S-42: The S-42 established itself as the first transoceanic flying boat two years ago, also setting a new world load-carrying record the same year. The fleet of 10 flying boats has served Pan Am remarkably well. Crewed by a pilot, co-pilot, navigator, and radio operator. **\$250,000**

STINSON SR RELIANT: Reliant by name, reliable by nature, the SR is an extremely popular private monoplane aircraft regarded for its combination of excellent quality and reasonable price. **\$5,000**

FOREIGN AIRCRAFT

Also see **Junkers Ju 52**, below.

SHORT C-CLASS EMPIRE: Britain's entry into the field of great flying boats, the C-Class has just entered service for Imperial Airways, connecting Britain with its colonies and the Commonwealth. Four have entered service: Caledonia, Canopus, Cavalier, and Centaurus. Imperial has an order for another 21 due to enter service

next year. The crew consists of a pilot, co-pilot, radio operator, ship's clerk, and steward. These luxuriously-appointed vessels feature 2 decks, 4 saloons (including a smoking cabin), and a kitchen. **\$200,000**

ZEPPELINS

Elegant, stately, exclusive: the great airships of Germany (Zeppelins as we know them) are majestic and awe-inspiring. Named in honor of Ferdinand, Graf (Count) von Zeppelin, the inventor who pioneered such vessels, they have graced our skylines with their streamlined silver forms for many years now. The pinnacle of their development, of course, is the illustrious LZ 127 Graf Zeppelin itself.



LZ 127 GRAF ZEPPELIN: Since its launch on September 18th, 1928, the Graf Zeppelin has proven its safety and grandeur while touring Europe, circumnavigating the globe in just over 21 days in 1929, making a research trip to the Arctic in 1931, making an appearance at the Century of Progress World's Fair in Chicago in 1933, and establishing a regular transatlantic route between Germany and the Americas.

At 776-ft. long, the Graf Zeppelin features ten luxurious passenger compartments with double bunks, four water closets, and two passenger washrooms with two basins

Chapter Five

each. It also has a beautifully decorated dining room/salon and modern kitchen. The crew area includes the radio room, navigation room, a crew-only washroom, and the command cabin with a sweeping, panoramic view.

LZ 129 HINDENBURG: According to reports, this year will see the exciting launch of the Graf Zeppelin's larger sister ship, the LZ 129 Hindenburg, a Zeppelin of over 800 ft. in length and at least double the passenger capacity of the Graf Zeppelin. Truly, the skies of the future will belong to these magnificent silver giants.

MILITARY VEHICLES

T. F. ARKINGTON PRESENTS

For your Enlightenment and Elucidation:

VEHICLES OF THE WORLD'S MAJOR MILITARIES

THE BRITISH EMPIRE

British Military	Size	Def	Strc	Spd	Han	Crew	Pass
Vickers Mk. VIA	2	8	10	30	-2	3	-
Vickers Mk. II	2	8	12	10	-2	5	-
Vickers MG Carrier	2	8	8	30	-2	2	3
Fairey Swordfish	2	4	8	140	0	2	-
Gloster Gauntlet Mk. II	2	6	6	230	+2	1	-
Handley Page Heyford	8	4	18	140	-2	4	-
Saunders Roe London	8	4	18	150	-2	5	-
HMS Nelson	16	20	48	20	-2	1314	-
Courageous Class							
Aircraft Carrier	16	12	40	30	-2	1215	-
O/P/R Submarine	8	6	20	20/10	-2	53	-

LAND VEHICLES

VICKERS LIGHT TANK Mk. VIA: Newly introduced this year, the Vickers Mk. VIA is a scout tank armed with a turret mounted Vickers Mk. I .303 machinegun and Vickers Mk. I .50 machinegun. The crew consists of a commander, driver, and gunner.

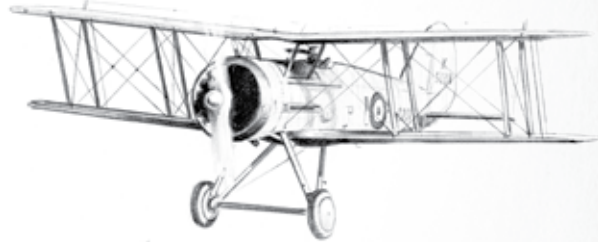
VICKERS MEDIUM TANK Mk. II: Placed in production in 1925, this tank has a turret mounted 3-pounder main gun and coaxial .303 Vickers machinegun. Additional .303 Vickers are mounted in a gun port on each side of the tank. The crew consists of a commander, main gunner, two machine-gunners, and driver.

VICKERS MEDIUM MACHINEGUN CARRIER: Another new weapon in the arsenal of the British Empire, the Medium Machinegun Carrier is a small, low, lightly armored open-topped gun platform armed with a Vickers .303 machinegun. The crew consists of a driver, gunner, and 3 additional troops.

AIR VEHICLES

FAIREY SWORDFISH: The brand-new torpedo bomber adopted by the Royal Navy, the Swordfish biplane is a solid, two-man open cockpit aircraft with folding wings. It has a forward fixed .303 Vickers machinegun, .30-06 M1919 Browning machinegun on pivot in the rear of cockpit, and a single 1,610-lb. torpedo. The crew consists of a pilot and rear gunner.

GLOSTER GAUNTLET Mk. II: Only a year in service, the Gauntlet is a single-seat open cockpit biplane fighter of the Royal Air Force and Royal Navy. It is armed with two forward mounted .303 Vickers machineguns.



HANDLEY PAGE HEYFORD: A tough, twin-engined heavy bomber biplane with an open single pilot cockpit. It is armed with a 3,500-lb. underwing bombload and has open turrets in the nose, dorsal cockpit, and ventral section—each with a pivot-mounted .303 Lewis machinegun. The crew consists of a pilot and three machine-gunners.

SAUNDERS ROE (SARO) LONDON: The Royal Navy's newly-introduced coastal reconnaissance flying boat, this twin-engined biplane has a closed cockpit for its pilot and navigator. It has three open turrets, each mounted with a .303 Lewis machinegun—in the bow, midships, and tail section—plus a 2,000-lb. underwing bombload for bombs, depth charges, or sea mines.

SEA VEHICLES

HMS NELSON: Britain's most up-to-date battleship. It bristles with nine 16-in. guns, twelve 6-in. guns, six 4.7-in. anti-aircraft guns, sixteen 2-pounder anti-aircraft guns, eight 0.5-in. anti-aircraft guns, and two 24.5-in. torpedo tubes.

COURAGEOUS CLASS AIRCRAFT CARRIER: The HMS Courageous and HMS Glorious aircraft carriers are relatively small and light. They have sixteen 4.7-in. AA guns, and each carries a complement of 45 aircraft.

O/P/R CLASS SUBMARINE: The O, P, and R class overseas patrol submarines in Royal Navy employ are established and reliable. The fleet consists of HMS'

Odin, Olympus, Orpheus, Osiris, Oswald, Otus, Parthian, Perseus, Phoenix, Poseidon, Proteus, Pandora, Rainbow, Regulus, and Rover. They are armed with a 4-in. anti-aircraft gun on deck and eight 21-in. torpedo tubes (six in the bow and two in the stern).

FRANCE AND ITS COLONIES

French Military	Size	Def	Strc	Spd	Han	Crew	Pass
Hotchkiss H-35	2	10	12	20	-2	2	-
M1935 SOMUA	2	12	14	20	-2	3	-
Panhard 178	2	8	12	40	0	4	-
Dewoitine D500	2	6	8	220	+2	1	-
Farman F222	8	6	18	200	-2	5	-
Surcouf	8	6	24	20/10	-2	118	-

LAND VEHICLES

CHAR LÉGER HOTCHKISS H-35: This respectable light tank operates well in an infantry support role. It is armed with a turret mounted 37 mm main gun and 24/29 machinegun. The crew consists of a driver and gunner.

AUTOMITRAILLEUSE DE COMBAT M1935 SOMUA: With a cast hull, good armor, decent speed, and a powerful gun, the SOMUA medium tank is extremely versatile. It's armed with a turret mounted 47 mm main gun and 24/29 machinegun. The crew consists of a driver, commander, and gunner.

AUTOMITRAILLEUSE PANHARD ET LEVASSOR 178: This is a 4-wheel-drive armored car of sound design. It has a turret mounted with either a 25 mm main gun or two 24/29 machineguns. The crew consists of a driver, commander, gunner, and mechanic.

AIR VEHICLES

DEWOITINE D500: The most modern-looking fighter today! A stressed-skin, single-engine, open-cockpit monoplane that has also attracted purchases from China, Turkey, Lithuania, and Spain. It is armed with two forward mounted 24/29 machineguns.

FARMAN F222: This tireless 4-engine heavy bomber is a parasol-winged monoplane with retractable landing gear. It has a 24/29 machinegun mounted in its nose, dorsal, and ventral turrets, and a 9,240-lb. internal bombload.

SEA VEHICLES

SURCOUF: A unique cruiser submarine, the Surcouf has a pressure-tight hangar in its aft structure holding a floatplane that can be unloaded and retrieved at the surface, enhancing its scouting capabilities. It has eight

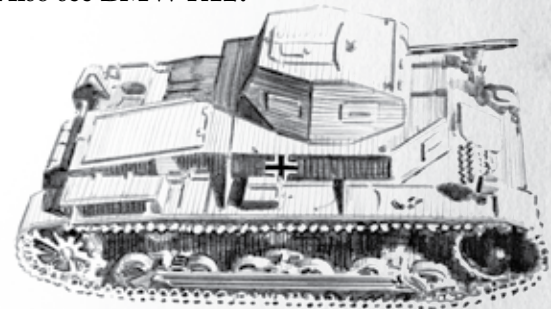
55 mm torpedo tubes in the bow and four 40 mm torpedo tubes in the aft. It also has two 203 mm guns in a pressure-tight deck turret.

GERMANY

German Military	Size	Def	Strc	Spd	Han	Crew	Pass
PzKpfW II	2	8	12	20	-2	3	-
SdKfz 221	2	8	10	50	0	2	-
SdKfz 231	2	8	12	40	-2	4	-
SdKfz 9	2	6	10	30	-2	1	7
Arado Ar 68	2	6	6	190	+2	1	-
Heinkel 111B-1	8	6	18	220	-2	5	-
Junkers Ju 52/3m	4	4	14	190	0	3	17
Junkers Ju 87A	2	6	8	200	0	2	-
KMS Scharnhorst	16	20	48	30	-2	1840	-
Type IIA U-Boat	4	6	18	20/10	-2	25	-

LAND VEHICLES

Also see **BMW R12**.



PANZERKAMPFWAGEN II: The newly introduced PzKpfW II is a light tank with a turret mounted 20 mm main gun and MG34 machinegun. The crew consists of a commander, driver and gunner.

LEICHTER PANZERSPÄHWAGEN 221: This 4-wheel-drive scout car entered service last year as a capable cross-country vehicle. It has a turret mounted MG34 machinegun. The crew consists of a driver and gunner.

SCHWERER PANZERSPÄHWAGEN 231: The SdKfz 231 6-wheel-drive armored car entered service in 1932. Thanks to having a driver front and a driver rear, the SdKfz can be driven with equal ease forwards or backwards. It is armed with a turret mounted 20 mm main gun and a MG34 machinegun. The crew consists of also has a commander, gunner, and radio operator that doubles as a rear driver.

SONDERKRAFTWAGEN 9 SCHWERER ZUGKRAFTWAGEN 18T: An extremely solid and heavy half-track and prime mover, the SdKfz 9 has just been introduced. While it has no armament itself, it can transport seven troops and tow up to 18 tons of artillery and munitions.

AIR VEHICLES

ARADO AR 68: The Luftwaffe's newest fighter aircraft, this single-engined, open-cockpit biplane has good maneuverability. It has two forward-mounted 7.92 mm MG15 machineguns each capable of firing 800 rounds per minute.

HEINKEL HE 111B-1: A sleek medium bomber of modern monowing design. MG15 machineguns mounted on pivots in the nose, dorsal, and ventral positions, plus a fuselage bomb bay for four 110-lb. bombs.

JUNKERS JU 52/3M: Robust and reliable, the Ju 52 primarily serves as a civil airliner and freighter, accounting for the bulk of Lufthansa's and Swissair's fleets. This tri-motored aircraft also serves in the Luftwaffe as a freighter, troop transport, and as the Ju.52/3mg3e bomber. Normally it has no weapons, but the 3mg3e version has a manually aimed MG15 in the dorsal cockpit and ventral bin, plus a 3,307-lb. bombload.

JUNKERS JU 87A "STUKA": Another new weapon in the burgeoning post-Treaty German arsenal is the Ju 87 dive bomber—a single-engine aircraft with unusual inverted gull wings and automatic dive recovery system in case of pilot blackout. It is equipped with a piercing air siren to strike fear into ground targets. Although rugged, it suffers from poor maneuverability. It has a 7.92 mm MG17 machinegun in the nose (firing 1,200 rounds per minute), a pivot-mounted MG15 in rear of the cockpit, and a single 550-lb. explosive bombload.

SEA VEHICLES

KMS SCHARNHORST: Germany's main battleship has an impressive variety of armament, including nine 280 mm guns, twelve 150 mm guns, fourteen 105 mm guns, sixteen 37 mm anti-aircraft guns, six 53 mm torpedo tubes, and two Arado floatplanes.

TYPE IIA: The Type IIA U-boat submarine is small, maneuverable, and dives rapidly.

It has a top speed of 15mph on the surface or 9mph when submerged. It is armed with a 20 mm anti-aircraft gun and three 53 mm torpedo tubes.

JAPAN

Japanese Military	Size	Def	Strc	Spd	Han	Crew	Pass
Type 94 Te-Ke	2	8	10	20	-2	2	-
Type 95 Ha-Go	2	8	12	30	-2	3	-
Nakajima A4N	2	6	6	220	+2	1	-
IJN Kirishima	16	16	46	30	-2	7294	-

LAND VEHICLES

TYPE 94 TE-KE: A reconnaissance tankette and ammunition trailer, the Te-Ke was adopted last year due to its low cost and speed of manufacture. It must be driven cautiously at high speed due to its tendency to throw its tracks when performing quick turns. It is armed with a turret mounted 6.5 mm machinegun. Its crew consists of a driver and gunner.

