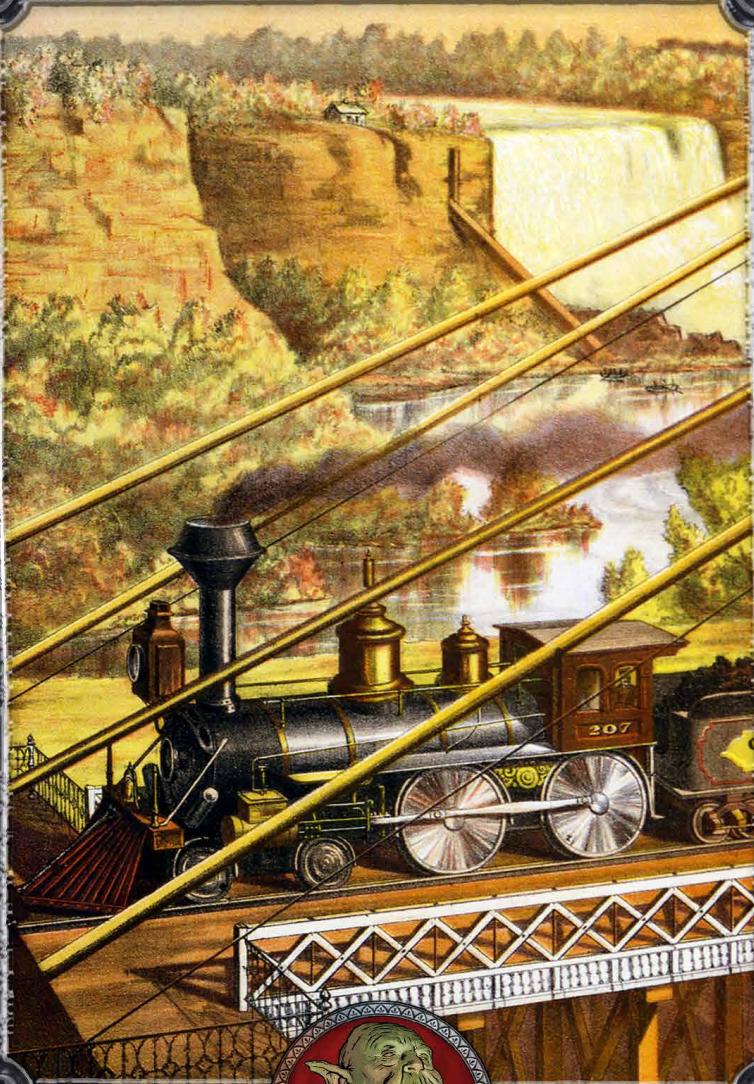


Castle
Falkenstein

BABBAGE'S ENGINE



AN ADVENTURE ENTERTAINMENT
FOR CASTLE FALKENSTEIN

KENSON - GRAY



BABBAGE'S ENGINE



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**Babbage's Engine: An Adventure Entertainment for Castle
Falkenstein** © 2017 Fat Goblin Games

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (The Fat Goblin Hoarde), Fat Goblin Games has quickly become a recognized force in the world of Third Party Publishers of not just the Pathfinder Roleplaying Game and 5th Edition Fantasy, but also supporting the vs. M Engine and releasing official products for Castle Falkenstein, originally published by R. Talsorian Games. With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

Visit us on Facebook, follow us on Twitter and check out our website at fatgoblingames.com.

And be sure to join the Castle Falkenstein Facebook Group to get all the latest news, previews, and deals on everything for Castle Falkenstein!



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A Train Ride into Danger!

Hundreds of onlookers crowd the railway platform, eager to catch a glimpse of the *Duchess Elisabeth* as she departs on her maiden journey along the new Paris-München-Vienna Express Line. This train, the most advanced in the world, will allow travel from one end to the other in a mere two days instead of the normal three! Operated by an advanced Babbage Engine and appointed with the finest of luxuries, this train represents the firm alliance of France, Bayern, and the Austrian-Hungarian Empire and serves as a showpiece of their technological prowess.

A prowess one particular mastermind covets with all his black heart...

DRAMATIS PERSONAE IN ALPHABETICAL ORDER BY SURNAME

LORD ANTON DIRE

Mastermind and Ruler of Trevania

Abilities: Charisma [GR] • Education [GD]

- Exchequer [GR] • Fencing [GR] •
- Marksmanship [GD] • Physique [GD] • Social
- Graces [GD] • Stealth [PR] • Tinkering [EXC]

Health: 6

Weapon: Rapier 4 (P) / 5 (F) / 6 (H) / Harm Rank D

The hereditary ruler of the tiny Germano-Slavic principality of Trevania, Lord Dire plots to turn the whole of New Europa into a technological utopia under his absolute rule. He considers himself an honorable man but will let nothing get in the way of his absolute domination of the world.

HERR/FRÄULEIN ALAN/AILEEN REINHARDT

Offspring of Professor Reinhardt

Abilities: Athletics [GD] • Charisma [GR] •

Comeliness [GR] • Marksmanship [PR] •

Social Graces [GD] • Tinkering [GD]

Health: 5

Alan/Aileen inherited not only a keen inventive mind from their mother but also the beauty and social acumen of their dear, departed father. Alan/Aileen has been playing social secretary and lab assistant to their mother for years and has proven capable at both keeping their mother on schedule and preventing her from falling prey to bad business deals. While they love the professor and believe in her with all their heart, they also yearn for romance and adventure. An avid reader of penny dreadfuls, Alan/Aileen is just the sort of young person to fall instantly in love with a dashing adventurer.



Unlike many *Castle Falkenstein* products, this Adventure Entertainment was not written by Captain Tom Olam or someone else from Beyond the Faerie Veil. Instead, it was written by Grandmaster Stephen Kenson based on his interpretations of various miscellaneous notes sent to us by Captain Olam. We hope you enjoy it.

PROFESSOR KARLA REINHARDT

Absent-minded Inventor

Abilities: Athletics [PR] • Education [GR] • Fencing [PR] • Fisticuffs [PR] • Tinkering [EXC]

Health: 5

The good professor is the very definition of a brilliant but absent-minded inventor. Kind hearted and optimistic, the professor cannot imagine why anyone would wish to use her work for anything other than the better of mankind. The only thing she loves more than her inventions is her child.

Because the Professor's child is a potential romantic interest for one or more of the Dramatic Characters we leave their gender and sexual orientation in the capable hands of the Host. In either case, the younger Reinhardt is an attractive, witty, and capable young person and is well practiced at smoothing the way and assisting their absent-minded mother.



PROLOGUE

In which a dire plot is hatched.

Lord Anton Dire sat in silence in the great library of his ancestral home, sipping absently from the goblet of fine wine that sat near his elbow and staring for long minutes into the fire that blazed in the great stone hearth, its crackle and the tick of the great clock the only sounds breaking the silence. He seemed to be considering matters of great weight and all of the servants of the House of Dire knew to give their lord a wide berth when he sank into one of his thoughtful moods. To disturb him would mean courting Lord Dire's wrath and that was too terrible for any to contemplate.

Hans had been Lord Dire's manservant for many years now and knew well his Lordship's moods and how to deal with them. He entered the library as silently as a shadow, carrying the day's dispatches on a silver salver, which he placed at the right hand of Lord Dire without a word, then just as silently withdrew. Dire took a few moments to glance through the correspondence, most of which was quickly laid aside. One seemed to catch his eye, however, and he quickly opened and read it, scanning the few terse lines within quickly. With a flourish, the Lord of Dire Castle surged to his feet.

"Hans, Hans!" he called. The butler reappeared in an instant.

"Yes, my lord?" he inquired. Lord Dire turned to him with a fire in his eyes as bright as that which burned in the heath and a smile tugging at the corner of his lips, making his mustache bristle.

"Hans, call Colonel Brukhardt to me at once. The final piece of my plan has fallen into place. Soon all of New Europa will know and tremble at the name of Anton Dire!"