TYPE 95 HA-GO: A year into service, the Ha-Go is a capable light tank. It has a turret mounted 37 mm main gun with a limited 45-degree front firing arc, and a rear-facing Type 96 machinegun. The crew consists of a commander/gunner, mechanic/bow machine gunner, and a driver.

AIR VEHICLES

NAKAJIMA A4N: Finally entering service last year after being plagued with engine troubles, this fighter aircraft of the Imperial Japanese Navy is a simple single-seat carrier-based biplane. It has two forward-mounted 7.7 mm caliber machineguns firing 200 rounds per minute each.

SEA VEHICLES

IJN KIRISHIMA: The Imperial Japanese Navy's primary battleship. It has an impressive eight 356 mm guns, fourteen 152 mm guns, eight 127 mm anti-aircraft guns, twenty 25 mm anti-aircraft guns, and three floatplanes.

UNITED STATES OF AMERICA (USA)

U.S. Military	Size	Def	Strc	Spd	Han	Crew	Pass
M1917A1	2	8	10	10	-2	2	-
Boeing P-26 "Peashooter"	2	6	8	230	+2	1	-
Martin YB-10A	4	6	18	200	0	4	-
Consolidated PBV-1							
Catalina	8	6	18	190	-2	7	-
USS Arizona	16	20	48	20	-2	2290	-
USS Saratoga	16	14	48	40	-2	2122	-
Narwhal V-Class	8	6	24	20/10	-2	89	-

LAND VEHICLES

M1917A1: The M1917A1 light tank is a licensed copy of the French Renault FT-17. It has a turret mounted 1.46-in. main gun and is crewed by a driver and gunner.

AIR VEHICLES

BOEING P-26: Nicknamed the "Peashooter" the P-26 is the US Army Air Corps' agile all-metal open-cockpit monoplane fighter aircraft. It has two forward-mounted M1919 machineguns.

MARTIN YB-10A: A revolutionary medium bomber design, the YB-10A is an all-metal twin-engine monoplane with enclosed cockpit, retractable landing gear, bay, and rotating machinegun turret. It has Browning M1919 machineguns in its nose turret, rear cockpit, and rear ventral hatch, plus a 2260-lb. internal bombload.

CONSOLIDATED PBY-1 CATALINA: Brand new to service this year, the Catalina is the US Navy's reconnaissance flying boat! A twin-engined parasol-winged monoplane with retractable stabilizing floats, it has an M1919 machinegun in its nose turret, M2 machineguns in each of its two waist blisters, and an M2 machinegun in underside. It also has a 2000-lb. underwing bombload for bombs or depth charges. The crew consists of a pilot, co-pilot, navigator, and four machine-gunners.

SEA VEHICLES



USS ARIZONA: The USS Arizona is America's best battleship! It has twelve 14-in. guns, twelve 5-in. guns, twelve 5-in. anti-aircraft guns, eight 0.5-in. anti-aircraft guns, and three floatplanes.

USS SARATOGA: The pride of America's aircraft carriers with four twin 8-in. guns, twelve 5-in. guns, and capacity for a complement of 91 aircraft.

NARWHAL V-CLASS: The USS Narwhal and USS Nautilus are two fine submarines serving the U.S. Navy. They have two 6-in. guns and four 21-in. torpedo tubes (two in the bow and two in the stern), and a top speed of 20mph on the surface and 9mph submerged.

UNITED SOVIET SOCIALIST REPUBLIC (USSR)

Soviet Military	Size	Def	Strc	Spd	Han	Crew	Pass
BT-7	2	8	12	50	0	3	-
T-26B-1	2	8	12	10	-2	3	-
T-28	2	10	14	20	-2	6	-
T-35	2	10	14	20	-2	10	-
T-37A	2	8	10	20	-2	2	-
Polikarpov I-16 Type 4	2	6	6	270	+2	1	-
Tupolev SB-2	4	6	16	250	0	4	-

LAND VEHICLES

BT-7: Adopted last year, the BT-7 is a small, agile, and extremely swift tank with excellent suspension. It

is has a turret mounted 45 mm main gun and 7.62 mm DP machinegun. The crew consists of a commander, gunner, and driver.

T-26B-1: The T-26B-1 is a modified license-built copy of the British Vickers 6-ton light tank, first entering service three years ago, and now forming the backbone of Soviet armor. It has a turret mounted 45 mm main gun and 7.62 mm DP machinegun. The crew consists of a commander, gunner, and driver.

T-28: A medium tank designed to complement the heavier T-35, the T-28 was adopted three years ago. It has a main turret with 76.2 mm main gun, co-axial 7.62 mm DP machinegun and rear-facing DP machinegun. It also has two smaller turrets with a DP machinegun each. Its crew consists of a commander, driver, and four gunners.

T-35: The only five-turreted tank currently in service, the T-35 heavy tank has been in service for a year now. Unfortunately, it is prone to breakdown due to a faulty transmission. It has a turret with a 76.2 mm main gun and co-axial DP machinegun, two smaller turrets with 45 mm main guns, and two smaller turrets with DP machineguns. A commander, driver, radio operator, mechanic, and six gunners form the crew.

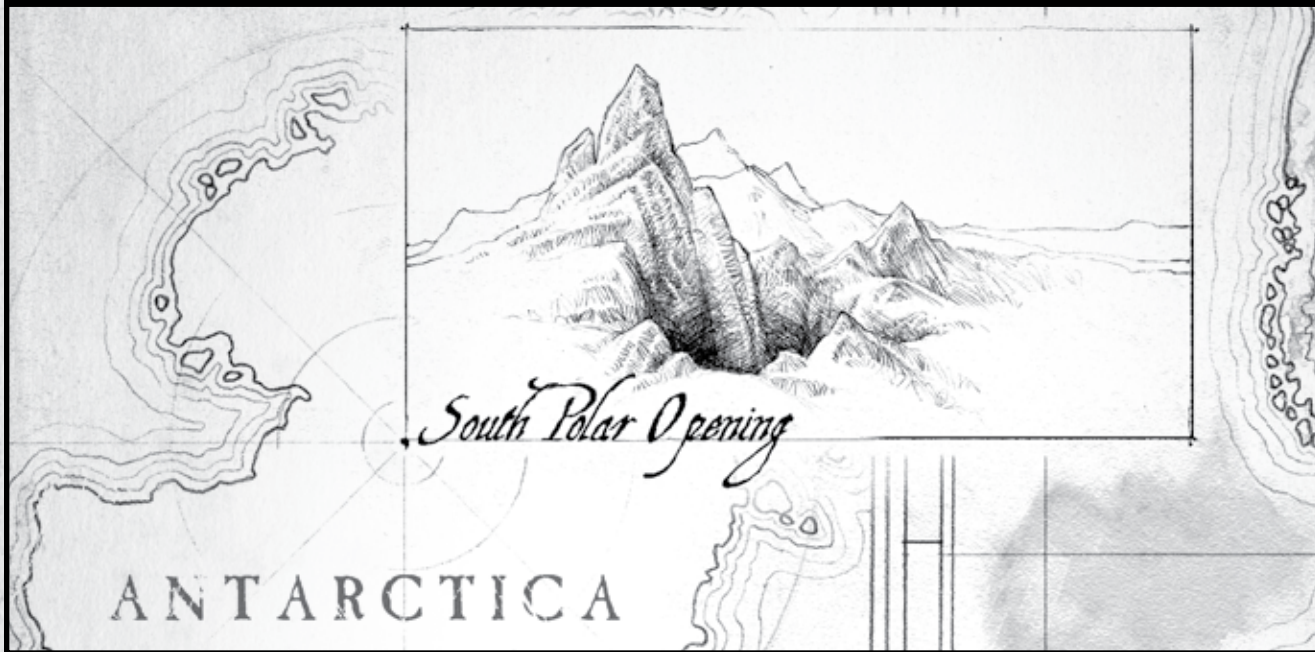
T-37A: A small reconnaissance tank, the three year old T-37A is most remarkable for its amphibious capability. It's able to swim up to 3mph in relatively calm waters. It has a turret with a DP machinegun and is crewed by a driver and gunner.

AIR VEHICLES

POLIKARPOV I-16 TYPE 4: A stubby, high-speed closed-cockpit fighter similar in configuration to the famous Gee Bee R-1 racer, the I-16 monoplane is extremely agile. Unfortunately, its 7.62 x 54 mm ShKAS machineguns are mounted upside down and have a tendency to jam, as do the cockpit canopy and crank-operated retractable landing gear.

TUPOLEV SB-2: Arguably the most formidable bomber in current production, the SB-2 high-speed bomber is a twin-engine all-metal monoplane capable of outpacing many modern fighters. It has a pair of linked ShKAS machineguns in its nose turret, single ShKAS machineguns in dorsal and rear ventral positions, and an 1100-lb. internal bombload. Its crew consists of a pilot and three machine-gunners.

⊕ CHAPTER 6 WEIRD SCIENCE



Scientists with sufficient skill and vision can build devices way ahead of their time. The effect of the device is far more important than the rationalization behind it, however. The heightened speed of an advanced fighter plane may be due to superior aerodynamics, a specially formulated fuel, or a rocket engine, yet the result is the same: an amazingly fast airplane.

Devices are designed and modified using Enhancements. Many Enhancements can be taken multiple times, with each extra selection counting as another bonus or penalty to further alter the machine.

The Gamemaster has the final say as to whether he will allow the creation of certain devices, bearing in mind that selected Enhancements should make sense to the gadget in question.

INVENTION

Invention is a two-stage process: Design and Construction.

Stage One: Design

Step One: Determine the starting template for your creation. Select a normal item to base your creation upon (see Equipment Catalog, p. 90). Your character must already possess the item, be able purchase it, or buy the

equivalent cost in spare parts to use it as a template for a weird science creation.

Step Two: Select Enhancements and calculate Creation Difficulty. Enhancements improve an item's effectiveness. The more Enhancements you have, the harder it is to design and create. An item's Creation Difficulty is equal to one plus one-half the total number of Enhancements (rounded up).

Total Enhancements	Creation Difficulty
1 - 2	2
3 - 4	3
5 - 6	4
7 - 8	5
9 - 10	6
11 or higher	7 or more

Step Three: Select Limitations and determine Artifact level. Limitations decrease an item's effectiveness. The more Limitations you select, the lower the item's power level. Power level is calculated by subtracting Limitations from total Enhancements. Compare the result to the Artifact chart on p. 20 to determine Resource level.

Step Four: Make an appropriate Science roll (such as Chemistry or Engineering) versus the item's Creation Difficulty. At the Gamemaster's discretion, a synergy bonus may apply if the character also has another highly applicable skill. Each roll represents one week of work, and success results in a single, valuable set of blueprints that can be used to construct the creation.

Stage Two: Construction

Step One: Make an appropriate Craft skill roll to create the device.

- **Modifying an existing device:** Make a Craft roll using the appropriate discipline (such as Mechanics or Medicines) against the Creation Difficulty of the device. The modifications are completed on a successful roll. Each roll represents one week of work, but extra successes may reduce the amount of time spent. Two extra successes halves the amount of time, three successes reduces it to a third, etc.

- **Creating a device from scratch:** Make an extended Craft roll using the appropriate discipline (such as Mechanics or Medicines). The device is complete when you accumulate a number of successes equal to the item's Structure +5. Each roll represents one week of work per point of the item's Size (minimum of one day).

Step Two: When construction is complete, your character must pay the appropriate number of Experience Points to purchase the invention as a Resource (see Artifacts, p. 19). This represents the acquisition of materials, funding, and the trials and tribulations involved in the creative process. If the experience costs are not paid, the invention is a dud or does not operate at full efficiency.

Example of Weird Science Creation

Molly's character wants to create a Wheelbike—a single large wheel running around the outside of a gyroscopically-balanced cockpit and engine—and wants it to be fast and agile. Because it is unlike any existing vehicle, she will have to create it from scratch. She looks over the vehicles and selects a Harley RLD (see p. 125) as the template for her design.

Then she selects Enhancements and Limitations for her Wheelbike. She takes the Improved Speed two times (+2 Enhancements), doubling its base speed. She also selects Improved Handling two times (+4 Enhancements), increasing its Handling and Defense. She has selected a total of six Enhancements, so the Creation Difficulty for the Wheelbike is 4.

To balance out the improvements, she selects Requires Maintenance (-2 Enhancements), representing the frequent need to rebalance the gyroscope. She also selects Requires High-Octane Fuel (-2 Enhancements). Subtracting the Limitations from the total Enhancements, the Wheelbike ends up with two net Enhancements. Consulting the Artifact chart, Molly sees that the Wheelbike she wants to create is an Artifact 1.

To complete the design, Molly must make a Science: Engineering roll against a Creation Difficulty of 4. Her character has a Skill rating of 6, but the Gamemaster grants her a +2 synergy bonus because she also has a Craft: Mechanics rating of 8. Molly rolls 8 dice and gets 4 successes, exactly what her

character needs to complete the Wheelbike design.

With blueprints in hand, Molly's character sets out to build her invention from the ground up. She needs to accumulate a total of 11 successes (Structure 6 + 5) to complete the Wheelbike's construction. Molly makes a Craft: Mechanics roll for each week of work (Size 1) and achieves the required number of successes after three rolls. Her prototype Wheelbike is ready to go after three weeks. Since the Wheelbike counts as an Artifact 1, Molly must pay 15 Experience Points to purchase it as a Resource.

Wheelbike

Artifact 1

The Wheelbike is a large wheel set around a leather seat and steel engine, with motorcycle-like handlebars for control. Rumbling fishtail exhausts sweep down and back from the engine, beneath the seat. The wheel is covered with a broad rubber tire, with an advanced (but oversensitive) gyroscopic system built in. It requires rare, high-octane fuel to run.

Enhancements: Improved Handling +2 (+4 Enhancements); Improved Speed +100% (+2 Enhancements)

Limitations: Requires High-Octane Fuel (-2 Enhancements); Requires Maintenance: Difficulty 2 (-2 Enhancements)

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Wheelbike*	1	8	6	140	+4	1	0

* A Craft: Mechanics roll with a Difficulty 2 is required after every use to keep it operable.

GADGETS, WEAPONS, AND VEHICLES

For the purpose of design and construction, inventions can be broken into three broad categories: gadgets, weapons, and vehicles.

Although various Enhancements are presented in different categories, they can be used for different types of devices. For example, if you have a reason why a rifle would provide Life Support for its user, or how a vehicle could grant its crew an Extra Sense, then it is possible to mix-and-match—with Gamemaster approval, of course.

There are countless different Enhancements and Limitations that can be created for items—far more than can be detailed in this book. The most common are listed below, but feel free to use them as guidelines to make up your own Enhancements and Limitations to suit your creations.

Gadgets

Gadgets represent general tools, chemical compounds, and mechanical equipment. Unlike vehicles and weapons, there is no basic template for gadget design, and special abilities depend entirely on the selected Enhancements. The Gamemaster sets the gadget's starting size, weight, and other statistics to suit the specific gadget concept.

There are two basic kinds of gadgets: standard and rechargeable. A standard gadget, such as a special tool that grants a bonus to Engineering rolls, can be used repeatedly without ever being depleted. Standard gadgets grant a bonus only to the person using it; rechargeable gadgets, such as a batch of serum, have a limited number of doses, but can be used multiple times simultaneously.

Gadgets are typically activated as a standard action, and their effects persist for the duration of combat or until the end of the scene. Rechargeable gadgets can be used five times before they must be recharged or rebuilt. Reconstructing one-shot gadgets or preparing additional doses of a serum requires the inventor to repeat the construction procedure (investing the appropriate amount of time and money) but he does not have to pay the experience point cost again.

In game terms, standard and rechargeable gadgets are equally effective. Simply choose the appropriate type when creating your gadget. The Gamemaster is the final authority on whether a gadget is standard or rechargeable.

Gadget Enhancements

Extra Sense

Cost: +2 Enhancements per additional sense

The user gains the ability to perceive the world in a new way. This can provide critical information, but it introduces new limitations. For example, seeing the infrared spectrum might allow a user to eliminate penalties due to darkness, but he might incur equivalent penalties due to the ambient temperature. The user makes a Perception roll when using his extra sense.

Examples: *Infrared binoculars, x-ray goggles, etheric disturbance monitor*

Increased Attribute

Cost: +2 Enhancements per Primary Attribute point or two Secondary Attribute points

The creation raises a specific Primary Attribute by one point or a Secondary Attribute by two points. These bonuses factor into all Attribute and Skill rolls, and in the case of Primary Attributes, are also calculated into Secondary Attribute ratings.

Examples: *Thickens muscles (Strength), enhanced neurology (Intelligence), protective scales (Defense)*

Increased Duration

Cost: +2 Enhancements per increase

The effects of the device last for longer than a scene.

Duration	Cost
1 day	+2 Enhancements
1 week	+4 Enhancements
1 month	+6 Enhancements

Examples: *Concentrated dose, tailored chemistry, enhanced battery function*

Skill

Cost: +2 Enhancements

Provides the user with a specific Skill. This may include Specialized Skills. The user may make a Skill roll as if her rating were a 4. If the user already possesses the Skill, the item provides a +2 bonus.

Advanced: This Enhancement may be taken multiple times, with each additional selection improving the Skill rating by 2.

Examples: *Advanced toolkit (Craft), Auto-doctor (Medicine), Chameleon suit (Stealth)*

Talent

Cost: +2 Enhancements

Provides user with the benefits of one specific Talent. This may include Unique Talents, and prerequisites do not need to be met.

Advanced: This Enhancement may be taken up to three times, with each selection boosting the talent to its next level.

Examples: *Anaesthetic injector (High Pain Tolerance), articulated surgical instruments (Skill Aptitude: Medicine), springloaded holster (Quick Draw)*

Gadget Limitations

Exhausting

Cost: -1 Enhancement per nonlethal wound

Each time the creation is used, it causes one nonlethal point of damage to the user when it is shut down or its effects wear off.

Advanced: Each extra selection increases the damage by 1.

Examples: *Excessive heat, stress inducing, uncomfortable controls*

Flaw

Cost: -2 Enhancements

The device causes the user to suffer from a specific Flaw, selected during the design phase. This condition lasts while using the creation, but the player does not earn Style points for roleplaying the Flaw. Instead, the Flaw must be roleplayed at least once per activation or the device becomes unusable until the player spends one Style point to reactivate it.

Examples: *Causes tunnel vision, clouds the mind, imparts bestial physical characteristics*

Reduced Attribute

Cost: -2 Enhancements per Primary Attribute point or two Secondary Attribute points

The creation decreases a specific Primary Attribute by one point or a Secondary Attribute by two points. This penalty factors into all Attribute and Skill rolls, and in the case of Primary Attributes, into Secondary Attribute ratings.

Examples: *Negative bio-feedback, stiff joints, ugly construction*

Reduced Duration

Cost: -1 Enhancement

The effects of the device last for less than a scene.

Duration	Cost
1 minute (10 combat turns)	-2 Enhancements
6 seconds (1 combat turn)	-4 Enhancements

Examples: *Heavy drain on batteries, quickly metabolized, weak compounds*

Toxic

Cost: -2 Enhancements per one lethal wound

Each time the creation is used, it causes one lethal point of damage to the user when it is shut down or its effects wear off.

Advanced: Each extra selection increases the damage by one point.

Examples: *Drains life force, experimental formula, noxious fumes*

Weapons

Whether the device fires bullets, arrows, or deadly energy beams is not important—those are just special effects. All that matters is inflicting damage upon one's enemies. Choose a normal weapon to base your creation upon and apply any appropriate Enhancements and Limitations. Your character must be able to purchase the weapon to use it as a template for a weird science creation.

Weapon Enhancements

Increased Area of Effect

Cost: +2 Enhancements per increase

The weapon explodes or attacks all nearby targets, doing area effect damage (see "Area of Effect Attacks" in *Hollow Earth Expedition*, p. 127).

Area effect	Cost
5 ft.	+2 Enhancements
10 ft.	+4 Enhancements
25 ft.	+6 Enhancements
50 ft.	+8 Enhancements
100 ft.	+10 Enhancements

Examples: *Air burst, explosive ammunition, high fragmentation*

Increased Capacity

Cost: +1 Enhancement per 50% increase (round down)

The weapon has increased ammunition capacity.

Examples: *Drum magazine, high yield energy pack, ammunition belt holder*

Increased Damage

Cost: +1 Enhancement per Damage point

The weapon has improved accuracy or power, increasing its damage rating.

Examples: *Excellent balance, higher caliber, superior recoil compensation*

Increased Range

Cost: +2 Enhancement per increase

The weapon has advanced target sights and long range accuracy, increasing its effectiveness over long distances.

Range	Cost
10 ft.	+2 Enhancements
25 ft.	+4 Enhancements
50 ft.	+6 Enhancements
100 ft.	+8 Enhancements
250 ft.	+10 Enhancements

Examples: *Improved ballistics, lengthened barrel, superior sights*

Increased Rate of Fire

Cost: +2 Enhancements per increase

The weapon is capable of firing faster than normal, such as a repeating crossbow or automatic shotgun.

Rate of Fire	Cost
Semiautomatic (M)	+2 Enhancements
Fully Automatic (A)	+4 Enhancements

Examples: *Automatic reloads, multiple barrels, pulsed fire*

Chapter Six

Improved Damage Type

Cost: +2 Enhancements per level

This weapon inflicts more severe damage than normal, such as shock rods that inflict lethal damage and guns that shoot jets of acid.

Damage Type	Cost
Lethal Damage (L)	+2 Enhancements
Caustic Damage (+1 L)	+4 Enhancements

Advanced: The amount of caustic damage may be improved by +1 L for each additional +2 Enhancements (see “Caustic Damage” in *Hollow Earth Expedition*, p. 134).

Examples: *Acid rifle, energy sword, high-density club*

Reduced Weight

Cost: +2 Enhancement per 50% decrease

The weapon is lighter than normal, reducing its weight by 50% and lowering the Strength requirement by one.

Advanced: This may be selected twice, reducing the weight to less than a pound and lowering the Strength requirement to zero.

Examples: *Compact design, mass reducer, lightweight alloys*

Touch Attack

Cost: +2 Enhancements

The weapon only requires a touch attack to affect an enemy (see “Touch Attack” in *Hollow Earth Expedition*, p. 147).

Examples: *Bolo rounds, energy beam, incendiary ammunition*

Weapon Limitations

Increased Weight

Cost: -2 Enhancements per 100% increase

The weapon is heavier than normal, doubling its weight and increasing the Strength requirement by one.

Examples: *Heavy alloys, oversized design, solid construction*

Inferior Damage Type

Cost: -2 Enhancements per level

This weapon inflicts less severe damage than normal, such as a stun rifle that inflicts nonlethal damage or fire that does not burn. Weapons that inflict no damage may still have other effects, such as grapple and knockback.

Damage Type	Cost
Lethal Damage (L)	-2 Enhancements
Nonlethal Damage (N)	-4 Enhancements
No Damage (None)	-6 Enhancements

Examples: *Earthquake machine, hologram sword, stun rifle*



Reduced Capacity**Cost:** -1 Enhancement per 25% reduction (round down)

The weapon has decreased ammunition capacity.

Advanced: This Limitation may be taken four times, to a minimum of one shot.**Examples:** *Oversized ammunition, poor energy capacitor, small magazine***Reduced Damage****Cost:** -1 Enhancement per Damage point

The weapon is underpowered or less accurate than normal, and has a reduced Damage rating.

Examples: *Poor accuracy, smaller caliber, underpowered ammunition***Reduced Range****Cost:** -2 Enhancements per decrease

The weapon has inferior target sights and is inaccurate over long distances, reducing its effective range.

Range	New Range	Cost
100 ft.	50 ft.	-2 Enhancements
50 ft.	25 ft.	-2 Enhancements
25 ft.	10 ft.	-2 Enhancements
10 ft.	Touch	-2 Enhancements

Examples: *Lightweight ammunition, poor sights, shortened barrel***Reduced Rate of Fire****Cost:** -2 Enhancements per decrease

The weapon fires slower than normal, such as a single shot firearm or energy rifle that recharges between shots.

Base Rate	New Rate	Cost
A	M	-2 Enhancements
M	1	-2 Enhancements
1	1/2	-2 Enhancements
1/2	1/4	-2 Enhancements

Examples: *Inferior firing mechanisms, manual reload, recharge cycle***Requires Special Ammunition****Cost:** -2 Enhancements

The weapon requires specialized or hard to get ammunition, such as energy cells or unique cartridges.

Examples: *Energy cells, uses life force, plasma cartridges*

Vehicles

Vehicles have long held a special fascination for scientists and inventors—after all, one must have the proper means of transportation to conduct expeditions to the furthest regions of the globe. Choose a normal vehicle to base your creation upon and apply any appropriate Enhancements and Limitations. Your character must be able to purchase the vehicle in order to use it as a template for a weird science creation.

Vehicle Enhancements

Autopilot**Cost:** +2 Enhancements

The vehicle is able to pilot itself, maintaining smooth operation, homing in on a specific location, or navigating to a beacon with the equivalent Skill rating of 4.

Advanced: This Enhancement may be selected more than once to allow the vehicle to navigate between multiple locations or beacons. Alternatively, this Enhancement may be selected additional times to increase the Skill rating of the Autopilot by +2 for each additional level.**Examples:** *Homes to base, homes to beacon, cruise control***Extra Limb****Cost:** +2 Enhancements

The vehicle has an exterior arm or appendage that can be used to manipulate objects or even support the vehicle. Treat the limb as having a Strength rating of 2. Operating the limb uses the pilot's appropriate Skill rating, such as Drive or Pilot instead of Athletics or Brawl.

Advanced: This Enhancement may be selected more than once, with each selection providing an additional limb. Additionally, this Enhancement may be selected to increase the Strength of any and all of the vehicle's limbs by +1, or to provide a +2 bonus to operating the limb.**Examples:** *Metal tentacles, robotic arms, mechanical claws***Extra Sensors****Cost:** +2 Enhancements per device

The vehicle is equipped with advanced sensors, allowing the user to detect things normally invisible to the naked eye. The user may make a Perception roll when using the advanced sensors.

Examples: *Infrared sensors, radar, sonic imaging***Improved Defense****Cost:** +1 Enhancement per point of Defense

The vehicle is harder to damage, due to additional armor, increased maneuverability, or a reinforced chassis.

Examples: *Armor plating, reactive controls, reduced target silhouette*

Improved Handling

Cost: +2 Enhancements per point of Handling and Defense (half cost for Handling only)

The vehicle has improved handling, making it easier to perform maneuvers and evade attacks. As a result, improvements to Handling improve the vehicle's Defense rating as well. If the device is smaller than a human (such as a jetpack, rocket boots, or hoverbelt) the Handling of the vehicle does not alter the vehicle's Defense, and the Enhancement cost is halved.

Examples: *All-wheel steering, precision controls, superior suspension*

Improved Passenger Capacity

Cost: +1 Enhancement per 50% increase

The vehicle has increased passenger capacity, due to extra space or optimized seating.

Examples: *Enlarged hull, extra seating, space optimization*

Improved Speed

Cost: +1 Enhancement per 50% increase

The vehicle has increased Speed, due to a more powerful engine, high-octane fuel, or aerodynamic improvements.

Examples: *Frictionless skin, jet engine, supercharger*

Improved Structure

Cost: +1 Enhancement per Structure point

The vehicle is rugged and can take additional damage before its performance is degraded or it is rendered inoperable.

Examples: *Ablative armor, extra bulkheads, shielded engine*

Life Support

Cost: +2 Enhancement per environment (or double cost for all environments) for one scene. The duration may be increased for +2 Enhancements per increase.

The vehicle protects its occupants from a specific hazardous environment, providing a pressurized cabin, breathable air, and regulated temperatures. The specific type of environment must be determined during the design phase, such as arctic, underground, or underwater.