The butler bowed and withdrew immediately to summon the Colonel while Lord Dire sank back into his chair and drank deeply of his wine



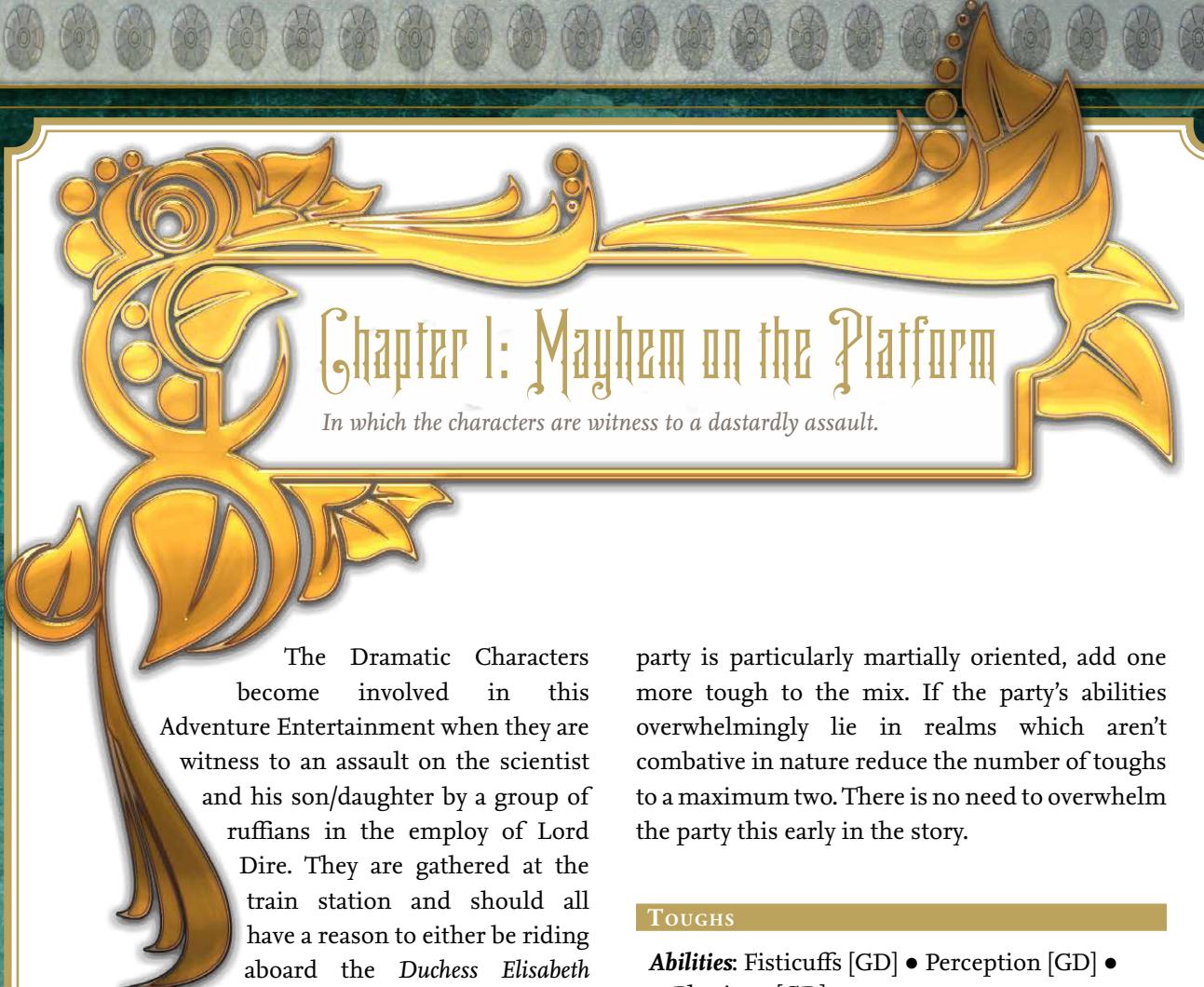
while reading the telegram over once again. Yes, Professor Reinhardt, he thought, soon the world will know of your invention, but not I think in the way you have planned...

WHAT HAS GONE BEFORE

Lord Anton Dire is the ruler of the tiny New European principality of Trevania; a land with an abundance of the mysterious element Radium beneath one of its mountains, where sits Castle Dire itself. Lord Dire uses this vast supply of Power to fund and supply his secret plans for conquest. Currently, Lord Dire has created a powerful flying platform, a rival of Robur's Albatross and the Bayernese aerovettes. To ensure the superiority of his own vessel, Lord Dire plots to acquire the Automated Telegraphic Punched Card Shuffler, an invention of Professor Reinhardt, a Bayernese scientist. This clever invention is the centerpiece of the *Duchess Elisabeth*, a new Babbage Engine-controlled train jointly constructed by France, Bayern, and Austria. With the device in place, telegraphic signals can be used to command the train engine's mechanical brain remotely. Once Lord Dire has the Automated Telegraphic Punched Card Shuffler in his possession he will study it, improve it, and duplicate it to install in the miniaturized Babbage Engines he has built into a series of unmanned ornithopters! With a flying platform and a fleet of agile, remotely-controlled ornithopters under his control, Lord Dire will rise up and become the unchallenged Master of the Skies!

The *Duchess Elisabeth* is named after Duchess Elisabeth in Bavaria, affectionately known as Sissi. The cousin of King Ludwig II and the wife of the Austrian Emperor, Franz Joseph, she is one of the most romanticized monarchs of the era. The Empress has been the subject of many books, plays, and films. The Sissi trilogy of films, starring Romy Schneider and directed by Ernst Marischka are especially beloved.





Chapter I: Mayhem on the Platform

In which the characters are witness to a dastardly assault.

The Dramatic Characters become involved in this Adventure Entertainment when they are witness to an assault on the scientist and his son/daughter by a group of ruffians in the employ of Lord Dire. They are gathered at the train station and should all have a reason to either be riding aboard the *Duchess Elisabeth* on her maiden trip on the Paris-

München-Vienna Express Line or to be present as she prepares to pull out of the station. The *Duchess Elisabeth* can be departing from Paris, Vienna, or München as suits the plans of the Host. The traveling theme of *Babbage's Engine* makes it a perfect transition Adventure Entertainment when moving a Campaign from one city to another but it also serves as a perfect introduction to *Castle Falkenstein* for Players new to the game.

Shortly after the afternoon train arrives the Dramatic Characters hear a call for help and see an older woman in a somewhat rumpled dress and her young companion set upon by a group of lower-class toughs at the far end of the platform. There should be a number of toughs equal to the party's size minus one (so two toughs if there are three Dramatic Characters, three if there are four Dramatic Characters, and so forth). If the

party is particularly martially oriented, add one more tough to the mix. If the party's abilities overwhelmingly lie in realms which aren't combative in nature reduce the number of toughs to a maximum two. There is no need to overwhelm the party this early in the story.

TOUGHS

Abilities: Fisticuffs [GD] • Perception [GD] • Physique [GD]

Health: 6

Weapon: Cudgel [1 (P) / 2 (F) / 3 (H) / Harm Rank A]