Life Support	Cost
One scene	+2 Enhancements
One day	+4 Enhancements
One week	+6 Enhancements
One month	+8 Enhancements

Examples: *Air recycling, pressurized hull, water recycling*

Reduced Crew Requirement

Cost: +1 Enhancement per 25% decrease (round up)

The vehicle requires less crew to operate it, due to simplified controls and automated procedures.

Advanced: This enhancement may be taken more than once, to a minimum Crew Requirement of 1.

Examples: *Advanced controls, automated operations, reduced maintenance*

Special Movement

Cost: +2 Enhancements per movement type at half speed (or double cost for full speed movement)

The vehicle is capable of an alternate mode of travel, such as a flying boat or an airplane that can dive beneath the waves. Choose one movement type, such as flight, tunneling, or underwater. The special movement Speed is equal to one-half the vehicle's base Speed. The vehicle may also need to be equipped with Life Support to travel safely through a particular environment.

Examples: *Drill machine, flying car, mechanized walker*

Weapon Turret

Cost: Varies (see chart)

Attaching small, fixed weapons to a vehicle does not require any special effort, but this Enhancement allows the vehicle to mount a weapon in a turret with 360-degree field of fire. The larger the weapon mounted in the turret, the greater the cost.

Weapon	Size	Cost
Machinegun	0	+1 Enhancements
Cannon, Light	1	+2 Enhancements
Cannon, Medium	2	+4 Enhancements
Cannon, Heavy	4	+6 Enhancements
Cannon, Very Heavy	8	+8 Enhancements
Cannon, Massive	16	+10 Enhancements

Advanced: This Enhancement may be taken multiple times to represent multiple weapon mounts. Fitting one or two turrets requires a minimum vehicle Size of 2. Three to five turrets requires a minimum vehicle Size of 4.

Examples: *Anti-aircraft gun, machinegun turret, tank gun*

Vehicle Range and Fuel Cost

Instead of bogging down the game with fuel calculations, vehicles in *Hollow Earth Expedition* travel as far as plot dictates, and fuel costs are assumed to be affordable unless the vehicle has the Special Fuel Limitation. In most cases, vehicles can only travel as far as their Life Support and Speed will allow them. Tunneling your way to the Hollow Earth before your air runs out is far more dramatic and interesting than worrying about running out of gas!

Vehicle Limitations

Increased Crew Requirement

Cost: -1 Enhancement per 50% increase (round up)
 The vehicle's controls are more complex than normal and additional crew is required.

Example: Complex controls, inefficient design, frequent maintenance

Reduced Defense

Cost: -1 Enhancement per Defense point
 The vehicle is delicate and easily damaged due to poorly shielded components or shoddy construction.

Examples: *Delicate mechanisms, poor construction, thin hull*

Reduced Handling

Cost: -2 Enhancements per Handling and Defense point (half cost for Handling only)

The vehicle has poor handling, making it harder to perform maneuvers and evade attacks. As a result, inferior Handling also reduces the vehicle's Defense rating. If the device is smaller than a human (such as a jetpack, rocket boots, or hoverbelt) the Handling of the vehicle does not alter the vehicle's Defense, and the Limitation cost is halved.

Examples: *Poor suspension, sluggish controls, unbalanced weight distribution*

Reduced Passenger Capacity

Cost: -1 Enhancement per 25% decrease in Passenger Capacity (round down)

The vehicle has less space available for passengers due to oversized components or inefficient design.

Advanced: This may be selected up to four times, eliminating room for passengers entirely.

Examples: *Inefficient design, limited seating, small cabins*

Reduced Speed

Cost: -1 Enhancement per 25% Speed reduction
 The vehicle has decreased speed due to an under-powered engine or increased drag.

Advanced: This Limitation can be taken up to four times, at which point the vehicle is unable to move under its own power.

Examples: *Increased weight, poor aerodynamics, under-powered engine*

Reduced Structure

Cost: -1 Enhancement per Structure point
 The vehicle is more susceptible to damage, suffering

performance degradation and break-down after taking less damage.

Advanced: This may be taken multiple times, but cannot reduce a vehicle's Structure below 1.

Examples: *Low-quality materials, poor construction, vulnerable components*

Requires Special Fuel

Cost: -2 Enhancements
 The vehicle requires special fuel, such as jet fuel or energy crystals, that is hard to find or costly to refine.

Examples: *Anti-gravity fuel, energy crystals, rocket fuel*

Requires Maintenance

Cost: -2 Enhancements per level
 The vehicle requires constant mechanical tinkering. An appropriate Craft roll (such as Mechanics) against a Difficulty of 2 is required before the vehicle can be used again.

Advanced: For each additional time this Limitation is selected, the Difficulty of the roll is increased by 1.

Examples: *Parts loosen, requires frequent recalibration, temperamental engine*

Living Creations

Some scientists have the power to create life in the form of autonomous, intelligent devices, or as living organisms tailor-made to suit their needs. To do so, a scientist must have the Spark of Life Talent (see p. 17).

Living creations are made using the same process as for other inventions. The only difference is that Ally and Follower Resource levels may be added to the creation as Enhancements. Each two Enhancements increase the Follower or Ally by one level.

Ally/Follower Level	Cost
0	+1 Enhancements
1	+2 Enhancements
2	+4 Enhancements
3	+6 Enhancements
4	+8 Enhancements
5	+10 Enhancements

Like other weird science inventions, living creations are modifications of an existing device or built from scratch. If it is a modification, you are adding intelligence to an existing machine, or altering an existing creature with one or more Enhancements or Limitations. Because life is so varied—especially artificial life—living creations may use any appropriate Enhancements and Limitations.

Building a living creation from scratch includes constructing an android or restoring life to a corpse (or to a body constructed of several corpses). When creating a new life form, use the Craft: Mechanics Skill for artificial life forms and the Medicine Skill for biological organisms. The creation is complete when the inventor accumulates a number of successes equal to its Health +5.

Example: *Joseph's character wants to create a Panzerkampftruppen—a giant, armored robot. He begins with the design phase, selecting Ally 3 (+6 Enhancements) and Life Support: All (one scene, +4 Enhancements). He selected ten Enhancements, so the Creation Difficulty for the giant robot is 6.*

To balance out the Enhancements, he selects Flaw: Conspicuous (-2 Enhancements) and Requires Maintenance: Difficulty 3 (-4 Enhancements). Subtracting the Limitations from the Enhancements, he ends up with four net Enhancements. Consulting the Artifact chart, Joseph's character sees that his Panzerkampftruppen is an Artifact 2.

To complete the design, Joseph must make a Science: Engineering roll against the Creation Difficulty of 6. He rolls his modified dice pool of 12 and gets 6 successes. His first design is a good one!

Now Joseph's character enters the construction phase. Because this is a machine, he must make a Craft: Mechanics roll and achieve 15 successes (Health 10 + 5). He achieves the required number of successes after three rolls, completing his giant robot after three weeks of work. Since the Panzerkampftruppen counts as an Artifact 2, Joseph must pay 30 Experience Points to purchase it as a Resource.

Panzerkampftruppen

Artifact 2

Experimental weapons created by Nazi Germany, Panzerkampftruppen are armored robots capable of independent thought. Their primary purpose is combat, so they have variety of fixed weaponry. Powered by a reverberating, back-mounted combustion engine, Panzerkampftruppen are accompanied by the grinding of metal and stench of smoke.

Enhancements: Ally 3 (+6 Enhancements), Life Support: All (One scene, +4 Enhancements)

Limitations: **Flaw:** Conspicuous (-2 Enhancements), **Requires Maintenance:** Difficulty 3 (-4 Enhancements)

Panzerkampftruppen

Archetype: Artifact

Motivation: Duty

Style: 0

Health: 10

Primary Attributes

Body: 6

Charisma: 0

Dexterity: 3

Intelligence: 3

Strength: 5

Willpower: 3

Secondary Attributes

Size: 1

Initiative: 6

Move: 8

Defense: 8

Perception: 6

Stun: 6

Skills	Base	Levels	Rating	(Average)
Athletics	5	1	6	(3)
Brawl	5	3	8	(4)
Craft: Mechanics	3	3	6	(3)
Firearms	3	4	7	(3+)
Gunnery	3	3	6	(3)
Melee	5	3	8	(4)
Science: Mechanics	3	3	6	(3)

Talents

Giant (+1 Size rating)

Strong (+1 Strength rating)

Tough (+1 Body rating)

Resources

None

Flaw

Automation (+1 Style point whenever your lack of creativity causes difficulty)

Conspicuous (-2 Stealth penalty due to the grinding of metal and stench of smoke)

Maintenance (Craft: Mechanics roll with a Difficulty 3 is required every day to keep it operational)

Weapons	Rating	Modifier	Attack	(Average)
Gatling gun	6 L*	-1	12 L	(6) L
Sword arm	5 L	-1	12 L	(6) L
Punch	1 N	-1	8 N	(4) N

* Burst fire

Sample Inventions

Amnesia Ray

Artifact 1

This futuristic handgun has a narrow, rod-like muzzle and a shiny, chrome body. When fired, a ripple of barely-visible energy erupts from the barrel, stripping all but the most strong-willed of their memories.

Enhancements: Inflict Flaw: Amnesia (+2 Enhancements), Touch Attack: Caustic (+2 Enhancements)

Limitations: Requires Energy Cells (-2 Enhancement)

Dam	Str	Rng	Cap	Rate	Spd	Wt
2*	2	50 ft.	6	M	A	2 lb.

* To use the Amnesia Ray, make a Firearms touch attack (see "Touch Attacks" in *Hollow Earth Expedition*, p. 126). If successful, compare the amount of damage you would have done to your opponent's Willpower rating. If you rolled more damage than his Willpower rating, he gains the Amnesia Flaw for the remainder of the scene. If you rolled more than double his Willpower rating, he suffers from the Amnesia Flaw indefinitely.

Jet Pack

Artifact 1

This streamlined backpack contains a miniature jet engine capable of propelling the wearer through the sky at great speed. The turbines emit a high-pitched whine, and flames roar from the back during take-off and landing. Due to the unique nature of the throttle, the pack must move at full speed or not at all. It runs on filtered high-octane aircraft fuel.

Enhancements: Improved Speed +200% (+4 Enhancements), Improved Handling +2 (Handling only, +2 Enhancements)

Limitations: Requires Jet Fuel (-2 Enhancements), All-Or-Nothing Speed (-2 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
-1	4	4	180	0	1	0

Lycanthropy Serum

Artifact 2

When ingested, this bitter-tasting, red fluid alters the drinker's physical make-up for one scene, turning him into a werewolf. The subject becomes stronger, faster, gains animal-like senses and rudimentary claws, but also develops yellow eyes, bestial features, and shaggy fur, along with a diminished capacity for reason and self-control. One batch contains five doses, each of which last for the duration of one combat or scene, leaving the user exhausted.

Enhancements: Increased Attribute: Body +1 (+2 Enhancements), Increased Attribute: Strength +1 (+2 Enhancements), Increased Attribute: Size +1 (+2 Enhancements), Increased Attribute: Initiative +2 (+2 Enhancements), Talent: Alertness (+2 Enhancements), Special Damage: Lethal (+2 Enhancements)

Limitations: Exhausting 2 N (-2 Enhancements), Flaw: Bestial (-2 Enhancements), Reduced Attribute: Charisma -1 (-2 Enhancements), Reduced Attribute: Intelligence -1 (-2 Enhancements)

Gadget	Body	Str	Cha	Int	Size	Per	Init
Lycanthropy*	+1	+1	-1	-1	+1	+2	+2

* User grows claws that allow him to do 0 L Damage with his bare hands.

Sturgeon Minisub

Artifact 2

This tough little two-man submarine is perfect for traversing through underwater caverns and other hard to reach places under the waves. Shaped vaguely like an automobile-sized fish, its riveted outer hull is painted white, two eye-like bubble canopies present a fine exterior view, and an internal combustion engine powers the air recycling unit and twin screws.

Enhancements: Life Support: Underwater (Once scene, +2 Enhancements), Extra Sensors: Sonar (+2 Enhancement), Special Movement: Underwater (Half move, +2 Enhancements)

Limitations: Reduced Passenger Capacity -50% (-2 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
2	4	8	20/10	0	1	2

Sonar: Make a Perception roll to detect objects by sound when underwater.

Telekinetic Manipulator

Artifact 1

This large steel gauntlet allows its user to manipulate distant objects or work tools in closely confined spaces. It is covered with wires and gears and is surmounted by a small triangular dish on the wrist cuff. Its effects last for one scene (or one attack) and can be used five times before its battery runs out and must be recharged.

Enhancements: Talent: Telekinesis* (+2 Enhancements)

Limitations: None

* Telekinesis rating is 4 when making Telekinesis rolls. Additional charges may be spent to gain +2 bonus dice on a Telekinesis roll (see Telekinesis, p. 45).