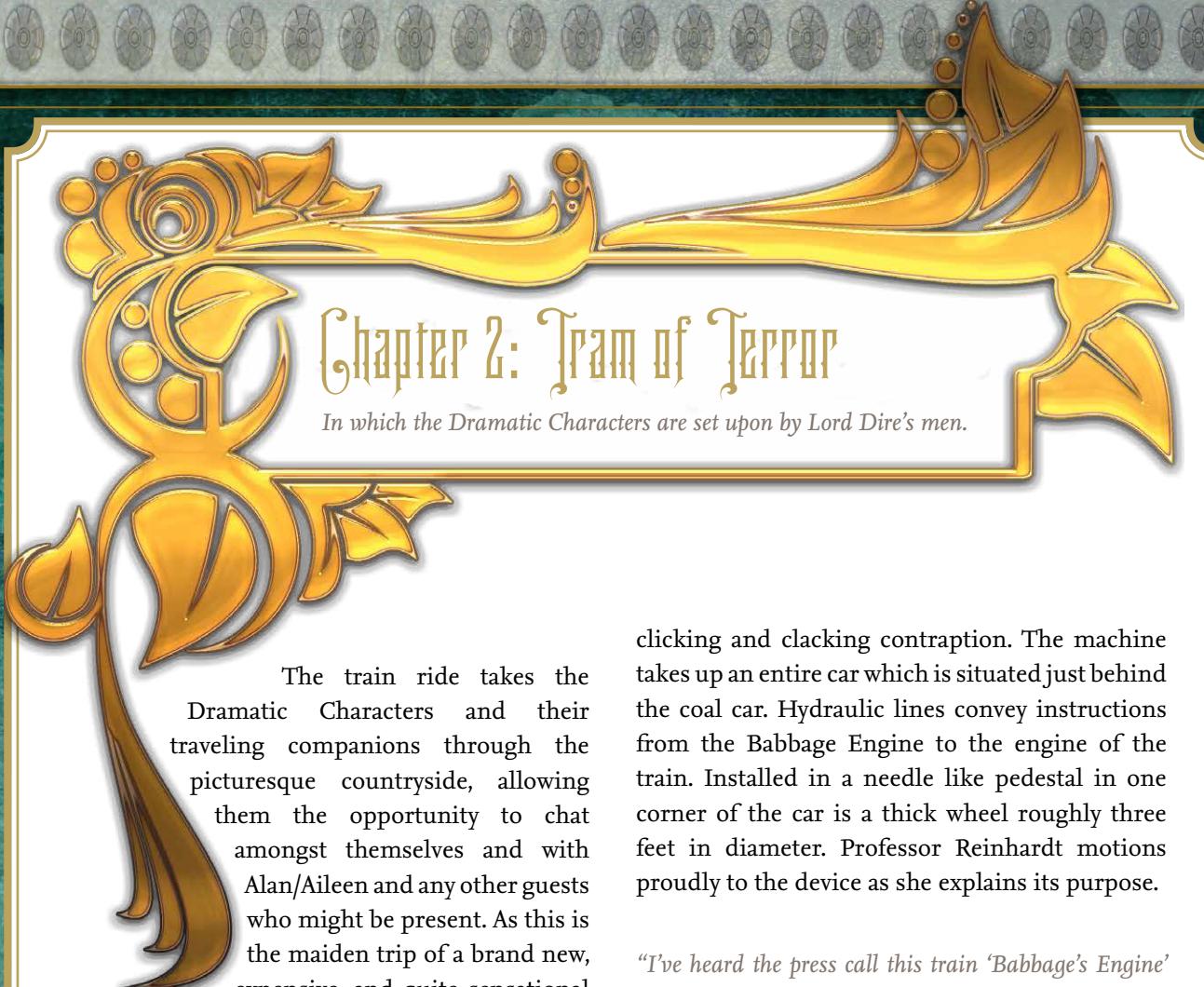
If the Dramatic Characters intervene—and who could refuse innocents in distress?—they should be able to rout the ruffians with little difficulty. The assailants flee if they are able before the police arrive to take them into custody. Professor Reinhardt is most grateful to the characters, as is the lovely Alan/Aileen. They introduce themselves and the Dramatic Characters learn that Professor Reinhardt is traveling aboard the *Duchess Elisabeth* on her maiden voyage in order to install her invention, the Automated Telegraphic Punched Card Shuffler. Without it, the train's controlling Babbage Engine would be unable to respond quickly and precisely to upcoming hazards and changing conditions along the tracks.



If none of the Dramatic Characters suggest it, Alan/Aileen asks if they might be willing to accompany them on the trip. The professor is happy to acquire tickets for whomever requires one. In short order, the entire party is aboard the *Duchess Elisabeth*. Professor Reinhardt, accompanied by one of the conductors, travels

to the front of the train to install her Automated Telegraphic Punched Card Shuffler while Alan/Aileen keeps the Dramatic Characters company. Citing railway regulations and security, the Professor won't allow anyone to accompany her at this time but promises a tour later. Minutes later the whistle blows and the train pulls out of the station and speeds along the line.





Chapter 2: Train of Jeppop

In which the Dramatic Characters are set upon by Lord Dire's men.

The train ride takes the Dramatic Characters and their traveling companions through the picturesque countryside, allowing them the opportunity to chat amongst themselves and with Alan/Aileen and any other guests who might be present. As this is the maiden trip of a brand new, expensive, and quite sensational train any number of interesting people might be present and this is an excellent chance for Hosts to introduce seeds for future plots, advance personal storylines, or reinforce the fascinating nature of New Europa via chats involving famous individuals both historical and fictional. Of course, Alan/Aileen serves as a perfect companion and takes interest in the Dramatic Characters and their stories, perhaps even coyly flirting with a handsome or beautiful member of the party. Roughly an hour after the train pulls out of the station, Professor Reinhardt returns and asks if the Dramatic Characters would like to see the train's Babbage Engine "brain" in action.

Professor Reinhardt leads Alan/Aileen and the Dramatic Characters forward through the train until they reach the Babbage Engine, a massive

clicking and clacking contraption. The machine takes up an entire car which is situated just behind the coal car. Hydraulic lines convey instructions from the Babbage Engine to the engine of the train. Installed in a needle like pedestal in one corner of the car is a thick wheel roughly three feet in diameter. Professor Reinhardt motions proudly to the device as she explains its purpose.

"I've heard the press call this train 'Babbage's Engine' because of its automated driver. It is an amusing title but not an entirely accurate one. You see, my friends, this is the Automated Telegraphic Punched Card Shuffler. While the Babbage Engine which operates this train is a wonder it cannot see ahead. It does not know the conditions of the track kilometers ahead or, indeed, around the next bend and, thus, needs information about route deviations, dangers on the track, and so forth from down the line. My beautiful creation can accept this information in the form of telegraphic signals sent cleverly along the track and up through the wheels and into my invention. The Automated Telegraphic Punched Card Shuffler then spins and inserts the proper sequence of punched cards into the Babbage Engine in order to change the train's operating instructions."

The Professor is delighted to answer questions from any curious Dramatic Character but all inquiries are cut short when the rear door of



Castle Falkenstein is home to a number of famous characters, many of whom are fictional in our world. A list of possible passengers, and their motives for being aboard the *Duchess Elisabeth* are listed below.

- The Empress of Austria herself, Duchess Elisabeth in Bavaria, accompanied by several guards. As the train is named after her, the Empress is aboard to represent her government. She has her own royal car towards the rear of the train for when she retires.
- Sarah Bernhardt, one of the most beloved performers in the world. She has been engaged as a matter of publicity and will put on a performance for the passengers when the train arrives at its final destination.
- Rhyme Enginemaster, gruff Dwarvish inventor. He has, grudgingly, agreed to represent Bayern's interests aboard the *Duchess Elisabeth*.
- Arsène Lupin, gentleman thief. Currently the master criminal is disguised as a man named Rostat and is performing card tricks to amuse the passengers.
- Mark Twain, famous journalist, writer, and ambassador at large for the Bear Flag Empire of California. He will be very keen to interview anyone present to get their thoughts on the train and the march of progress.
- Jules Verne, journalist and France's Minister of Science. He is on board to represent France's interests and to record the trip for posterity.

the car bursts open and several men, dressed in black uniforms with a golden, Gothic "D" stitched upon their breasts enter. Recognizing the symbol as belonging to Lord Dire of Trevania requires a

successful Great Social Connections Feat. Again, pitch the level of threat to the level of the party's combat readiness. There should be two raiders but be prepared to bring in reinforcements if they are too quickly dispatched. The raiders are well armed, carrying both pistols and sabers.

RAIDERS

Abilities: Courage [GD] • Fencing [GR] • Marksmanship [GR] • Perception [GD] • Physique [GD]