Ultratool

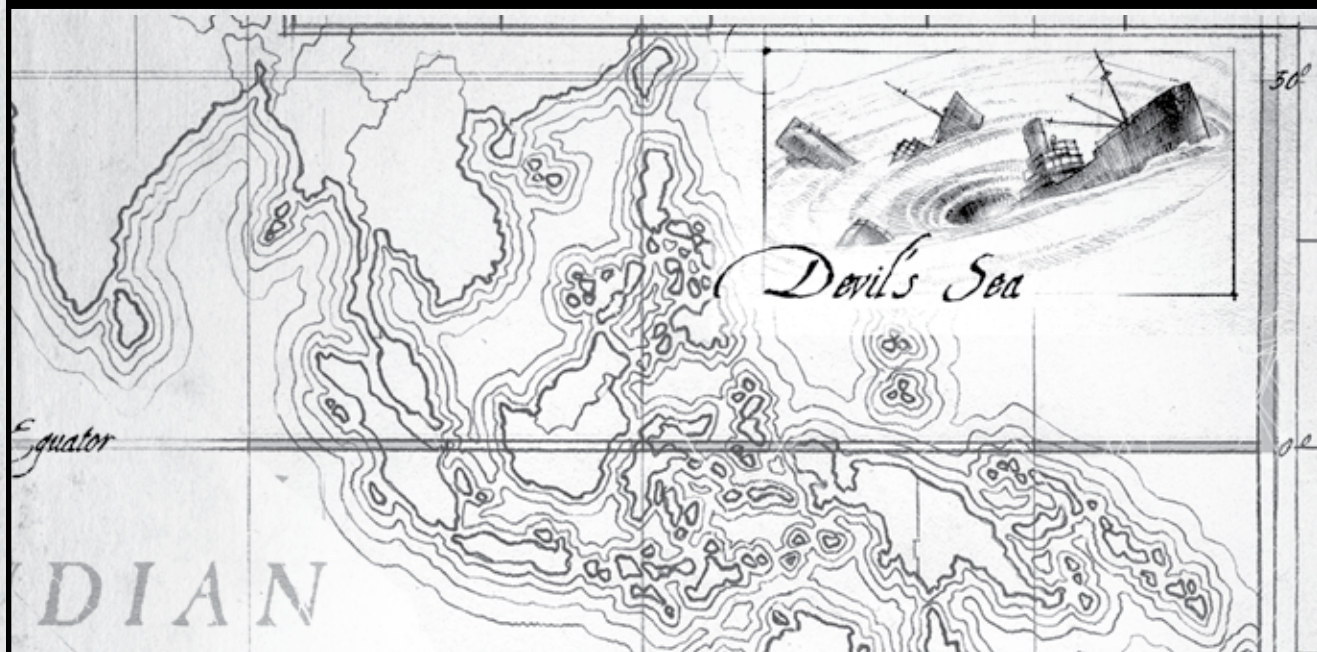
Artifact 1

This amazing, all-in-one tool has everything a craftsman needs to build or repair virtually any item. It also includes ready to use instructions that walk a novice user through most projects. The only downside to this versatile tool is its heavy weight.

Enhancements: Skill: Crafts 4 (+2 Enhancements), Skill Mastery: Crafts (+2 Enhancements)

Limitations: Increased Weight +100% (Str 2, -2 Enhancements)

⊕ CHAPTER 7: VEHICLE COMBAT



Vehicles quickly become weapons in surface world adventures as nimble fighters engage in dogfights, submarines launch torpedoes at unsuspecting ships, and automobiles roar through the city streets during a chase. They also may be called in when giant robots or prehistoric creatures menace the countryside.

Vehicle combat follows the same general rules as ordinary combat (See “Combat” in *Hollow Earth Expedition*, p. 116), but there are a few differences.

Vehicle Movement

Vehicle movement does not require a dice roll to resolve unless the character operating the vehicle is performing a special maneuver (see below). If driven in combat, the vehicle moves five times its Speed rating in feet per turn.

Note: If using a map, it’s recommended that each space represent 50 feet. Using this scale, a vehicle may move a number of spaces equal to its Speed rating divided by 10 per combat turn.

Environment Modifiers

Sailing through choppy waters, flying through storm clouds, or driving across icy roads, are all examples of environmental factors that make driving or piloting more difficult. Whenever your character performs a vehicle combat maneuver or operates a vehicle under adverse conditions, the following modifiers apply to your roll.

Environment	Modifier
Driving in wet conditions, e.g., moderate rain or a slick road	-1
Flying in heavy winds; driving over an open field	-2
Sailing in a storm; driving through busy streets	-4
Flying in a hurricane; driving through a crowded bazaar	-8

Vehicle Combat Maneuvers

Additional combat maneuvers that apply specifically to vehicles are listed below.

Autofire

The normal autofire rules (see “Autofire” in *Hollow Earth Expedition*, p. 118) apply to vehicle combat with the following exceptions.

Strafing: When making a full autofire attack with a vehicle mounted machinegun, your character may strafe his fire across multiple targets, but suffers a -2 penalty for each 50-foot distance between targets.

Special: When making a full autofire or strafing attack, your character cannot actively defend himself. If he is attacked, you may only roll your vehicle’s Passive Defense rating for your Defense roll.

Your vehicle’s Passive Defense rating is calculated as follows: Defense - (Handling + 2).

Example: *Kate’s character strafes two fuel tanks 100 feet apart as she flies by in her Peashooter. She receives a +3 bonus for the full autofire attack and a -4 penalty for the distance between the targets. The end result is a single*

autofire attack against both targets with a -1 penalty on her attack roll. If she is attacked before her next action, Kate will only get to roll the Peashooter's Passive Defense, which is equal to its Defense rating (6) minus its Handling rating +2 (4), for a total of 2 dice.

Called Shot

Called Shots cannot normally be made with vehicle mounted weapons, but sometimes a character on foot will want to strike a specific location on a vehicle, such as its tires, engine, or even the pilot herself.

Vital Area: A called shot on a vehicle typically indicates an attack to a critical location such as the engine or fuel tank. The normal rules apply when your character makes a called shot to a vital area (see "Called Shot" in *Hollow Earth Expedition*, p. 119). Optionally, the Gamemaster may allow the attacker to choose the type of performance degradation done by his attack (see the Performance Degradation sidebar on p. 145).

Shooting into a Vehicle: If attempting to shoot someone inside a vehicle, your character suffers a penalty equal to the amount of cover his target has (see "Cover" in *Hollow Earth Expedition*, p. 125). If he is also making a called shot to hit a vital area on his target, such as attempting to shoot the driver in the head, your character suffers the penalty for shooting into a vehicle or for the called shot to a vital area, whichever is greater.

Specific Location: If your character wants to hit a specific location on a vehicle, such as the tires, headlights, or the propeller blade, he suffers a penalty based on the Size of the target location (see "Size" in *Hollow Earth Expedition*, p. 46). The result of hitting a specific location is up to the Gamemaster to interpret based on the type of vehicle and specific circumstances, but he may apply a specific performance penalty to the vehicle (see the Performance Degradation sidebar on p. 145).

Dive Bomb

Dive Bombing is a risky maneuver wherein the pilot aims her aircraft down at a target, diving toward it to ensure the bombs she releases hit their mark. You gain a +2 bonus to your Gunnery roll for each successive turn spent diving at your target, up to a maximum +4 bonus. Bombs, like all explosives, damage everything in their blast radius. Your attack roll only determines where your bombs land.

Pulling out of a dive requires a Piloting roll with a Difficulty rating of 2, but you suffer a -2 penalty for each successive turn spent diving at your target, up to a maximum -4 penalty.

Special: When making a dive bomb attack, your character cannot actively defend herself. If she's

attacked, you only get to roll your vehicle's Passive Defense rating for your Defense roll.

Your vehicle's Passive Defense rating is calculated as follows: Defense - (Handling + 2).

Dogfight

In a dogfight, two or more enemy pilots engage each other in a deadly duel of skill in order to gain a position from which they can attack, but cannot be attacked easily in return. This often involves tight turns and looping over a pursuing aircraft to attack it from behind. Make an opposed Pilot roll against all enemy pilots involved in the dogfight. Allied pilots may make individual Pilot rolls, or choose to act as wingmen for a particular pilot, granting him a +2 bonus to his dogfight roll.

Your character may attack any pilot that rolled fewer successes because he maneuvered behind his target's tail (or other relative position of your choice). Therefore, the character with the most successes has the best position and may attack any pilot, while the one with the fewest successes has the worst position and may only be attacked. Characters gaining the same number of successes continue to jockey for position.

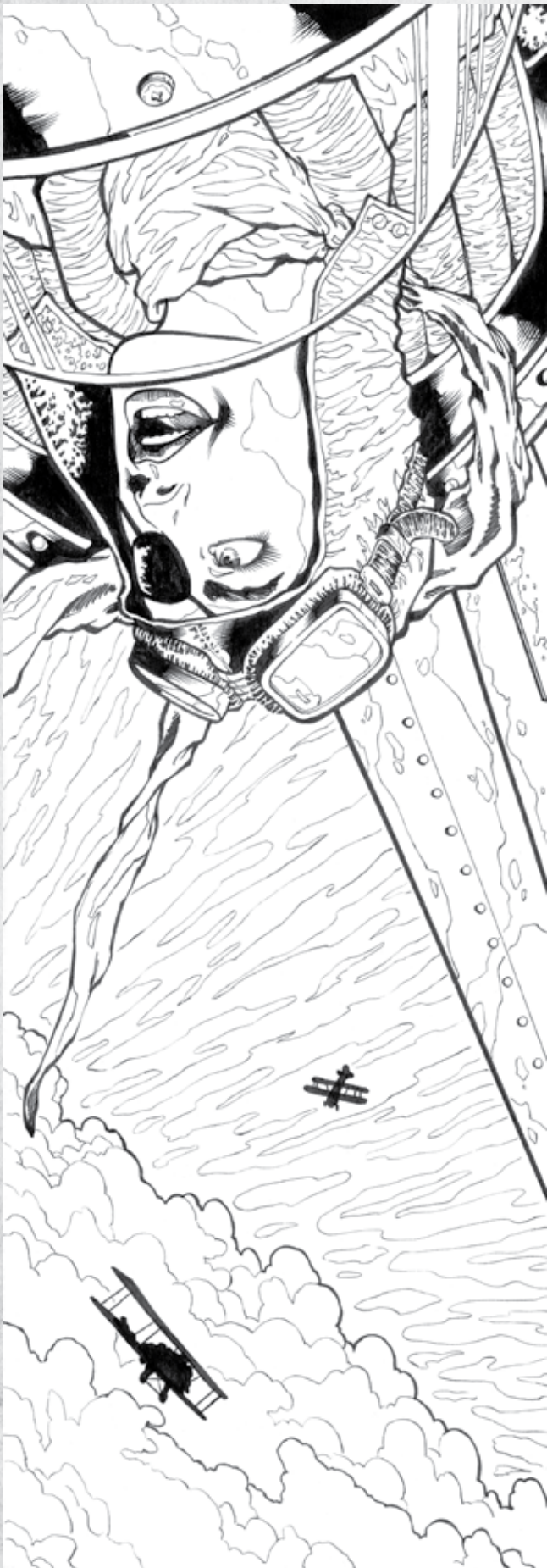
The only exception to this is for airplanes with turrets. Each turret increases the number of successes required to avoid being attacked by one. For example, if your character were in a dogfight against an airplane with a rear gunner, you'd have to roll two extra successes to gain the advantage over him. If you only rolled one extra success, he wouldn't be able to use his main guns, but his rear gunner could still attack you.

Example: *After blowing up the German fuel dump, Kate's character decides to head for home when Baron Eisen suddenly arrives, flying his trademark ebony Arado, intent on blowing Kate's Peashooter out of the sky.*

The two pilots engage each other in a dogfight. Both players roll Initiative, and the Baron comes out on top. Kate rolls her character's Pilot rating (8) plus her Peashooter's Handling rating (2) for a total of 10 dice. She rolls and gets 4 successes against the Baron's 6 successes. The Baron drops in behind Kate's character and lines her up in his sights.

Fortunately, Kate gets to act before the Baron can pull the trigger. She makes another opposed Piloting roll and this time rolls 5 successes to the Baron's 4 successes. Kate's character wrestles with her controls, bringing her Peashooter up and around in a classic Immelmann turn (looping over and behind the Baron's Arado). Now she has the advantage over the Baron.

On his turn, Eisen attempts a counter-maneuver to prevent Kate from firing on him but only rolls 3 successes to Kate's 5 successes. Kate is still on his tail and can attack him on her next turn!



Evasive Action

Instead of making an attack, your character attempts to make his vehicle as hard to hit as possible, swerving or diving erratically to evade all attacks made against him during the turn. If attacked, make an opposed Drive or Pilot roll, including any appropriate Defense modifiers (such as the vehicle's Size and Handling), versus the opponent's ranged attack roll. If you roll more successes, the attack is evaded and does no damage; otherwise, the vehicle takes damage equal to the number of extra successes rolled by your opponent.

Example: With bullets from the Peashooter's machine-guns buzzing past his ear, the Baron forgoes his next attack and sends his ebony Arado into a twisting roll in an attempt to avoid being riddled with bullets. He rolls his Pilot rating (8) plus his Arado's Handling rating (2) for a total of 10 dice. Because both vehicles are the same Size rating, no modifier is applied to either the attack or Defense rolls. The Baron rolls and gets 6 successes against Kate's 7 successes. Avoiding much of the fusillade of fire, his Arado still takes one point of damage.

Full Speed

Instead of making an attack, a pilot or driver can double her vehicle's Speed rating for that combat turn. She can defend normally, but is unable to perform any other actions while driving the vehicle at full speed.

Jump

Daring drivers can attempt to jump their vehicles over obstacles, providing there is some sort of ramp or other launching platform available. The distance jumped depends on the vehicle's Speed. The higher the Speed, the greater the distance, but long jumps can severely damage a vehicle when it hits the ground.

Speed is not everything, though. It takes skill to hit a ramp just right and land where you want to land. The higher your vehicle's Speed, the harder it is to make the jump without crashing. If your character does not roll enough successes on his Drive roll, he lands short of his intended distance and suffers the consequences. Damage inflicted by a jump is not reduced by Defense (see Crashing below).

Speed Rating	Drive Difficulty	Jump Distance	Damage
20	1	20 ft.	1
40	1	40 ft.	2
60	2	60 ft.	3
80	2	80 ft.	4
100	3	100 ft.	5
120	3	120 ft.	6
140	4	140 ft.	7
160	4	160 ft.	8
180	5	180 ft.	9
200	5	200 ft.	10

Ram

Ramming is a desperate (and potentially suicidal) attack wherein one vehicle intentionally collides with another. This is ill advised except in cases where a much larger or tougher vehicle is ramming a much smaller or weaker one.

Ramming requires that the attacking vehicle is able to close with the defending one. To ram an opponent, the attacker makes a Drive or Pilot roll against the target's Defense rating. If successful, the damage is suffered by both the target and ramming vehicle. Ramming damage is equal to one point for every 10 Speed that the attacker is faster than his opponent. If two vehicles collide head-on, their combined Speed is used. In collisions where one vehicle is larger than the other, the smaller vehicle suffers additional damage equal to the difference in Size, while the damage to the larger vehicle is reduced by the same amount. Defense does reduce ramming damage.

Sideswipe: Instead of inflicting damage, an attacker may try to force another vehicle off the road or cause it to crash. In these situations, the attacker matches the defender's Speed and bumps him, attempting to make him lose control of his vehicle. To sideswipe an opponent, the attacker makes a Drive roll against his target's Defense. If successful, the attacker does no appreciable damage, but the defender must make a reflexive Drive roll with a Difficulty equal to the amount of damage the attacker would have done, or lose control of the vehicle.