Health: 7

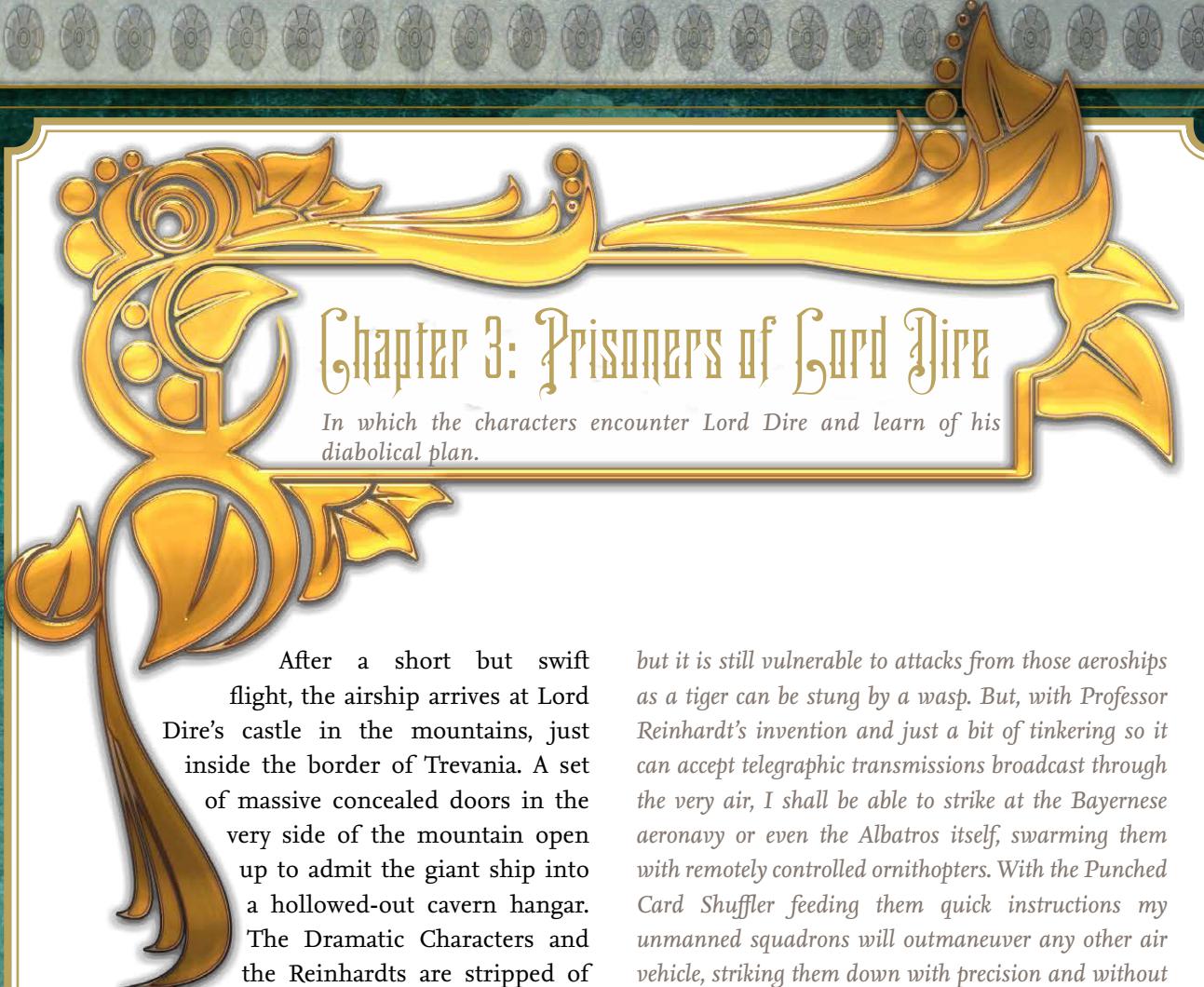
Armor: Leather Jacket (Light/Stops 1 point of damage)

Weapons: Saber [4 (P) / 5 (F) / 6 (H) / Harm Rank D] • .31 Pepperbox Pistol [Range 25/60 / Load 5 / 2 (P) / 3 (F) / 4 (H) / Harm Rank B]

Just as the Dramatic Characters or their opponents seem to be gaining the upper hand, the train is rocked by a sudden force, and the characters find their entire car separated from the train and lifted entirely off the tracks by a powerful winch and cables attached to the corners of the car by men on the roof! They are lifted into the belly of a massive airship hovering above the tracks, where they become the prisoners of Lord Dire.

The Dramatic Characters may struggle further against their abductors, perhaps even climbing outside of the train car to assault or climb the cables. Remind them, however, of the damage which might be done, both to themselves and the Babbage Engine, should the car fall from the increasingly great height. Anyone looking down will see the majority of the train cars, now separated from the engine, slowing down to a halt while the engine and coal car continue to speed on.

If need be, Lord Dire's men have no qualms about taking the Reinhardts hostage to force the Dramatic Characters to comply with their demands.



Chapter 3: Prisoners of Lord Dire

In which the characters encounter Lord Dire and learn of his diabolical plan.

After a short but swift flight, the airship arrives at Lord Dire's castle in the mountains, just inside the border of Trevania. A set of massive concealed doors in the very side of the mountain open up to admit the giant ship into a hollowed-out cavern hangar. The Dramatic Characters and the Reinhardts are stripped of their possessions and brought by a group of raiders to Lord Dire's massive library in the castle above the mountain complex. There his Lordship greets the party like long lost friends he has been expecting and invites them to sit with him as though they were his guests and not his prisoners. He even has medics on hand to tend to their injuries. Heal up to two Wounds suffered by any Dramatic Character or the Reinhardts. Guards line the walls, each armed with a pistol and saber. There are two guards for each Dramatic Character present. As their injuries are tended to, Dire explains why it is that he has brought them to his stronghold.

"You have already seen," he says like a lecturing professor, "the incredible power of my airship. It far outstrips those of Bayern in terms of size and capacity,

but it is still vulnerable to attacks from those aerships as a tiger can be stung by a wasp. But, with Professor Reinhardt's invention and just a bit of tinkering so it can accept telegraphic transmissions broadcast through the very air, I shall be able to strike at the Bayernese aeronavy or even the Albatros itself, swarming them with remotely controlled ornithopters. With the Punched Card Shuffler feeding them quick instructions my unmanned squadrons will outmaneuver any other air vehicle, striking them down with precision and without worry of cowardice or panic on the part of a human pilot! Once I have claimed the skies, its power will allow me to overcome any that stand in my way!"

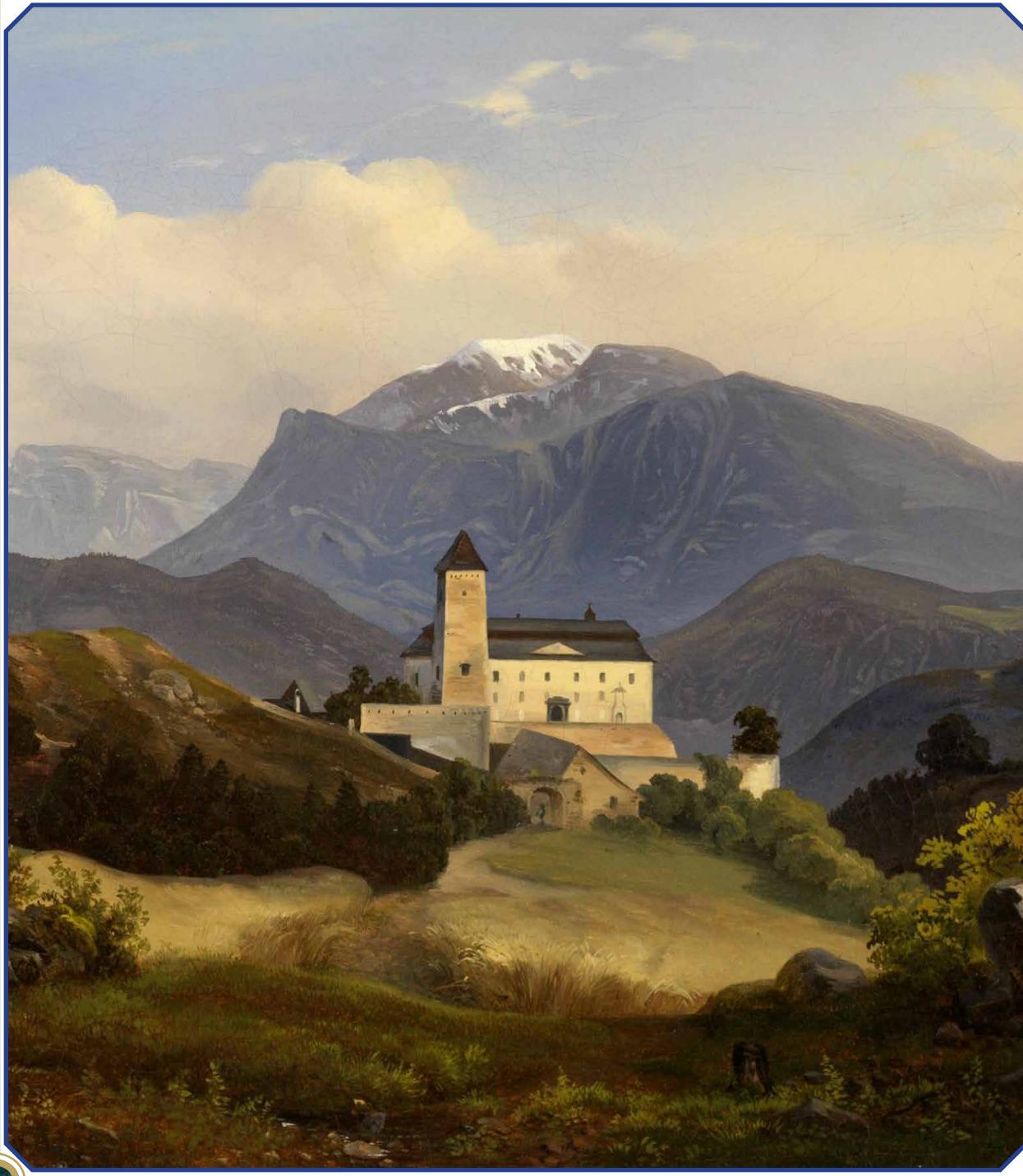
Unfortunately, Lord Dire explains, he was planning only on abducting the Reinhardts. The Dramatic Characters are of no concern to his plans and will have to be disposed of. He orders the Dramatic Characters clapped in irons, particularly to limit the powers of any Faerie among them, and sealed into one of the chambers of the Radium mines deep beneath the castle.

"You see," Lore Dire says as the guards close in with manacles at the ready, "The secret to my amazing flying platform's power is a rare and mysterious element known as Radium. Little is truly known about it but my experiments have shown long term exposure to the



substance to be quite deadly. Thus, your last act on this Earth will be in the name of science as we monitor your condition and see how long it takes before the Radium's toxicity saps your strength and renders you lifeless."

While most of the guards secure the Dramatic Characters, Lord Dire and one of his raiders escort the Reinhardts away, specifically mentioning that the two prisoners will be his "guest" aboard the flying platform.





Chapter 4: Battle in the Sky

In which the Dramatic Characters escape their bonds and confront the mastermind.

Hosts should give the party every chance to escape and entertain any plans they might have for doing so. For example, a socially adroit Dramatic Character might convince Lord Dire of their worth as potential hostages. Doing so requires a success on an Extraordinary Charisma, Connections, or Social Graces

Feat. Should the attempt be successful, Lord Dire will still order the Dramatic Characters shackled but will bring them with him aboard his flying platform.

Dramatic Characters can also attempt to escape during the trip down to the Radium mines. They are escorted by three guards, all with pistols drawn and ready to fire. Picking the lock on the shackles without a guard noticing requires success on an Exceptional Stealth or Tinkering Feat. Should the Dramatic Characters attack the guards while shackled, reduce all physical Abilities by one step (from Great to Good, for example) to represent the difficulty of taking any action while bound. The guards are immune to bribery but might be convinced to undo the bonds of a female Dramatic Character (or perhaps a sickly looking male Dramatic Character) with a successful

Great Charisma or Performance Feat. Of course, Faerie characters can attempt to pass through the bonds using their abilities but doing so requires an Exceptional Ethereallness Feat. Sorcerers attempting a Magickal solution must succeed at an Exceptional Sorcery Feat in order to hide their intentions from the prying gaze of the guards. For all purposes the guards have the same Abilities as the raiders in Chapter 2.

If the Dramatic Characters do not escape before they reach the mines the guards shove them inside and slam shut a thick iron door. The sound of the lock being engaged is loud and echoes through the chamber they find themselves in. The Dramatic Characters must obviously find a way to escape. Some possibilities for action include:

- The door cannot be forced with any amount of raw physical strength but if proper leverage is applied with a Great Education or Tinkering Feat it becomes possible if the Dramatic Characters work together to achieve an Extraordinary Physique Feat.
- Likewise, there is no way to pick the lock from this side but a clever inventor might be able to make use of the raw Radium and mining tools available to create a crude explosive by succeeding at an Exceptional Tinkering Feat.



- Faeries who try to pass through the door or even the rock walls will find it next to impossible and must achieve a High Success on an Extraordinary Etherealness Feat.
- Sorcerers will find the Radium interferes with their Magick. Each time a Sorcerer Draws Power from Sorcery Deck they must draw two cards. If one of the cards is of the wrong suit for the Spell being prepared and one is the correct suit, the Sorcerer must keep the card with the wrong suit and set aside the other card. If both cards are of the correct suit the Sorcerer must keep the card with the lowest value. If neither card is of the proper suit one must be discarded and the other kept.
- Keen observation might find a side passage which leads out of the mines. To find such a passage requires an Exceptional Perception Feat. Success at a Great Education Feat to help understand the geology of the mines lowers the difficulty of the Perception Feat by one step. At the Host's choosing, the previously hidden passage might be accessible only to those able to climb up the wall with a Great Athletics Feat or to those who can squeeze through a tight space with a Great Athletics, Performance, or Stealth Feat.

The Host should be open to whatever plans the Players devise and work to make the escape challenging, but not impossible.

However the Dramatic Characters escape the mines, they should reach the hangar just as Lord Dire's flying platform is departing. Racks of weapons in the hangar will make it possible for them to rearm themselves as desired. A Great Athletics feat is required to leap onto the airship before it leaves the hangar. Hosts can spice this action up with precarious near-misses that leave one or more Dramatic Characters dangling from cables or struts as the ship flies high over the craggy mountain peaks!

Because *Castle Falkenstein* is a game of drama and not precise simulation no map of Lord Dire's fortress has been included in this Adventure Entertainment. Finding the hanger won't be a difficult task. All they must do is follow the sounds of the engines warming up and the props spinning. Should the Dramatic Characters attempt to depart Lord Dire's fortress another way a reminder of the peril the Reinhardts face should convince them of the right course of action. Should they continue to play the heartless cads, the Dramatic Characters will find the corridors leading towards the hangar are guarded by considerably fewer men than the corridors leading away from it.

The characters have to sneak or fight their way past Lord Dire's crew to reach the bridge of the airship, requiring either Great Stealth or the appropriate dramatic combat. Should the Host desire, a fight on board the airship could very well damage some of its mechanisms or puncture some of the gas cells providing lift. A slowly sinking or precariously tilted flying platform would certainly add a sense of tension to the affair!

Lord Dire and the Reinhardts are located in the flying platform's bridge which is located at the fore of the ship on the uppermost deck. The number of encounters with the ship's crew the party has on the way should be defined by the Host depending upon factors such as how much time is left in the session and desired degree of difficulty. All crew members have the same Abilities as the raiders in Chapter 2 but only one in any group is armed with a pistol. The rest are armed with sabers. Crew members are usually encounters either individually or in groups of two or three.

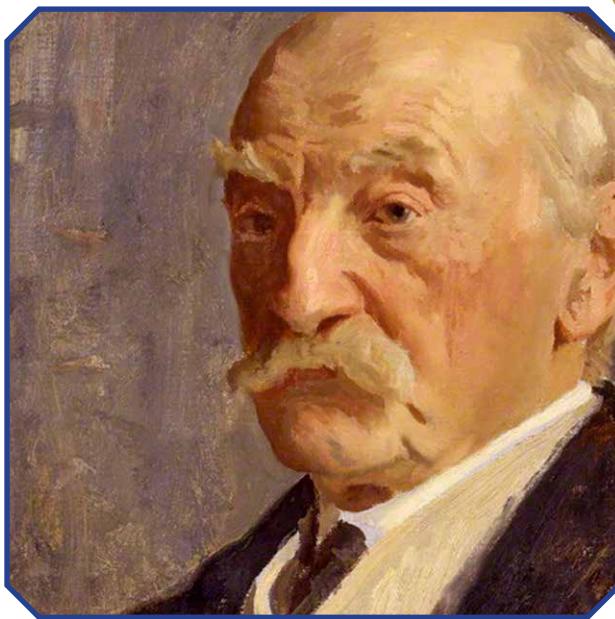
If any confrontation lasts more than three rounds one of the engaged crew members will attempt to make it to the alert bell. There are pull cords for the alert bell hanging at each corridor intersection. If the alert bell is rung the



Requirement for all future Stealth Feats is raised by one step to Exceptional. The alert bell will also be rung if the aircraft is significantly damaged.

When the Dramatic Characters confront Lord Dire on the bridge, he defiantly order his men to kill the interlopers. He seizes Alan/Aileen Reinhardt and flees with her through a secret panel in the wall, taking her down a ladder to the ornithopter bay which will allow him to escape with the younger Reinhardt held hostage. Dramatic Characters following him will find themselves in a chase, attempting to stop the mastermind as they pursue him down the ladder and along a narrow set of catwalks with nothing but their own sense of balance protecting them from a plummeting doom. Every physical action a Dramatic Character takes on the catwalks should be accompanied by an Athletics Feat with a Requirement of Good. Failure means the Dramatic Character stumbles and is unable to perform an action that round. A fumble means the Dramatic Character plummets from the catwalk. Hosts should allow a falling Dramatic Character to catch hold of a dangling line but climbing back up takes them out of the action for at least three rounds. To increase the tension of the encounter, at some point Lord Dire should toss Alan/Aileen aside in order to free his

It is entirely possible the Players will attempt to veer off course. For example, they might choose to find one of the flying platform's attached ornithopters and attack it from the outside. Or they might attempt to seize control of the engine room. Hosts can handle such deviations in one of two ways. They can either work with the new idea, improvising additional encounters as needed or they can place obstacles such as sealed bulkheads or extra crew in the way of the Dramatic Characters to guide them back towards the bridge. As Host, always remember it is paramount to balance challenge and fun for everyone present.



hands for the battle. The Dramatic Characters now have two problems. In addition to attempting to stop Lord Dire they must also save Alan/Aileen, who clings to the catwalk in a desperate attempt not to fall.