Stunts

Drivers and pilots can attempt all sorts of stunts such as sudden bootlegger turns, driving an automobile on two wheels, dodging a fighter between skyscrapers, etc. Such unusual actions require an appropriate Drive or Pilot roll versus a Difficulty set by the Gamemaster. Characters will often attempt a stunt while being pursued (see below), forcing a follower to perform the same stunt, slow down, or give up the chase. Failing to perform a stunt successfully may have a variety of consequences, depending on speed of the vehicle and the degree of failure, ranging from minor collisions to catastrophic crashes.

Example: *Cultists are hotly pursuing Marcus' character, so he decides to pull a sudden Bootlegger turn in an attempt to escape them. The Gamemaster assigns this a Difficulty rating of 3. Marcus makes a Drive roll and gets 4 successes! With a screech of rubber, his car enters a sudden controlled skid, coming to a halt in the next lane facing the opposite direction of the onrushing cultists. Marcus accelerates away for a turn as the cultists' car goes blazing past and he puts*

even more distance between them while they are forced to turn around.

Vehicle Attacks

Vehicle Attacks may be made with Fixed Weapons, Independent Weapons, or the vehicle itself (see Ram, above).

Fixed Weapons

Manned by the pilot or driver, fixed weapons on a vehicle (such as machineguns, underwing rockets, and torpedoes) typically fire directly forward. Attacking with fixed weapons requires an appropriate Drive or Pilot roll because their use relies more on lining up the vehicle effectively rather than actual skill with the weapon. Normal combat modifiers for Range, etc., apply.

Linked Weapons: In some cases, such as with fighter aircraft, fixed weapons are linked together to fire at a single target. When firing linked weapons, you make a single attack roll using the primary weapon's normal

Chases

Under ideal conditions, such as clear blue skies or long stretches of straight road, the vehicle with the higher Speed will prevail in a chase, either by closing the distance with its quarry or outdistancing its pursuers. When calculating range, simply adjust the distance each turn by the difference in Speed between the faster and slower vehicle.

Ideal conditions are rare, however. City streets are narrow and filled with traffic, ocean waves buffet ships, and aircraft duck in and out of storm clouds. Under adverse conditions, a vehicle may not be able to move at Full Speed. In this case, each driver or pilot makes the appropriate Drive or Pilot rolls, modified by their vehicle's Handling rating. Each vehicle moves its combat Speed plus a number of feet equal to its base Speed times the number of successes rolled.

Example: *Marcus' character is being pursued through the streets of New York by black garbed cultists. They are careening around corners and driving on sidewalks to avoid the traffic-choked streets, so Marcus and the cultist driver both make Drive rolls. Marcus gets 2 successes and the cultist gets 3 successes. The cultists' vehicle has a Speed rating of 80 and Marcus's car has a Speed rating of 90. Therefore, the cultists move 640 feet this turn (400 ft. + 80 ft. x 3 successes.) while Marcus moves 630 feet (450 ft. + 90 ft. x 2 successes). Although his car is faster, the cultists are gaining on Marcus!*

Chapter Seven

statistics but gain a damage bonus equal to one-half the secondary weapon's damage rating (round up).

Example: *Kate's Peashooter is equipped with two linked M1919 machineguns, which are treated as a single weapon with damage rating of 5 L (3 L for a single machinegun +2 L for half of the damage rating of the second machinegun). Diving toward Eisen's Arado, she makes a full autofire attack! She rolls her Pilot rating (8) plus the Peashooter's Handling (2), the damage rating of the linked machineguns (5), and the full autofire bonus (3) for a total of 18 dice!*

Independent Weapons

Vehicle weapons mounted in turrets or on other mounts are not fired by the pilot or driver, but by a separate gunner. Firing them typically requires either a Firearms or Gunnery roll.

Firing From Inside a Vehicle: Characters inside or atop vehicles may fire their own weapons using their appropriate Skill rating.

Bombing: Accurately dropping bombs requires a Gunnery roll.

Vehicle Attack Modifiers

Vehicle Weapons

Player characters are rarely killed by anything as impersonal as an artillery barrage. The statistics for major weapons are provided to demonstrate their sheer destructive power, and for pitching them against the

like of small towns, war vessels, and giant monsters. When it comes to the player characters, such weapons and the damage they inflict should generally be considered plot devices, and characters should not die because of them unless it's dramatically appropriate for them to do so.

Speed

Shooting a moving target is not easy, especially if you are moving too. Whenever your character attempts to shoot a moving target (or is in a moving vehicle shooting at a stationary target), she suffers a penalty equal to the relative Speed between herself and her target. Simply subtract the slower Speed from the higher Speed to determine the attack penalty.

Speed	Modifier
20	-1
40	-2
80	-4
160	-8

Vehicle Damage

Structure

Instead of Health, a vehicle has a Structure rating that represents the amount of damage it can take before it is destroyed. Mark off one Structure point for each point of damage inflicted. The vehicle is rendered inoperable when its Structure drops below 0, and is



Vehicle Weapons	Dmg	Rng	Cap	Rate	Spd	Size	Notes
Anti-Aircraft, Lt.	10 L	500 ft.	—	1/2	S	2	
Anti-Aircraft, Hvy.	12 L	1000 ft.	—	1/2	S	4	
Bomb, Light*	10 L	—	—	1/2	S	2	Area effect: 10 ft.
Bomb, Medium*	16 L	—	—	1/2	S	8	Area effect: 25 ft.
Bomb, Heavy*	24 L	—	—	1/2	S	16	Area effect: 50 ft.
Cannon, Light	8 L	250 ft.	—	1/2	S	0	
Cannon, Medium	10 L	500 ft.	—	1/2	S	2	
Cannon, Heavy	12 L	1000 ft.	—	1/2	S	4	
Cannon, V. Heavy	16 L	5000 ft.	—	1/2	S	8	
Cannon, Massive	24 L	5000 ft.	—	1/2	S	16	
Torpedo, Light**	16 L	1000 ft.	—	1/2	S	8	Area effect: 5 ft.
Torpedo, Heavy**	24 L	2000 ft.	—	1/2	S	16	Area effect: 10 ft.

* Includes Depth Charges

** Includes Rockets

Size: This indicates how large a vehicle must be in order to be equipped with such a weapon.

Area effect: When a bomb explodes, it damages everything in its area of effect (see "Area of Effect Attacks" in *Hollow Earth Expedition*, p. 127). Roll the listed damage rating against all opponents in the area. The damage inflicted is reduced by one point for each range increment that an opponent is from the explosion.

likely to crash or sink. If its Structure reaches -5, it is utterly destroyed and impossible to repair.

Crashes

Crashing causes a vehicle to suffer damage equal to its Speed divided by 10. Defense and armor do not reduce crashing damage.

A skilled pilot or driver can attempt to reduce the impact of an imminent crash by causing the car to skid sideways, attempting to keep the aircraft level, and so on. To reduce the impact of a crash, make an appropriate Drive or Pilot roll. Each success rolled reduces the crashing damage by one point.

Characters Inside a Crashing Vehicle: Individuals inside a vehicle that crashes suffer lethal damage equal to the vehicle's crashing Speed divided by 10. A Vehicle does absorb some of the impact, however. Characters may subtract its Size rating from the amount of damage inflicted on them by the crash.

Hard and Soft Landings: If a vehicle happens to crash in a soft spot, such as water or a snow bank, the Gamemaster may reduce the amount of damage for the crash, depending on how soft the landing area is. Conversely, if the vehicle crashes on a particularly hard surface, such as jagged rocks, the Gamemaster may increase the amount of damage.

Repair

With the appropriate tools and resources, a skilled mechanic can repair virtually anything. To repair a damaged vehicle, make a Craft: Mechanics roll. Each success rolled restores one point of Structure.

Repairing a vehicle takes time. Each roll represents one week of work per Size rating of the vehicle (and an appropriate amount of spare parts). Additional successes may be used to repair extra damage or to reduce the repair time. Each success spent to speed up repairs cuts the work time in half.

Performance Degradation

Vehicles are complex machines, carefully designed to operate at peak efficiency. When a vehicle takes damage, critical parts may be broken or blown clean off. Tires blow, rudders break, and propeller blades bend. Controls become sluggish, speed decreases, and passengers may fall out. Even minor damage can ruin performance as blasted metal creates drag, allows water in, or interferes with internal machinery.

For more dramatic vehicle combat, the Gamemaster may opt to have damage degrade a vehicle's performance. When a vehicle has lost 50% of its Structure, it suffers a -2 Handling penalty and its Speed is reduced by 25% (round down). Penalties to Handling also apply to the vehicle's Defense rating, making it harder to avoid obstacles and enemy attacks. When a vehicle has lost 75% of its Structure, it suffers a -4 Handling penalty and its Speed is reduced by 50% (round down). In addition, passengers and cargo may fall out of a highly damaged vehicle, as railings give way and doors and hatches suddenly fly open.

PRISONER OF THE REICH



Warning: This chapter is for the Gamemaster's eyes only. Reading this as a player ruins the surprise and makes the game a lot less fun to play.

Prisoner of the Reich contains all the classic elements you've come to expect from *Hollow Earth Expedition*: Nazis, dinosaurs, and lost civilizations. It also includes a healthy dose of weird science, supernatural powers, and secret society conspiracies. It's jam-packed with mystery and thrilling pulp adventure!

Plot Synopsis

The Thule Society has kidnapped a prominent professor and is forcing him to help with their nefarious schemes. His adopted daughter is launching a rescue expedition. To save him, the heroes will travel to exotic Cairo, and then into the heart of Nazi Germany to brave the castle headquarters of the Thule Society itself!

Archetypes

If running this as a one-shot game, you'll likely want to provide pre-generated characters for your players. Several of the sample characters are appropriate if you want to sit down and start playing right away. The Scion of Atlantis character (see p. 40) around which this adventure is based, can be played as an NPC or player character, depending on the size and preference of your group.

If you want to use this adventure to kick off a longer campaign, your players should generate their own characters. As described in *Hollow Earth Expedition*, the more information you share about the type

of game you want to run, the more your players can customize their characters to suit your campaign. Communication is a two-way street, though, so be sure to take into account what your players want to get out of the game. Taking a few minutes to make sure everyone starts out on the same page will help ensure that everyone has fun!

To help get you started, the Archetypes best suited for this adventure are listed below with some suggestions as to why they might be involved in the rescue mission.

- **Academic:** The Thule Society and the kidnapped professor share a keen interest in ancient history and unusual artifacts. Perhaps the professor corresponded with a local expert before disappearing, or his daughter contacted such a person to decipher his notes and help track him down.
- **Adventurer:** The professor has dealt with a wide variety of adventurous people over the years, often having them field test his inventions. One of these brave souls may have learned of his disappearance after testing such a device, or his daughter may have recruited a pilot for the rescue mission.
- **Doctor:** No one knows what happened to the missing professor or what condition he'll be in when found. He may be hurt and in need of immediate medical attention. Rescue missions can be dangerous, so the rescuers might also benefit from having a doctor along.
- **Engineer:** Vehicles and equipment need regular maintenance to run properly. Accidents and enemy fire can damage critical devices and render them inoperable. Having an engineer along to perform nec-

essary maintenance and repairs, not to mention build useful items, can be an invaluable asset to any rescue mission.

- **Lawman:** When a loved one goes missing, it's natural to turn to a private detective or bounty hunter. These individuals have the necessary skills to find clues and stay on the missing person's trail. The professor's daughter may have recruited an expert to help find her father.
- **Occultist:** The Thule Society is a powerful occult organization and the only way to know what they are up to is to bring an expert who is well versed in mythology and occult lore. Plus, it is generally considered unwise to cross a cabal of dark sorcerers without some protection.
- **Soldier:** No one expects the Thule Society to give up their prize without a fight, so it's a good idea to have someone around to press the issue. One of these professional warriors may be a friend of the professor, or hired by the daughter for the rescue mission.
- **Spy:** An undercover operations expert, spy, or secret agent may be just the person to locate the professor and get him out undetected. Covert agents often work for a specific organization, and may have been ordered to rescue the professor, with or without his daughter's knowledge.

Motivations

Having the right mix of Archetypes is important, but the game can get bogged down in conflict if the characters don't share similar goals. Additionally, characters with Motivations complementary to the adventure's major Themes have more opportunities to earn Style points, making them more effective and fun to play. Each character's Motivation should be compatible with the others, and also with the major Themes.

The adventure's major Themes and Motivations are listed below.

- **Escape:** Freedom is an inalienable right, and no one should have to suffer slavery or oppression. Escaping from danger or rescuing someone from captivity represents a moral victory to you.
- **Duty:** Friendship and loyalty are very important to you. There is little you wouldn't do for someone once you've given your word to help them.
- **Love:** Love is a powerful motivator. You'd travel half-way around the world to find your loved one, or join a rescue mission to win another member's affection.

The Hook

Professor Rookwood has been incommunicado for several weeks, which is unusual for him. His students

and colleagues can offer each other little more than standard, trite reassurances that he is fine, that he is probably too wrapped up in his research to touch base. But then the package arrives, making it impossible to deny that the professor is in some kind of peril.

The package contains nothing more than Rookwood's research journal, its stained and splotched pages bearing the notes, diagrams, translations, and maps related to the professor's well-known obsession with the lost civilization of Atlantis. The professor is never without this journal and would only willingly part with it in the most extreme emergency. There is no note, and it contains nothing to explain his disappearance. Careful review of the last pages reveals only that he discovered some kind of gate or doorway, but lacks the key to open it.

The package is addressed to the professor's adopted daughter, who is a descendant of Atlanteans, but unaware of her heritage (see *Scion of Atlantis*, p. 40). She is an integral part of this adventure and should be played as an NPC or special player character. She assembles the search party, looking first to the professor's friends and colleagues, and then seeking out anyone who might be able to help find her father. She will refuse to stay safely at home—insisting on traveling with the search party, but willing to let more qualified characters take the lead.