If Lord Dire is defeated, mortally wounded or not, he plunges from the airship and disappears into the clouds below. Otherwise, he escapes aboard his hot air balloon, vowing revenge upon the party.

Once Lord Dire is either defeated or has escaped, the flying platform itself begins to plunge out of control, damaged by the struggle and without the guidance of its master and some of his crew. This requires the Dramatic Characters to arrest its fall if they are to survive. They must make their way to the bridge or the engine room and must succeed at a Great Helmsmanship or Tinkering Feat to make the necessary adjustments. Dramatic Characters can also attempt to succeed at a Great Courage or Charisma Feat to order members of the panicking crew to do the job for them. Hosts should allow alternate methods, such as attempting to escape using one of the airship's attached ornithopters or the use of Magick to bring the encounter to a dramatic but survivable end.



LORD DIRE'S FLYING PLATFORM

Similar to Robur's *Albatross*, Dire's airship is a large platform kept aloft by a combination of gas cells and large propellers. It has several interior decks, with catwalks running between the vast gears and shafts of the mechanical propellers. The ship is controlled from the bridge.

Cost: 100 days at 10,000c

Size: Large [100 Wounds]

Powered by: A Radium Engine

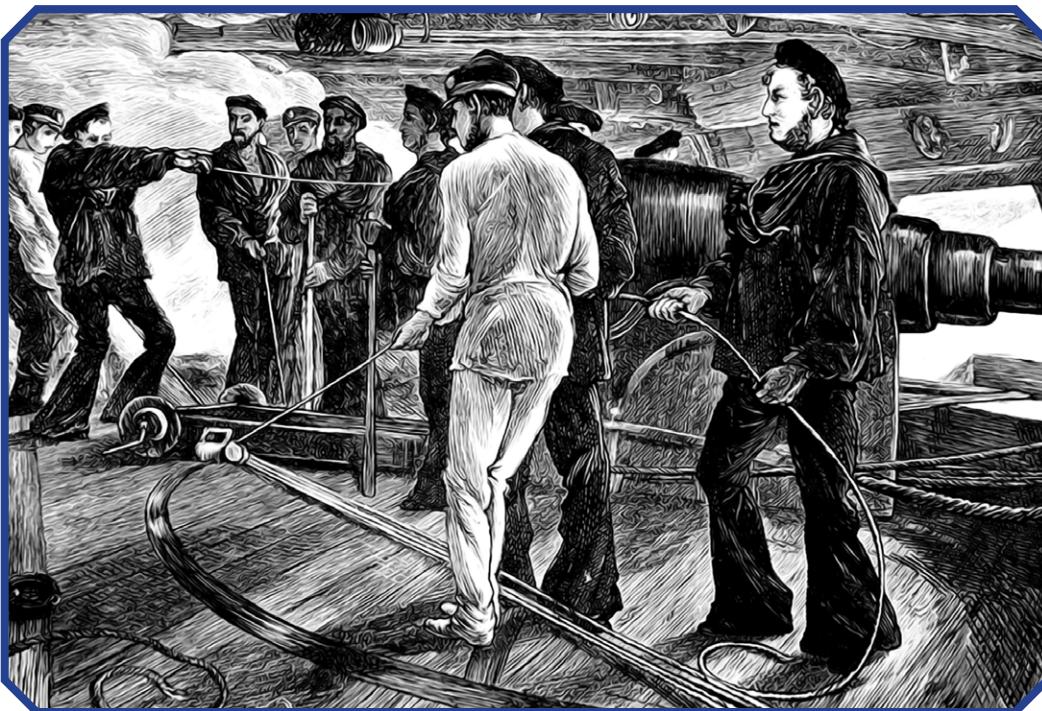
Operation Time: Unlimited

Operates with: A complex arrangement of levers, cables, and a captain's wheel

Moves with: A series of forward and aft rotors

Armed with: Two bomb racks, a forward facing gatling gun, and a squadron of attached ornithopters.

Note: The ornithopters are as described on page 211 of *Castle Falkenstein*.



Epilogue

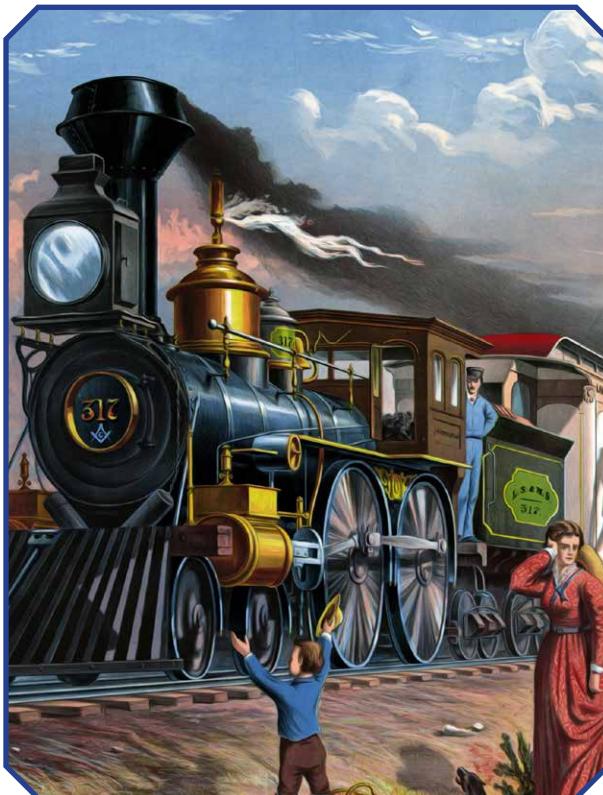
In which the Dramatic Characters move forward into the future.

Whether he escaped or plunged to his supposed death, Lord Dire could return to menace the Dramatic Characters again some day with some new and terrible plot.

He retains his loyal followers and his position in society as head of a principality affords him opportunities to evade the justice that is otherwise his rightful due.

The *Duchess Elisabeth* survived and no harm came to the passengers or staff. Without the Babbage Engine to control it the engine pattered along for another mile before coming to a halt entirely while the rest of the train's cars simply slowed to a stop after being decoupled. Professor Reinhardt will either return the Automated Telegraphic Punched Card Shuffler to the *Duchess Elisabeth* or build a new one for the task. Either way, the various governments involved with the project will have learned their lesson. In the future, all Babbage Engine controlled trains will be armed with rooftop canons to fend off airborne raiders. And, of course, the part the Dramatic Characters played in the foiling of Lord Dire's scheme will bring them to the attention of three different governments, all of whom might have tasks in mind for such skilled adventurers in the future!

Alan/Aileen Reinhardt might well have fallen for a dashing Dramatic Character and could try and pursue a relationship with them. They might also be inspired by the events of the story to become an adventuress themselves, whom the Dramatic Characters could cross paths—or even swords—with again some day.



SAMPLE DRAMATIC CHARACTERS

The following six Dramatic Characters are provided for the convenience of groups who wish to proceed right to playing the Great Game. They were built using the standard rules as presented in *Castle Falkenstein* unless otherwise noted.

JANET BLACK

The men all laughed when Janet Black showed up in California with her pickaxe and her panning gear but damned if she didn't show them a thing or three. The blacksmith's daughter struck her claim, worked it, and came up with enough gold to make her rich for life. Tired of working for a living, the newly wealthy Janet set off from San Francisco aboard an aeroship, intending to see the world and investigating a haunted castle sounds like loads of fun!

A few tips on playing Janet Black: You grew up rough but you grew up loved. You believe in speaking plain and not holding back. Luckily, people in New Europa seem to expect that kind of behavior from Americans so your attitude, plus your money, have won you a few friends on this side of the Atlantean. Just remember, there's not much honesty and a good think can't solve and if a problem gets too ornery, you've always got your Colt to back you up.

Working with the Others: Maybe you've taken a fancy to one of the others or maybe you're just bored. You left home looking for adventure and romance and a trip aboard an automated train sounds like just the ticket!

Abilities: Charisma [GR] • Courage [GD] • Exchequer [EXC] • Fencing [PR] • Marksmanship [GD] • Physique [GD] • Social Graces [PR] • Sorcery [PR]

Health: 7

Notable Possessions: .44 Colt (Range 50/300 / Load 6 / 4 (P) / 5 (F) / 6 (H) / Harm Rank D), bank book, passport.

M. BLANQUE

As a secret agent for the Imperial Crown of France, M. Blanque travels the world, performing daring acts both of espionage and romance. Just back from a mission in the Americas, she has been asked to look into this bothersome protest in hopes of finding a way to defuse the situation. With her charisma, mastery of stealth, and gadget-filled cane, M. Blanque is the perfect choice to board the *Duchess Elisabeth* and ensure nothing untoward happened to it.

A Few Tips of Playing M. Blanque: You are a French, female super spy. You have a gadget for every situation, ranging from lockpicks cleverly concealed in your cane to a small cache of explosive liquid tucked away in a hidden compartment in your watch. When it comes to social situations be suave. Be droll. Be ironic. Flirt with those you find attractive, no matter the gender, but always remember your first duty is to Emperor Napoleon the Third and to France.

Working with the Others: As a representative of the French government, you are aware of your duty to lead a small and elite team in stopping any criminal or foreign agent who would sabotage the *Duchess Elisabeth*. After all, while the train might be of Bayernese construction and the name might be Austrian, the Babbage Engine which drives her was built in France and it is your duty to ensure no embarrassment comes to either France or her Emperor.

Abilities: Comeliness [GD] • Courage [GD] • Fencing [GD] • Social Graces [GD] • Sorcery [PR] • Stealth [GR]

Health: 7

Notable Possessions: Sword cane with assorted gadgets (3 (P) / 4 (F) / 5 (H) / Harm Rank C), pocket watch with assorted gadgets.



MARQUESS MARIE-CHRISTINE BOURDON

Though she was born to the aristocracy of France, Marie-Christine Bourdon has always been a tinkerer at heart, much to the exasperation of her parents. In her youth, Marie-Christine's governess often found her taking apart some device or another as she attempted to discover how it worked. As the young aristocrat grew older, Marie-Christine made something of a truce with her parents. She would act more properly like a lady if they would arrange for her to learn engineering from experts across New Europa. Recently, inspired by Lady Ada Lovelace, Marie-Christine has become interested in the functioning and programming of Babbage Engines.

A few tips on playing the Marquess Marie-Christine Bourdon: To please your parents, you have learned how to act like a proper lady but, at heart, you are a tinkerer. Any chance to talk shop with another inventor should be leapt upon, and any new device must be examined and documented thoroughly. You are, in many ways, the original geek girl even if you were born to wealth.

Working with the Others: You need no prodding to climb aboard a Babbage Engine controlled train, that's for certain. Better yet, the chance to see the calculating device in action is a dream come true! When the action begins you're ready to assist. After all, what is worse than some fiend stealing a great invention and using the power of science for nefarious aims?

Abilities: Athletics [PR] • Connections [GD] • Education [GD] • Fencing [PR] • Fisticuffs [PR] • Marksmanship [GD] • Performance [PR] • Social Graces [GR] • Tinkering [EXC]

Health: 5

Notable Possessions: .22 Derringer (Range 10/25 / Load 2 / 1 (P) / 2 (F) / 3 (H) / Harm Rank A), a selection of useful tools.

PETER LAST

Peter Last's father was a butler as was his father before him. Peter, however, has no desire to become just another domestic servant in a long line of domestic servants. Instead, he wishes to roam the world and have adventurers like the men and women he has read about in the pages of the *Strand Magazine*. With a keen eye, a strong frame, and a good heart, the young man has struck out to travel the continent in search of his fortune.

A few tips on playing Peter Last: Being on the cusp of manhood marks you as the youngest member of the party. As a result you are full of vim and vigor and always eager for an adventure. You are eager to prove your worth and happy to rush ahead where others might fear to tread. Any moment might be an opportunity in disguise if you are ready to seize it!

Working with the Others: If this isn't adventure, what is? There's people to protect, a madman to stop, and all sorts of interesting people to chat with. Growing up as a member of a serving family means you aren't likely to take the lead but you're happy to assist the others as they come up with clever plans and push forward to stop evil from winning.

Abilities: Athletics [GD] • Charisma [GD] • Connections [PR] • Courage [GR] • Fisticuffs [GD] • Perception [GD] • Performance [PR] • Physique [GR]

Health: 8

Notable Possessions: Brass knuckles (1 (P) / 2 (F) / 3 (H) / Harm Rank A / Causes blows only), a waterproof box of lucifers, extra handkerchiefs packed by your mother.

PAULY THE PIXIE

Let Brownies have their boring work and Faerie Lords their courtly intrigues. Life for Pauly the Pixie is nothing but adventure! After all, adventure is so very easy to find. All it takes



is finding an interesting group of humans and slipping into their belongings. Before Pauly know it they've been taken to a new place and are having quite a bit of fun! Normally the Pixie wouldn't even think of boarding a train. Much too much iron. However, she can't resist the possibility of creating a match between Alan/Alaine Reinhardt and a dashing young hero!

A few tips on playing Pauly: As a Pixie, you are a study in contrasts. You can covertly tag along with a group of humans for days, observing their actions and helping them without their knowledge. At the same time, you are bubbly and light and full of laughter and can't help bursting out at just the right time to trigger a scare or bring a smile to someone's face. So long as things are exciting, you're content to participate in any adventure. Should they turn boring, however, you might be forced to make a bit of excitement of your own!

Working with the Others: These humans are fascinating. All selfless and heroic and practically popping from the pages of a story! Better yet, with young Alan/Alaine Reinhardt present there's a chance to create a little romance in addition to a little adventure! The perfect reason for a Pixie to tag along and help out with foiling a dastardly plot.

Abilities: Athletics [GD] • Etherealness [GD] •
Exchequer [PR] • Fisticuffs [PR] • Glamour [GR] • Love Charm [GR] • Perception [GD] •
• Physique [PR] • Stealth [EXC] • Shapeshift [PR] • Sorcery [PR] • Tinkering [PR]

Health: 4

Notable Possessions: A collection of oddities and sparklies kept in a marble bag.

Repulsions: As a Pixie, Pauly is repulsed by clothing turned inside out, large quantities of iron, holy symbols, and significant quantities of salt.

Please note, Pauly was built using the Pixie template in *Memoirs of Auberon of Faerie*. To make her conform with standard *Castle Falkenstein* rules, remove the Shapeshift Ability and change Etherealness to AV.

SIR PETER WINDHELM

Sir Peter Windhelm, an English gentleman through and through, has recently returned to London with his Parisian wife, Corrine. A Sorcerer and member of the Order of the Temple of Jerusalem, he takes advantage of his relative wealth and the leisure time it produces to act as did the knights of old, righting wrongs and aiding those in need. A relic in an ever changing world, Sir Peter stands by his belief that it is the duty of the fortunate to give aid to the less fortunate whenever possible.

A few tips on playing Sir Peter Windhelm: You are an English knight of the noblest sort, through and through. You live by a strict code, helping those in need and bringing to justice those who have committed crimes. You are, technically speaking, a Sorcerer but you are no scholar. Magick, to you, is as much a tool as a hammer or a sword. Still, at the end of an adventure, when you have done all you can to help the world, you return home to your wife, whom you love with all your heart.

Working with the Others: In truth, all you desired was to board the train and return home to your beautiful wife. However, events have once again swept you along on the path of adventure. It is your duty as a Templar and an Englishman to stop this criminal mastermind from turning his evil loose upon the world and to help your fellow adventurers reach safety.

Abilities: Athletics [GD] • Courage [GR] •
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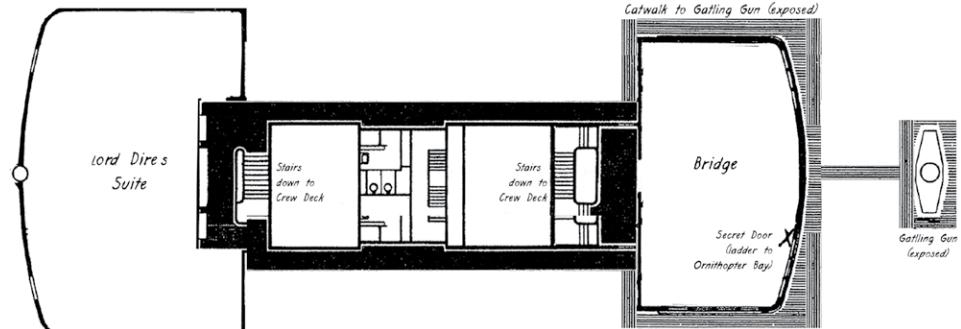
Health: 7

Notable Possessions: Court sword (4 (P) / 5 (F) / 6 (H) / Harm Rank C), wallet with bank notes.