The adventure begins as the team assembles to listen to the professor's daughter explain the situation. Her only clue is the package's return address, which indicates the Al-Konbas Hotel in Cairo. She proposes they borrow her father's experimental airship, the *Hyperion*, and travel to Egypt with all possible haste. If anyone asks why her father left it behind, she tells them that it hasn't been field-tested, but her father has every confidence it will work. He also indicated he didn't want to attract attention—something the *Hyperion* is sure to do.

Cairo

From the air, Cairo's strange mix of ancient and modern architecture is plainly visible. Large, new buildings have been erected in the city center, and the Pyramids and the Sphinx are visible in the distance. As the *Hyperion* approaches the aerodrome, the characters can see the hustle and bustle of the city. The narrow streets are choked with traffic as modern cars, carts and donkeys, and pedestrians are forced to share the same space. Cairo has grown into the largest city on the African continent, keeping one foot in the ancient world even as it steps into the future.

The *Hyperion* lands at the aerodrome just outside the city, and the player characters must pay a modest

Hyperion

Artifact 3

The *Hyperion* is a highly experimental aircraft which consists of a shining, wedge-shaped fuselage capable of flight without the use of wings, rotors, or balloons. Although its engines are temperamental and its fuel is rare and costly to refine, it provides a number of advantages over regular airship travel, and features the ability to produce a smokescreen to disguise it as a cloud for short periods of time.

Enhancements: Defense +2 (+2 Enhancements); Handling +2 (+4 Enhancements); Cloaking 2 (+4 Enhancements); Turret-mounted Dual Machineguns (+2 Enhancements); Crew Req. -50% (+2 Enhancements)

Limitations: Passengers -50% (-2 Enhancements); Requires Anti-Gravity Fuel (-2 Enhancements); Requires Maintenance (-4 Enhancements)*

*Craft: Mechanics (Difficulty 3) after each flight to keep vehicle operational

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
<i>Hyperion</i>	8	6	16	60	0	5	5

Machinegun Turret: Damage 8 L (full autofire); Range 100 ft.

Cloaking: With the flip of a switch, fog generators pump out a thick mist that surrounds the airship and obscures it from view for the duration of the scene. Simultaneously, a periscope rises above the cloud to allow the pilot to see normally. It cannot move faster than its base Move rating or it will lose its concealment. Perception rolls to spot the airship suffer a -4 penalty. Cloaking can be used five times before the generators run out of fog juice.

docking fee (paid directly to the port commissioner, who immediately pockets the money and walks away). From there, they can hire local transport to take them wherever they wish.

The Al-Konbas Hotel referenced on the package is easy to find and caters to foreign tourists and businessmen. An inquiry at the front desk will reveal that Professor Rookwood does have a room here, but has not been seen for some time. If the characters employ some means of persuasion (e.g., a bribe, a threat, or a clever story), the clerk will also reveal the professor's room number and that his bill is unpaid. If a character presents herself as a member of the professor's family and offers to settle the charges, the clerk will happily hand over the key.

The professor's room appears to be in perfect order. The bed is made, his clothes are folded in drawers, and his personal items are laid out as though he planned to return that evening. Any character making a successful

Investigation roll against a Difficulty 2 will discover the following: a very thin layer of dust on the shaving kit and walking cane indicate the professor has been gone for at least a fortnight; he left no messages, but on the nightstand is a small pad of hotel stationery with the words "Meet Reinhardt at Wah El Zalam," impressed upon it in the professor's handwriting.

The Bar

A Streetwise roll against a Difficulty 2 will reveal that Wah El Zalam is a bar on the other side of town. It is a well-known watering hole for shady characters, the kind of place where local cut-purses (and cut-throats) make their rounds. The patrons eye the player characters with either thinly veiled malice or patronizing contempt.

Unfortunately, no one in the bar has heard of the professor or anyone by the name of Reinhardt, but before the players can ask other questions, they are interrupted by the arrival of a group of even more dangerous customers: Wilhelm von Schreck and five Nazi soldiers brandishing clubs.

Standing just over six feet tall with a square jaw and piercing blue eyes, von Schreck is an imposing figure. Three furrowed scars mar his right cheek, as if his face had been clawed by fingernails. He is wearing an SS officer's uniform bearing the insignia of the Thule Society and he holds a strange, golden rod (see the Rod of Anubis sidebar, next page) in his left hand.

Once his eyes adjust to the bar's dim interior, von Schreck will spot the player characters. If the professor's daughter is visible, he will lock eyes with her.

"You have something we want," he says in his thick German accent, motioning his soldiers to fan out. "Give it to us, and you may leave...unharméd."

Von Schreck won't answer any questions, and will testily dismiss protests of ignorance as "playing stupid." He doesn't know what the key looks like, and is hoping the characters will not cooperate because he would prefer a fight. As a result, von Schreck will quickly lose patience with the player characters. If they do not immediately give him what he wants, he will turn to the bartender and toss him two shiny gold coins.

"That is for the mess," he says, grinning wickedly at the player characters.

At von Schreck's signal, the Nazi soldiers advance on the player characters, knocking aside anyone and anything in their way. The brawl will instantly cause chaos as the locals shout, throw chairs, and attack each other

or anyone else. The Nazis will focus on the player characters, using clubs and fists unless the players escalate to other weapons. If the fight begins to go against them or von Schreck starts taking wounds, he will use the Rod of Anubis, even if it means killing his own men.

The players may not be eager to take on a freshly healed von Schreck armed with a mystical weapon. But they are in luck: at that moment, a bespectacled man in a tweed suit opens the back door, gestures frantically and shouts, "Come with me if you want to live!" The brawling locals will unintentionally impede von Schreck, allowing the player characters a narrow getaway if they choose to flee.

If they choose to fight and are defeated, they will wake up en route to Castle Wewelsburg (see below).

Wilhelm von Schreck

Mentor 3

Archetype: *Soldier*

Motivation: *Power*

Style: 3

Health: 8

Primary Attributes

Body: 3	Charisma: 4
Dexterity: 3	Intelligence: 3
Strength: 3	Willpower: 5

Secondary Attributes

Size: 0	Initiative: 6
Move: 6	Defense: 6
Perception: 8	Stun: 3

Skills	Base	Levels	Rating	Average
Academics: Occult	3	3	6	(3)
Athletics	3	3	6	(3)
Brawl	3	3	6	(3)
Firearms	3	3	6	(3)
Intimidation	4	2	6	(3)
Linguistics	3	3	6	(3)
Melee	3	3	6	(3)
Sorcery: Necromancy	4	2	6	(3)
Stealth	3	3	6	(3)

Talents

Magical Aptitude

Resources

Artifact 2 (Rod of Anubis)

Rank 2 (Thule Society: +2 social bonus plus bonus Artifact Resource)

Flaw

Sadist (+1 Style point whenever he is needlessly cruel to his allies or innocent bystanders)

Weapons	Rating	Attack	Average	Notes
Luger	3 L	9 L	(4+) L	
Rod of Anubis	2 L*	8 L	(4) L	Area effect: 10 feet

Rod of Anubis

Artifact 2

This heavy golden scepter is approximately two feet long, topped by an ankh with a jackal's head—representing both life and power. The base is adorned with the circular shen symbol, representing eternity. The shaft is inscribed with Egyptian hieroglyphics, which describe the incantation necessary to activate the rod.

When activated by a skilled magician, the rod sucks the life out of all nearby creatures and channels their energy into the person holding it, healing his wounds and restoring his vitality. Each activation uses some of the rod's stored energy. The user must sacrifice life force to recharge it.

Enhancements: Use Sorcery for attack roll (+2 Enhancements), Inflicts lethal damage (+2 Enhancements), Area effect: 10 feet (+4 Enhancements), Additional effect: Heal self (+2 Enhancements)

Limitations: Activation Requirement: Magical Aptitude (-2 Enhancements), Reduced Capacity -50% (-2 Enhancements), Requires Life Force (-2 Enhancements)

Artifact	Dmg	Str	Cap	Spd	Wt	Notes
Rod of Anubis	2 L*	2	5**	A	2 lb.	Area effect: 10 ft.

* To use the Rod of Anubis, make a Sorcery area effect attack against all creatures within 10 feet of your character (see "Area of Effect Attack" in *Hollow Earth Expedition*, p. 127). Each point of damage inflicted also counts as a success on a Medicine roll as if first aid had just been administered to your character (see "First Aid" in *Hollow Earth Expedition*, p. 131-132).

** Each use consumes one charge. Recharging the rod requires the user to sacrifice some of his life force. The user suffers a lethal wound per point recharged.

*see sidebar for effect

The Unexpected Ally

The man in tweed will lead the player characters to his nearby car, insisting that they need to get out of Cairo as quickly as possible. As he drives at top speed to the aerodrome, he introduces himself as Erich Reinhardt, a friend of Professor Rookwood and a member of the Fifth Column—a sub-group within the Thule Society that believes the organization has become corrupt. He tells them the professor has been captured by an old rival, Dr. Wurmhausen, and is being held prisoner in Castle Wewelsburg, the Thule Society's fortress stronghold deep in the heart of Nazi Germany. His contact in the castle has told him that Rookwood is being forced to work on a top secret project.

Reinhardt explains that he cannot be gone long or

⊙ Sample Adventure

his superiors will become suspicious. He gives one of the player characters a small silver symbol. “This is the Thule Society insignia,” he says. “Go to the woods west of the castle. My contact will meet you there at midnight in two day’s time. Wear the symbol on your left lapel. He will be wearing his the same way. He will say a number and you must respond with the number that will equal five after adding or subtracting it from the first number. If he says ‘acht,’ you say ‘drei.’ Understand?”

“Oh, and one more thing,” he says, “If he is not

out, a large metal-clad Nazi airship, the *Himmelswolf*, appears on the horizon and moves to intercept them. Both airships move at the same speed, making it hard for either one to gain the advantage. If the *Hyperion* has a talented pilot, it may be able to pull away from the much larger zeppelin (see “Chases,” p. 143). After three turns of pursuit, or if the player characters are getting away, a bay opens on the bottom of the *Himmelswolf* and four fighter planes are disgorged to give chase.

One pair of fighters will strafe the *Hyperion* each turn while the other two circle to take up position for an



alone...run.”

The Getaway

Reinhardt drops the characters off at the ship, wishing them luck before speeding away. As he leaves, a Nazi half-track bristling with soldiers arrives on the scene. “Halten der zeppelin!” one yells, followed by shots buzzing past the player character’s ears and ricocheting off the *Hyperion*’s hull.

The airship’s engine is temperamental and will not start until a character makes a successful Craft: Mechanics roll against a Difficulty of 3 (see *Hyperion* description, above). As more enemy reinforcements arrive, the characters take flight, leaving the angry Nazis behind.

But the heroes cannot escape so easily. As they head

attack run on the following turn. The player characters may use the *Hyperion*’s turret to defend themselves. If a fighter loses more than half of its Structure, it will break off and return to the *Himmelswolf*. After three rounds of combat, or when the *Hyperion* is disabled or forced to slow down, the German fighters will drop back and ten Himmelstürmer will rocket out of the zeppelin on jet packs—a boarding party sent to capture the airship and the player characters.

The rocket-Nazis land on the *Hyperion* and attempt to force their way inside. The airship has two doors (one on each side), and it will take the soldiers one round to open them, after which one Nazi may enter each door each turn. The remaining Himmelstürmer on the outside of the airship will try to further damage the engines. If half their number is defeated, the Nazis will retreat

and the German fighters will resume their attack.

If the *Hyperion* is too damaged to escape, the *Himmelswolf* will capture the smaller airship in its hangar bay. If the characters surrender or can be subdued, they will be taken to Castle Wewelsburg, where the Fifth Column double agent will free them and take them to the North Tower just in time for the climax of the game.

If the heroes can plant a single explosive inside the *Himmelswolf* (perhaps by commandeering a Himmelstürmer jet pack), the zeppelin will go down in a blazing

LZ-125 Himmelswolf

Artifact 4

Enhancements: Defense +4 (+4 Enhancements); Internal Airplane Hanger w/4 Airplanes (+8 Enhancements); Turret-mounted Dual Machineguns (+2 Enhancements)

Limitations: Reduced Passengers -50% (-2 Enhancements); Highly Flammable (-4 Enhancements)

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
LZ-125 Himmelswolf	16	6	18	60	-2	30	10

Arado

See description, p. 130

Machineguns: 8 L; Range: 100 ft.

Himmelstürmer Jet Pack

See jet pack description, p. 141

Himmelstürmer

Use the Nazi stats in *Hollow Earth Expedition*, p. 201 with the following modifications: replace Intimidation with Pilot Aircraft; replace Autofire Talent with Artifact 1, Himmelstürmer Jet Pack.

ball of orange fire, and the Himmelstürmer and German fighters will abandon the assault.

The Castle

If the characters were able to defeat the *Himmelswolf*, the rest of their voyage is uneventful. If they have been captured, they are transported to Castle Wewelsburg via the giant metal-clad zeppelin.

The castle is an occult research center and SS officer training camp located in the hills of Westphalia. A large force of elite soldiers and powerful occultists call it home. The fortress is triangular in shape with three towers; an eerie glow can be seen through the narrow

windows of the North Tower, the largest of the three. Huge banners emblazoned with the Nazi swastika are draped from the walls. The skies above, and the grounds within, are continuously probed by searchlights.

- If the player characters arrive aboard the *Hyperion*, they can use its “cloaking device” to land unnoticed in the dead of night. They arrive with just enough time to meet their contact. The searchlights cannot penetrate the woods, so the player characters can watch the castle from the safety of cover. After a short wait, they see a cloaked figure run across the no-man’s land between the castle and the woods, clearly practiced at avoiding the lights. When the figure reaches the woods, they can see he is wearing the Thule Society insignia on the left side of his cloak.
- If the player characters have been captured, they will be escorted into the castle and locked in the dungeon. Shortly thereafter they will be released by a figure in a dark cloak, wearing the Thule Society insignia on his left lapel.

The cloaked figure will challenge the player characters by saying “eins.” The correct response is “vier.” Any other response will cause him to leave immediately, abandoning the characters.

If they respond appropriately, the man tells them he will lead them to the professor, who is being held in the North Tower. He instructs them to remain quiet and follow his lead. He will not tell them his name or reveal his face unless forced to do so.

- If outside the castle, the cloaked figure will lead the player characters across no-man’s land and into the castle through a secret passage.
- If in the dungeon, the cloaked figure will open a secret passage and take the characters up into the castle.

The infiltrators will make their way through dank passages, twisting this way and that, occasionally darting from one secret passage to another, across a room or passageway. The player characters should make Stealth rolls against a Difficulty of 3 to remain undetected by the castle’s inhabitants. The cloaked figure provides each character a +2 bonus to this roll.

If any of the characters fail their roll, they will be spotted and have to talk their way out of the situation or incapacitate the guards. The alarm will be raised if they can’t convince the guards or if shots are heard, and the hallways will quickly be flooded with Nazi soldiers. If the characters are taken prisoner, they will be brought to Dr. Wurmhausen in the North Tower. Otherwise, they will enter the North Tower alone.

The North Tower

Upon reaching the North Tower, the characters will ascend the spiral staircase to the top floor: Dr. Wurmhausen's laboratory. There they will see a gigantic circular portal engraved with symbols. Arrayed around the room are strange pieces of machinery and generators attached to the portal, which is glowing with an eerie, otherworldly light. In the center of the room, standing before the portal, is Professor Rookwood. Standing next to him, aiming a gun at his chest, is the evil Dr. Wurmhausen. The professor looks pained and Wurmhausen looks triumphant.

Before the characters have a chance to react, Dr. Wurmhausen addresses them.

"I have been expecting you," he says in a reedy voice as a dozen Nazi soldiers file in behind him, machine guns at the ready. Another dozen Nazis file up the stairs behind the player characters.

"You surprised me once or twice," he says, "but otherwise you have performed exactly according to plan. You see, it was I who mailed Rookwood's journal, knowing that it would lure you here."

As long as the heroes are under the soldier's guns, Wurmhausen will answer any questions that allow him to gloat. The Atlanteans built the portal eons ago, and he believes that it will grant tremendous power to its users. He captured the professor to use him as bait. The "key" to open the gate is a living Atlantean. Though their civilization is long gone, a few of their descendents still live among the various populations of the world. The professor's adopted daughter is such a person. Wurmhausen knew she was near because the portal lit up.

"Now," Wurmhausen says, addressing the professor's daughter, "open the gate."

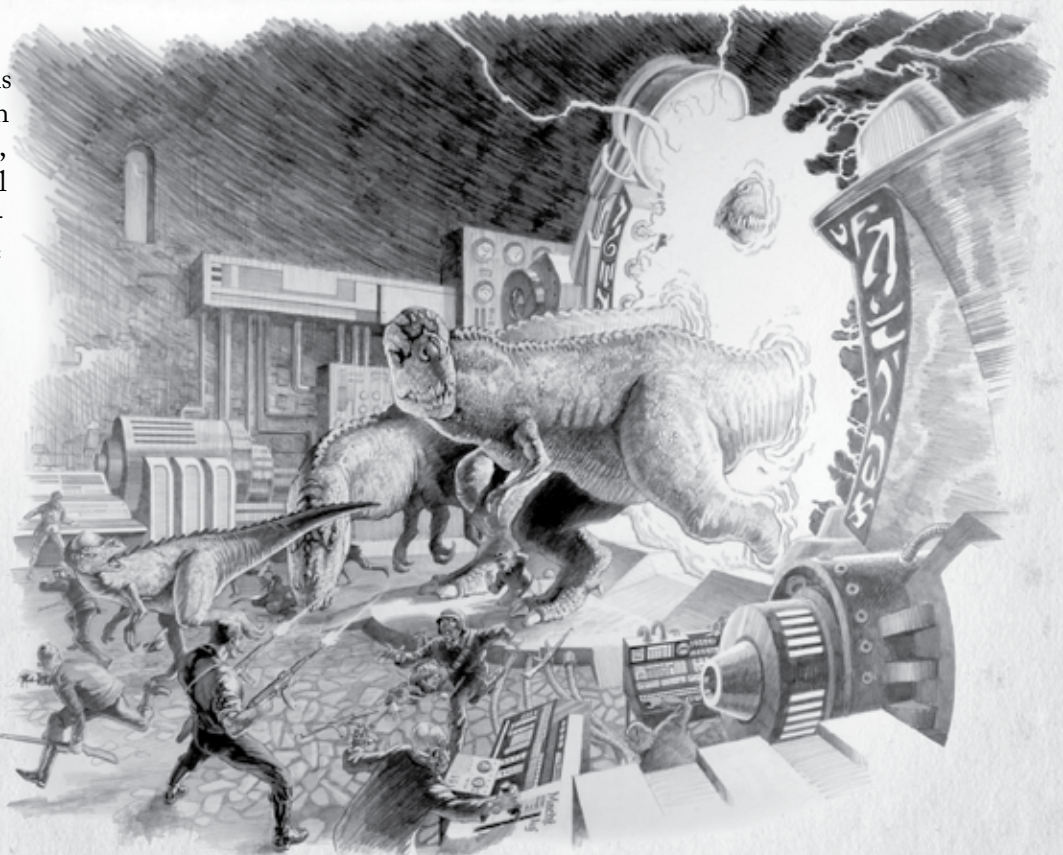
She is shocked to discover her ancestry and does not move immediately. Unfortunately, Wurmhausen will not tolerate delays, excuses, or attempts to negotiate.

"If you will not open the portal voluntarily, I will have to find a way to persuade you," Wurmhausen says, then lowers his gun and shoots Professor Rookwood in the stomach. The professor crumples to the floor in agony, and a dull buzzing can be heard coming from his abdomen. Wurmhausen explains that a projectile is drilling its way to Rookwood's heart—a slow painful death that Wurmhausen can prevent if the gate is opened immediately.

The Portal

To open the gate, the professor's daughter need only touch the portal. When she does, she is bombarded with visions of countless other gates that connect to this one, most of which are not accessible. The one that is most readily available presents her with the image of ruins surrounded by lush jungle—it is the Hollow Earth, although she may not know it. After a moment of concentration, she sees huge, reptilian creatures on the other side, recklessly stampeding toward her.

A pair of T. Rexes have been using the portal area as a hunting ground, chasing smaller creatures into the ruins where they are unable to escape the hungry predators. Once the gate opens, the terrified herbivores rush through, followed closely by two Tyrannosaurs that attack the closest target. The Nazis are immediately thrown into confusion, most concentrating on nothing



more than avoiding being run down or gobbled up by the gigantic, scaly reptiles.

The player characters will only need to shoot their way past a few of the Nazis to capture Wurmhausen, or at least his Maulwurfspistole, which has the “off-switch” that will save the professor’s life. Alternately, emergency surgery can remove the projectile.

For the Tyrannosaurus Rex stats, see *Hollow Earth Expedition*, p. 217.

Dr. Elmar Wurmhausen

Mentor 3

Archetype: *Scientist*

Motivation: *Power*

Style: 3

Health: 8

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 3

Intelligence: 5

Strength: 3

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 8

Move: 6

Defense: 6 (8)*

Perception: 10

Stun: 3

Skills	Base	Levels	Rating	Average
Academics: History	5	1	6	(3)
Athletics	3	1	4	(2)
Brawl	3	1	4	(2)
Bureaucracy	5	1	6	(3)
Craft: Mechanics	5	3	8	(4)
Demolitions	5	3	8	(4)
Firearms	3	3	6	(3)
Gunnery	5	3	8	(4)
Intimidation	2	4	6	(3)
Linguistics	5	1	6	(3)
Melee	3	1	4	(2)
Science: Engineering	5	3	8	(4)

Talents

Weird Science: Engineering

Resources

Artifact 1 (Maulwurfspistole)

Rank 3 (Thule Society: +4 social bonus plus bonus Artifact Resource)

Flaw

Megalomania (+2 Style points whenever his elaborate schemes are foiled)

Weapons	Rating	Attack	Average	Notes
Maulwurfspistole	2 L**	8 L	(4) L	

* Wurmhausen wears a specially-designed, armored lab coat lined with chain mail

**see sidebar for effect

Maulwurfspistole

Artifact 1

The Maulwurfspistole, or “Mole Gun,” is designed to kill in the slowest and most painful way possible. About the size of a standard handgun, it has a large, drill-shaped projectile protruding from its muzzle. When fired, the projectile acts like a normal bullet until it impacts its target. Once inside an enemy, the drill activates and begins boring through his body. Using microphones, the projectile homes in on the target’s heartbeat and grinds its way there, causing excruciating pain and inflicting additional damage. It won’t stop until it reaches its destination, runs out of power, or is removed surgically.

Enhancements: Special Damage: Poison (Damage 2 L/10 successes, +6 Enhancements)

Limitations: Reduced Capacity –100% (–4 Enhancements)

Artifact	Dmg	Str	Rng	Cap	Rate	Spd	Wt	Notes
Maulwurfspistole	2 L*	2	50 ft.	1	1	A	2 lb.	–

* The drill will inflict an additional two lethal wounds per hour until the target accumulates ten successes on an extended Body roll or dies, whichever comes first. To remove the projectile surgically, the doctor must accumulate as many successes on an extended Medicine roll equal to the total damage inflicted by the drill thus far (including the damage done by the original attack). Each roll represents one hour.

Resolution

The player characters will have little difficulty escaping while the castle’s garrison is thoroughly pre-occupied by the rampaging dinosaurs. However, the heroes have made a powerful enemy in Wurmhausen, who will turn the combined might of his intellect and influence within the Thule Society to get revenge on those who foiled his schemes.

There are many questions for the heroes to ponder, especially if they’re not familiar with the Hollow Earth. Where did the portal lead? What secrets might it hold? What other dangerous Atlantean artifacts do the Nazis have? Future scenarios could be centered on unearthing answers to these mysteries.

Alternately, the characters could escape through the portal into the Hollow Earth. In this case, the portal isn’t simply a gateway. It warps space, drawing objects and creatures through to the other side. Thus, instead of dinosaurs being transferred to Castle Wewelsburg, the player characters, the professor, and anyone else standing near the portal would be sucked through. The player characters may be dismayed to learn that the portal is damaged and can only be opened from one side. Thus, the group must set out to learn where they are and how to get home.

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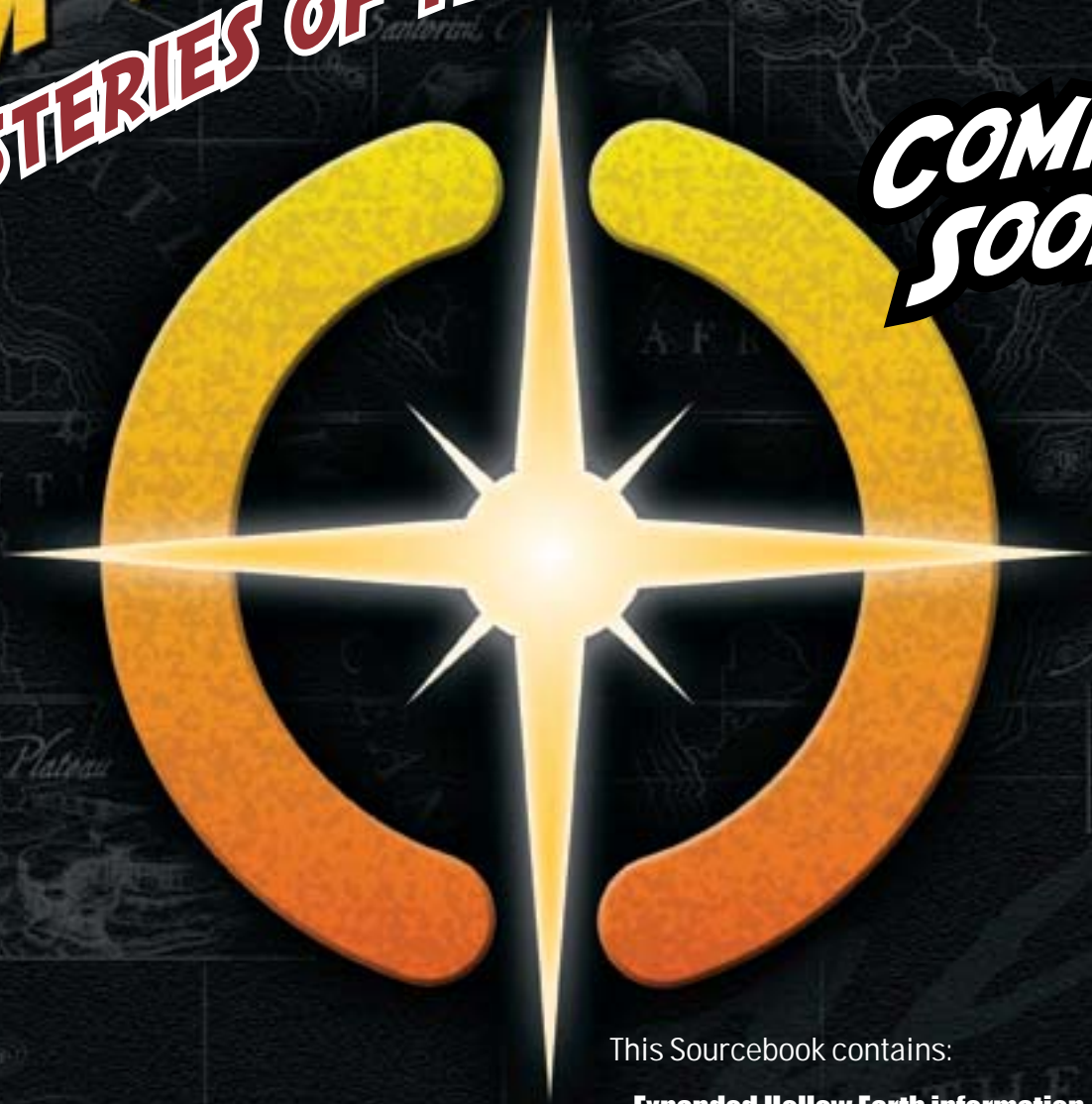
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INDIAN OCEAN

AUSTRALIA

SOUTHERN OCEAN



Equator

Tropic of Capricorn

Antarctic Circle