Spells: As a Templar, Sir Peter can cast from the **Libram of Mystic Transformation** and **Osman's Tome of Physical Movement**. For more information on lorebooks and Sorcery in general, see the appropriate section of the *Castle Falkenstein* rulebook.

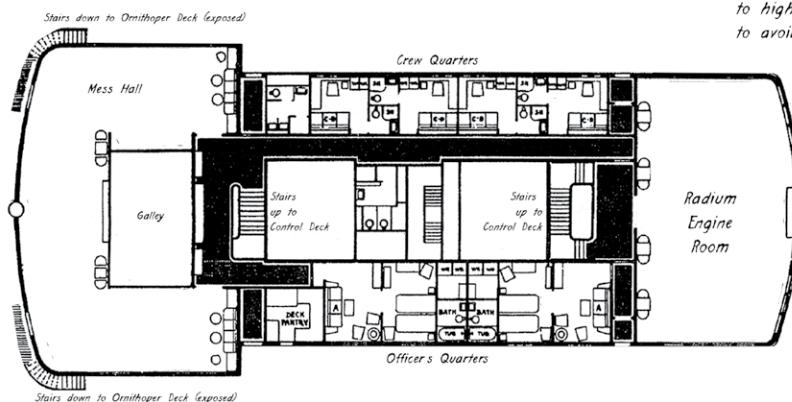


DECK PLANS OF LORD DIRE'S FLYING PLATFORM

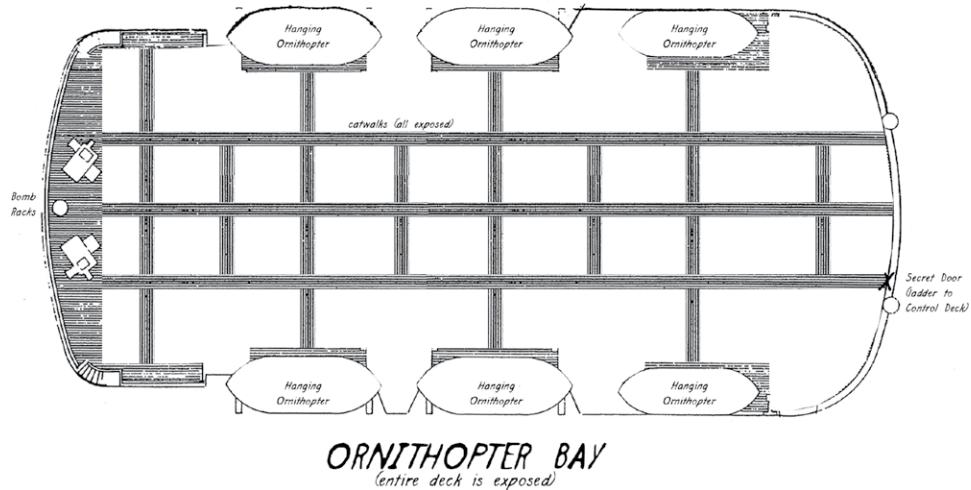


CONTROL DECK

NOTE Any area marked as exposed is not fully enclosed by the platform and open to the outside. Such areas are subject to high winds and care must be taken to avoid plummeting to the ground below.



CREW DECK



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Health: 7

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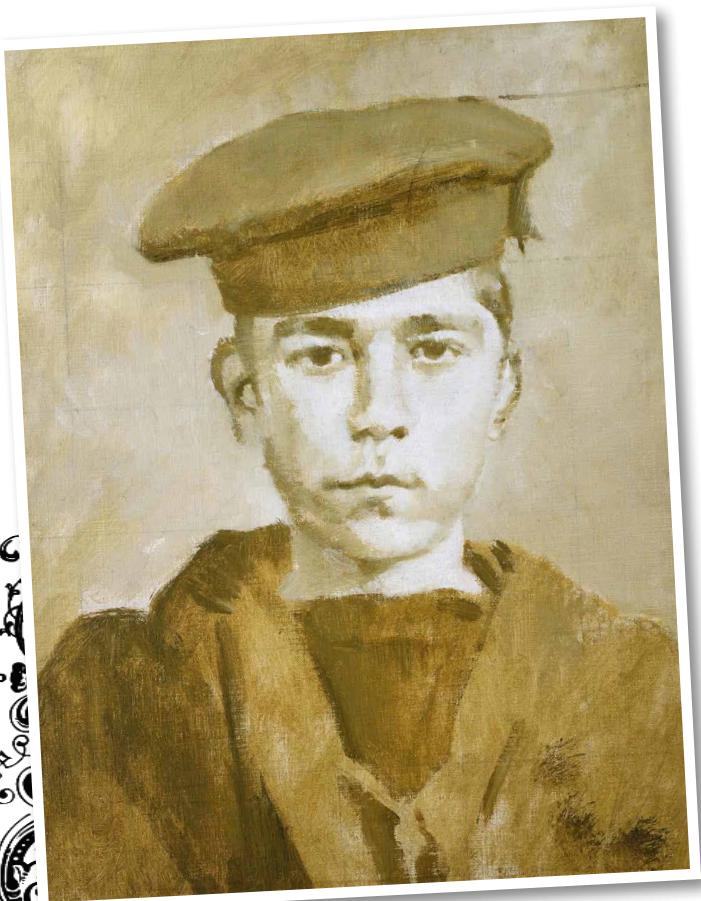
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Health: 4

Notable Possessions: A collection of oddities and sparklies kept in a marble bag.

Repulsions: As a Pixie, Pauly is repulsed by clothing turned inside out, large quantities of iron, holy symbols, and significant quantities of salt.



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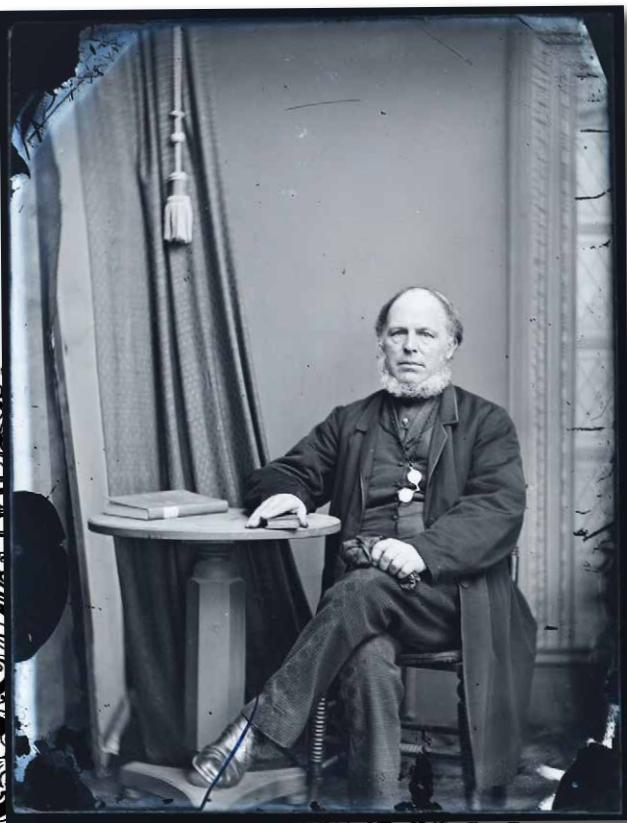
Abilities: Athletics [GD] • Courage [GR] • Exchequer [GD] • Fencing [GR] • Physician [PR] • Sorcery [GD] • Stealth [PR]

Health: 7

Notable Possessions: Court sword (4 (P) / 5 (E) / 6 (H) / Harm Rank C), wallet with bank notes.

Spells: As a Templar, Sir Peter can cast from the **Libram of Mystic Transformation** and **Osman's Tome**.

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Castle
Falkenstein

BABBAGE'S ENGINE

AN ADVENTURE ENTERTAINMENT FOR CASTLE FALKENSTEIN